

ATI Radeon 7200

Written by Zaatharen

Wednesday, 07 March 2012 02:24 - Last Updated Wednesday, 07 March 2012 02:35



Core: R100 166MHz 128bit

Memory: 32MB DDR 333MHz 128bit **Year:** 2002 **Bus:** AGP 8x **Made:** 180nm **Transistors:** 30 million

Pixel pipelines: 2 **TMU per pipeline:** 3 **Vertex shaders:** 1 (v 1.1) **Pixel Shaders:** 2 (v 0.5)

DirectX:

7.0

OpenGL:

1.3

Pixel write speed:

328 MPixel/s

Texel write speed:

984

MTexel/s

Memory bandwidth:

5248 MB/s

Supported technologies:□

- AGP Texturing
- Additive Texture Blending
- Anisotropic Filtering
- Bilinear Filtering
- Cube Mapping
- DXT Compressed Textures
- Dot3 Texture Blending
- Edge Antialiasing
- Environmental Bump Mapping
- Factor Alpha Blending
- Full-Screen Anti-Aliasing
- Hardware Transform and Lighting
- Mipmap LOD Bias Adjustment
- Multiplicative Texture Blending

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Point Primitive Support

Point Sampling

Positional Lights

Projected Textures

Range Fog

Rendering to a Window

Specular Gouraud Shading

Subpixel Accurate Rasterizing

Subtractive Texture Blending

Texture Alpha Blending

Texture Clamping

Texture Mirroring

Texture Wrapping

Trilinear Filtering

Vertex Alpha Blending

Vertex Fog

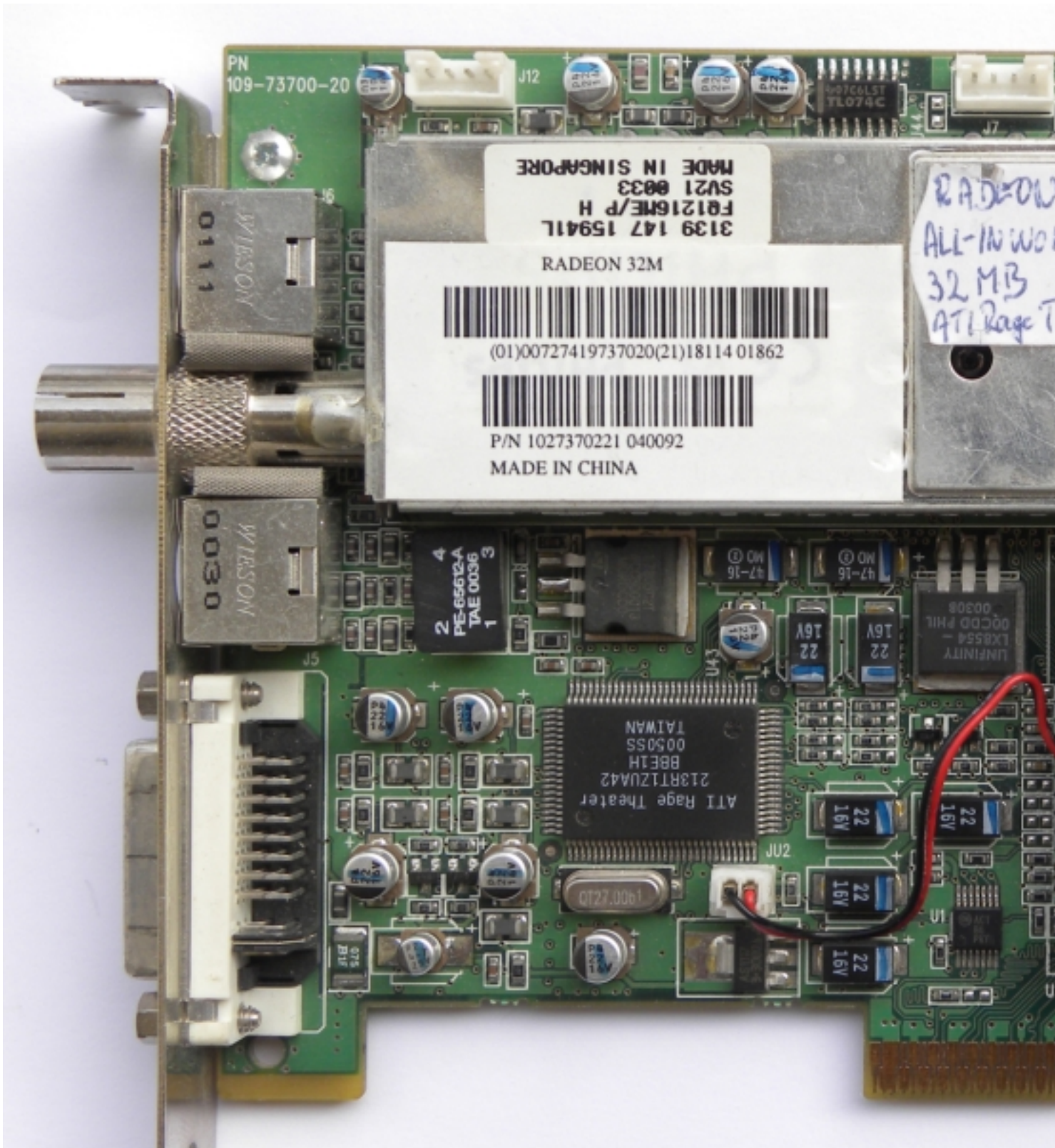
Volume Textures

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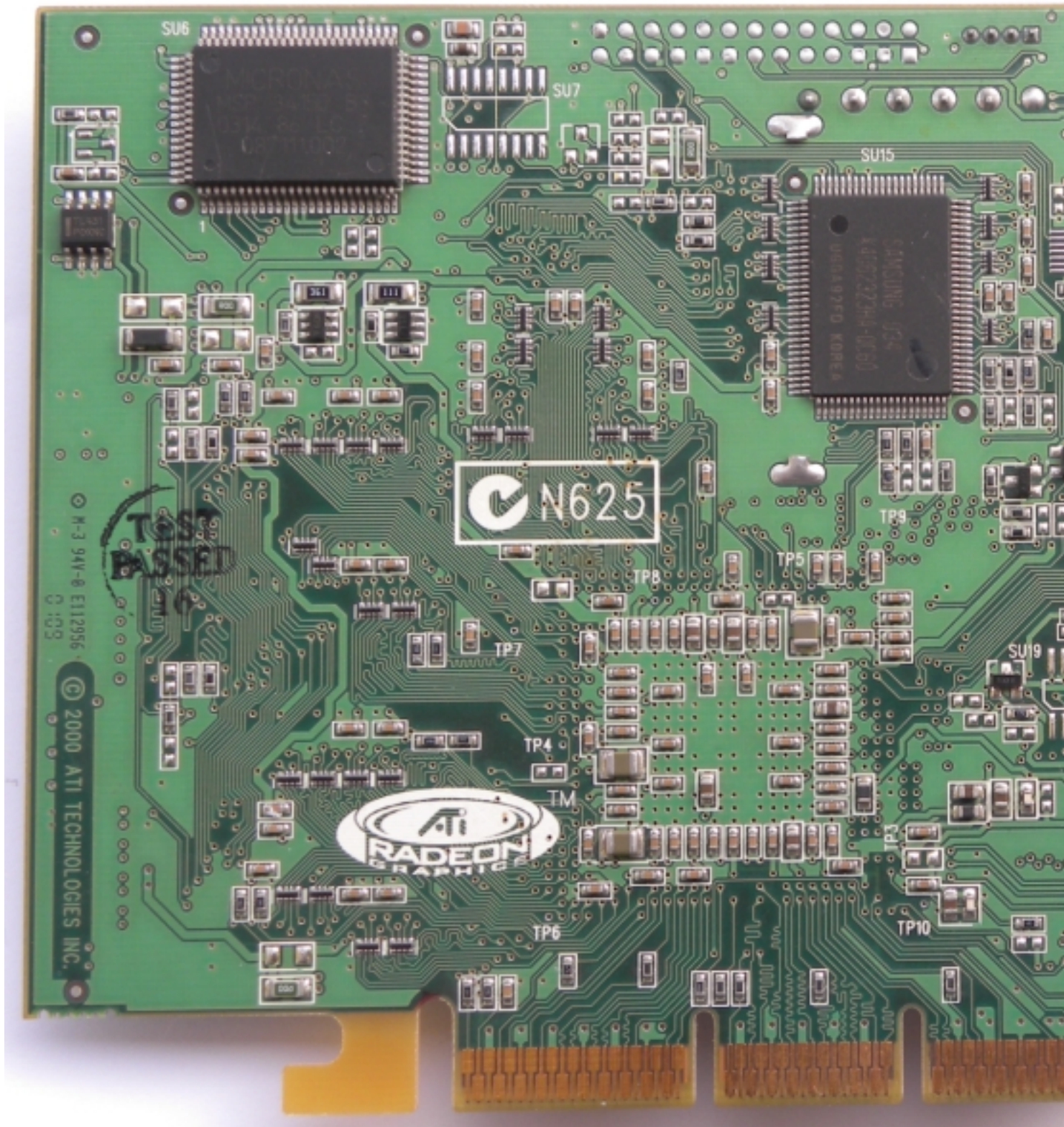
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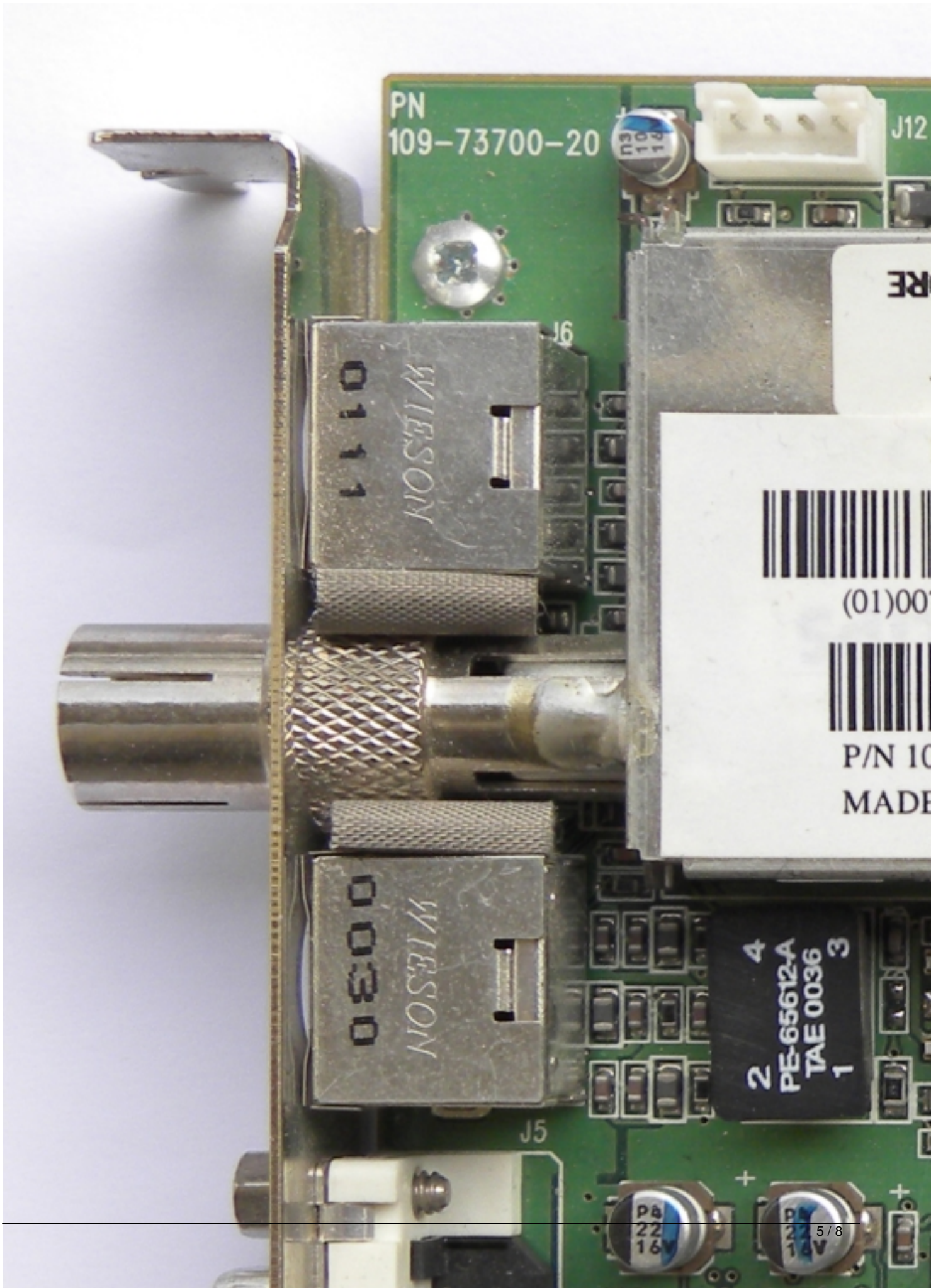
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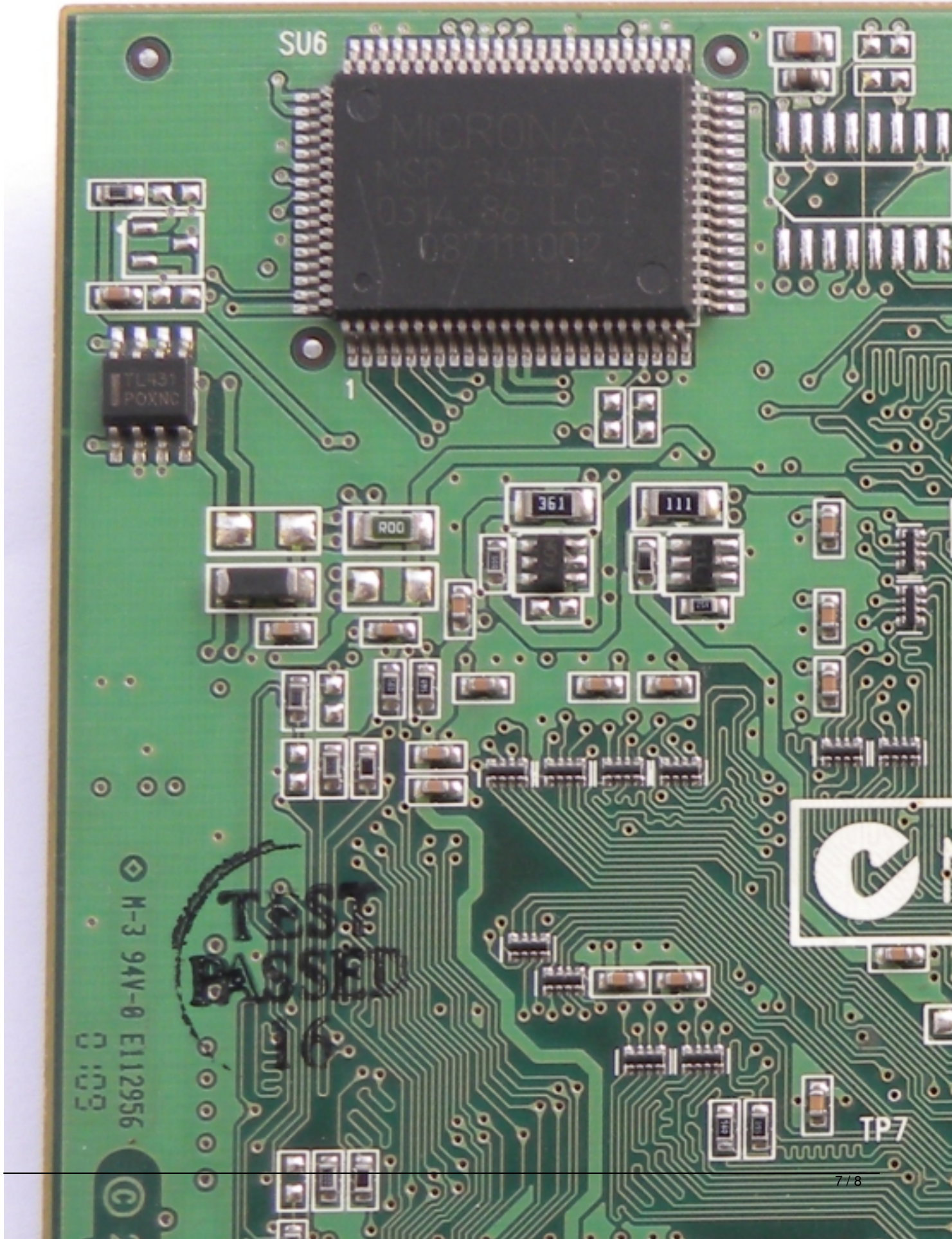
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