

ATi FireMV 2260

Written by Zaatharen
Sunday, 28 July 2013 00:40



Core: RV620 500MHz 128bit

Memory: 256MB DDR2 1000MHz 64bit **Year:** 2007 **Bus:** PCI-E16x 2.0 **Made:** 55nm **Transistors:** 181

million

Pixel Pipelines: 4 **TMUs:** 2 **DirectX:** 10.1 **Unified shaders:** 40 (v 4.1) **Memory bandwidth:** 8 GB/s

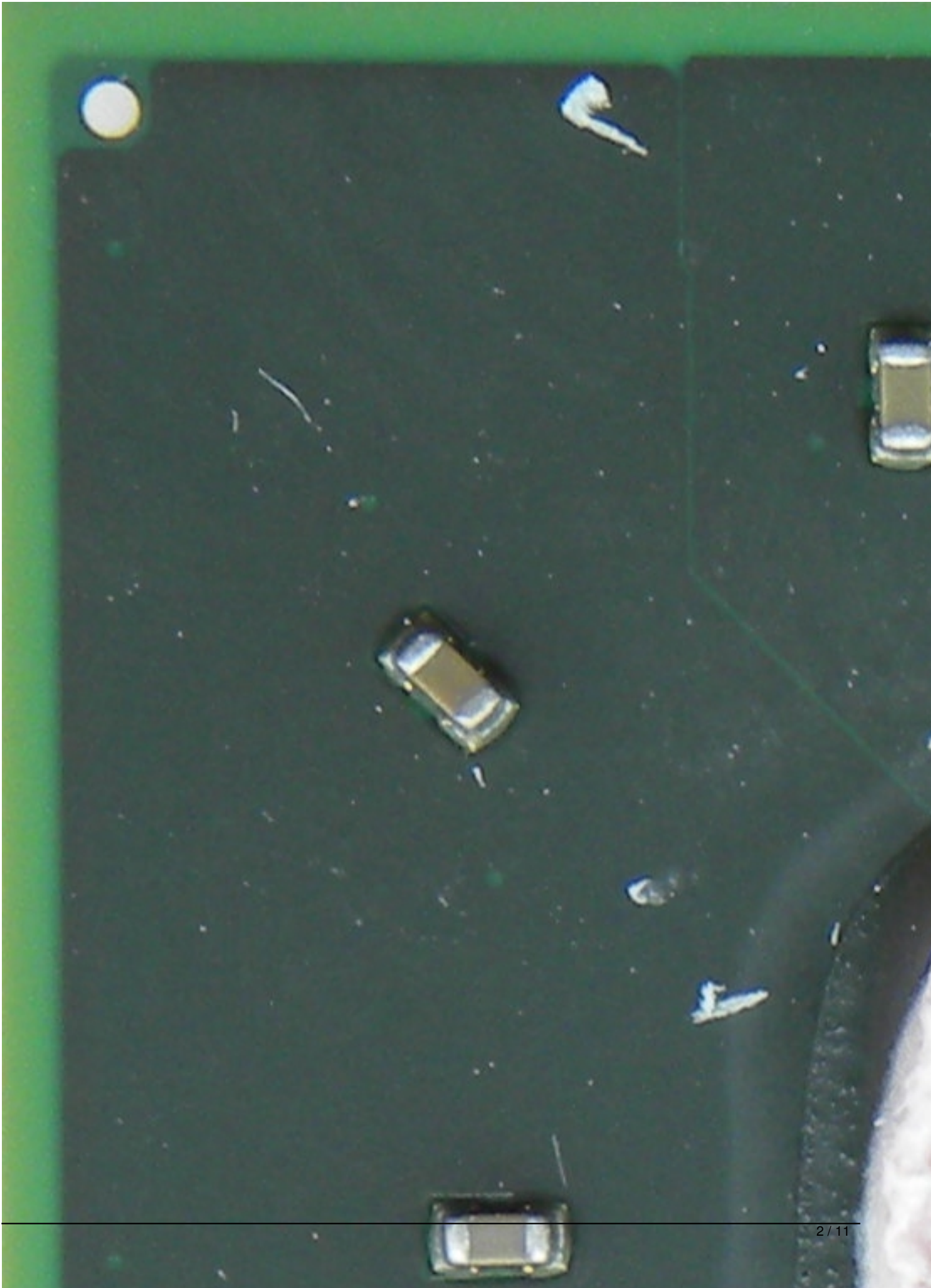
Pixel Fillrate:

2000 MPixel/s

Texel Fillrate:

2000 MTexel/s

{webgallery}



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TechPowerUp GPU-Z 0.6.9

Graphics Card | Sensors | Validation

Name: ATI FireMV 2260 (Microsoft Corporation ...)

GPU: RV620 | Revision: N/A

Technology: 55 nm | Die Size: 61 mm²

Release Date: Unknown | Transistors: 181M

BIOS Version: 010.088.000.042.037267 (113-B40326-101)

Device ID: 1002 - 95CF | Subvendor: ATI (1002)

ROPs/TMUs: 4 / 2 | Bus Interface: PCI-E 2.0x16 @ x8 2.0 ?

Shaders: 40 Unified | DirectX Support: 10.1 / SM4.1

Pixel Fillrate: 2.0 GPixel/s | Texture Fillrate: 1.0 GTexel/s

Memory Type: DDR2 | Bus Width: 64 Bit

Memory Size: 256 MB | Bandwidth: 7.9 GB/s

Driver Version: atiumdag 8.56.1.16 / Win7 64

GPU Clock: 499 MHz | Memory: 495 MHz | Shader: N/A

Default Clock: 500 MHz | Memory: 500 MHz | Shader: N/A

ATI CrossFire: Disabled

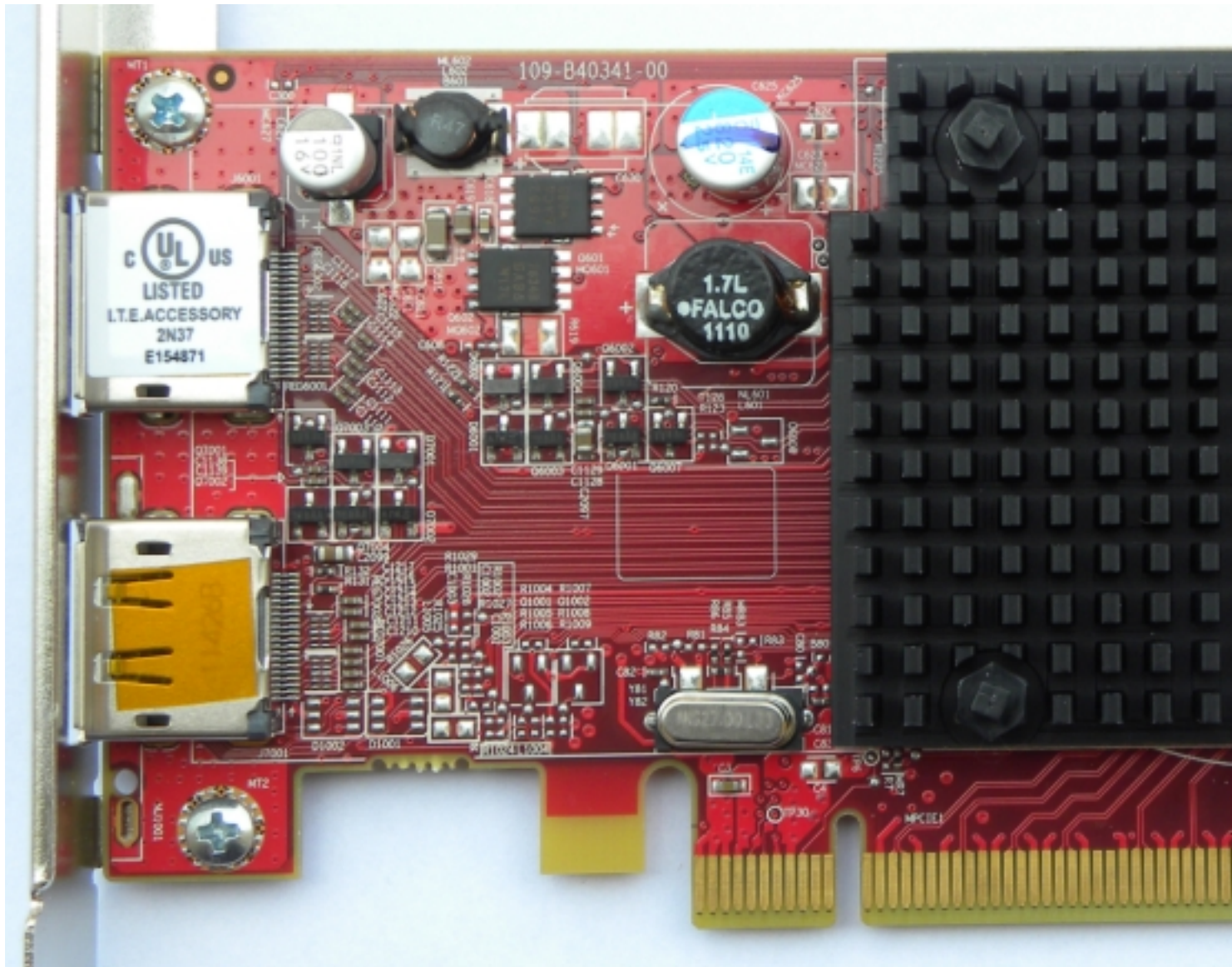
Computing: ☐ OpenCL ☐ CUDA ☐ PhysX ☐ DirectCompute

ATI FireMV 2260 (Microsoft Corporation V ...)

Close

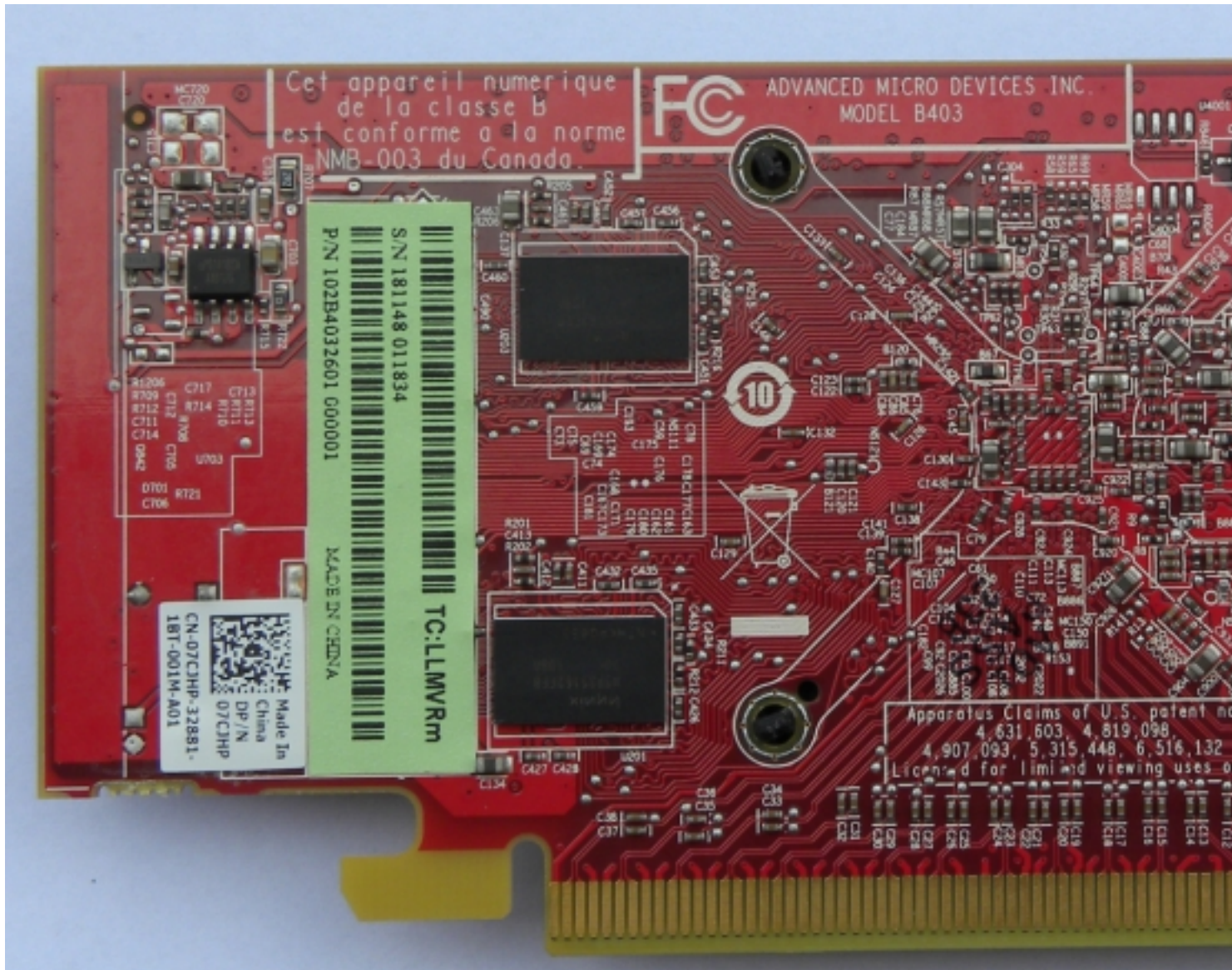
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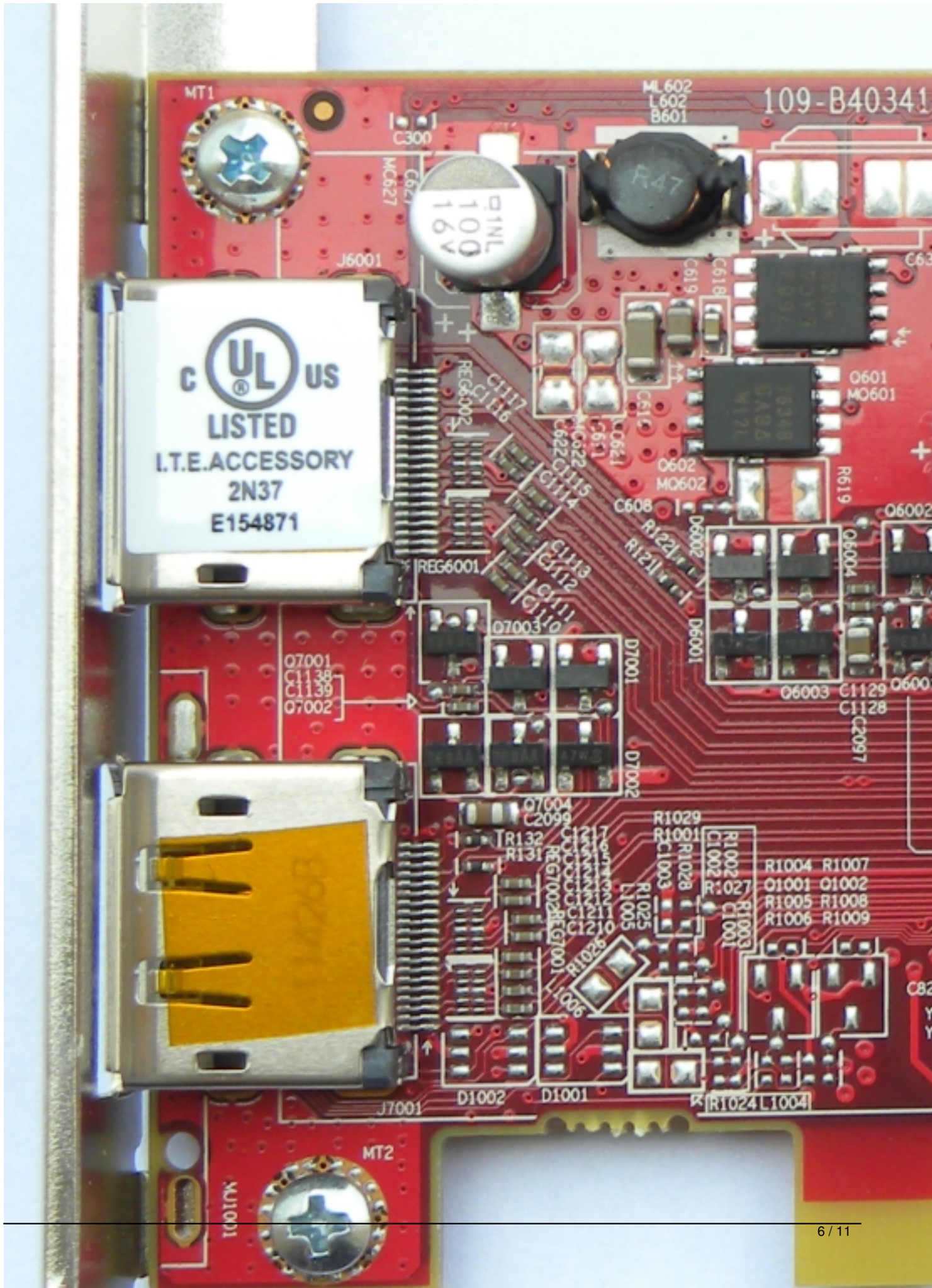
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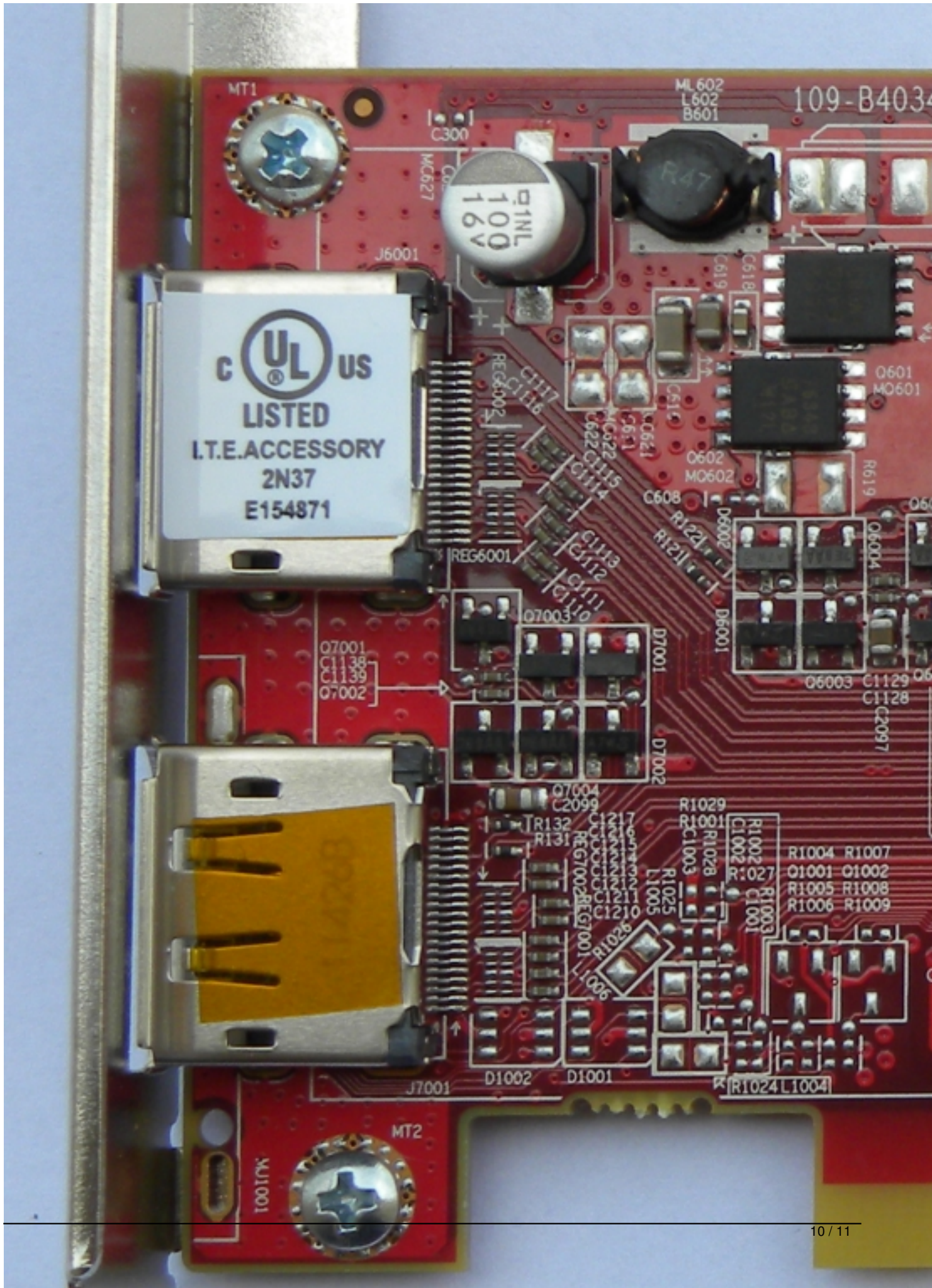






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