Subject: Best All around video card out there?
Posted by mrpirate on Fri, 16 Apr 2004 19:14:00 GMT
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X-bit LabsCloser Look at RV280: What RADEON 9200 Has and Can?

-0.15 micron manufacturing technology;
-Four rendering pipelines with one texturing unit in each;
-Memory interface: 128-bit for SDR/DDR SDRAM/SGRAM;
-One 128-bit memory controller. RADEON 8500 uses two independent 64-bit controllers, and

-Vertex shaders version 1.1. Polygon processing speed of up to 40 million primitives per second;
-Pixel shaders version 1.4 (SmartShader technology);
-HyperZ technology optimizes the use of the Z-buffer and thus increases the effective graphics memory bandwidth;
-Full-screen anti-aliasing with an optional jitter mask to improve the quality of the image (SmoothVision technology);
-Hardware tessellation (TruForm technology);
-Anisotropic filtering of an up to 16x level;
-3D textures support;
-Relief rendering with EMBM and Dot Product methods;
-Texture compression support;
-Hardware MPEG-2 decoding (motion compensation, Fourier inversion, adaptive de-interlacing);

RealVideo format only;
-AGP 8x support;
-Two 350MHz RAMDACs;
-165MHz TMDS transmitter;
Maximum supported resolution: 2048x1532x32 for every VGA display.

As you see we have a typical value graphics chip with DirectX 8.1 support...