



ATLANTIS

Radeon 9200SE

Specification

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System Requirements

- Intel® Pentium® 4/III/II/Celeron™, AMD® K6/Duron™/Athlon®/Athlon XP® or compatible with AGP 2X (3.3V), 4X (1.5V), 8X (0.8v) or Universal AGP 3.0 bus configuration (2X/4X/8X).
- 64MB of system memory
- Installation software requires CD-ROM drive
- DVD playback requires DVD drive

Graphics technology

- RADEON™ 9200SE,

Memory configuration

- 64 / 128MB of DDR memory

Operating system support

- Windows® XP; Windows® 2000; Windows® Me; Windows® 98/98SE

Monitor support

- CRT monitor: 15-pin VGA connector
- RADEON™ 9200SE - VGA/RCA/S-video

Display support

- Register compatible with VGA
- Supports VESA PnP compatible displays
- BIOS compatible with VESA for super VGA
- DDC1/2b/2b+ monitor support
- VESA Display Power Management Support
- Separate horizontal and vertical synchronization at TTL levels

Features

CHARISMA ENGINE™ II

- Four parallel rendering pipelines process up to 1.1 billion pixels per second
- High performance 2nd generation hardware transform & lighting engine
- Advanced vertex shader support for the latest programmable effects

SMARTSHADER™ technology

- Full support for DirectX® 8.1 programmable pixel and vertex shaders in hardware





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SMARTSHADER™ technology (cont'd)

- 1.4 pixel shaders support up to 22 instructions and up to 6 textures per rendering pass
- 1.1 vertex shaders support vertex programs up to 128 instructions
- Complete feature set also supported in OpenGL ® via extensions
- Programmable shaders provide enhanced 3D effects in over 100 existing and upcoming game titles

SMOOTHVISION™

- Image quality enhancement features for Direct3D™ and OpenGL ® applications
- Programmable full-scene anti-aliasing supports 2 to 6 samples with user selectable performance and quality modes
- Advanced anisotropic filtering supports 2 to 16 samples for high quality texture rendering with minimal performance impact

HYPER Z™ II

- Lossless Z-Buffer Compression and Fast Z-Buffer Clear reduce memory bandwidth by up to 25%

VIDEO FEATURES

- FULLSTREAM™ Hardware accelerated de-blocking of Internet video streams
- VIDEO IMMERSION™ II delivers industry-leading DVD playback
- Integrated MPEG-2 decode including iDCT and motion compensation for top quality DVD with lowest CPU usage
- Unique Adaptive per-pixel de-interlacing feature combines the best elements of the "bob" and "add-field" (weave) techniques
- YUV to RGB color space conversion
- Back-end scaler delivers top quality playback
- 4-tap horizontal and vertical filtering
- Upscaling and downscaling
- Filtered display of images up to 1920 pixels wide
- Hardware mirroring for flipping video images in video conferencing systems
- Supports 8-bit alpha blending and video keying for effective overlay of video and graphics





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DISPLAY FEATURES

- Dual integrated display controllers to drive two displays simultaneously with independent resolutions and refresh rates
- HYDRAVISION™ software provides complete control over multi-display configurations with a user-friendly interface
- Integrated TV-Out support up to 1024x768 resolution

2D display modes:

Resolutions, colors and maximum refresh rates (Hz) in 256, 65K or 16.7M colors:

Monitor Resolution	Hz
640x480	200
800x600	200
1024x768	200
1152x864	200
1280x1024	160
1600x1200	120
1920x1080* 16:9	120
1920x1200	100
1920x1440	90
2048x1536	85



**16:9 aspect ratio monitors are supported on 1920x1080 and 848x480 on Microsoft® Windows® XP, Microsoft® Windows® 2000 and Microsoft® Windows® Me. The complete list of resolutions depends on the driver version and operating system. NOTE: resolutions are limited by the performance of the attached monitor.*

Maximum 3D resolutions:

Colors	Monitor Resolution
65K colors	2048x1536
16.7M colors	2048x1536

Resolutions and refresh rates are subject to change. Not all monitors support all modes and refresh rates.

Note:
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