

Core: RV350 250/400MHz 128bit

Memory: 256MB DDR/DDR2 400/600MHz 128bit Year: 2003 Bus: AGP 8x Made: 130nm Pi xel pipelines:

4 TMU per pipeline:

**Pixel shaders:** 4 (v 2.0) **Vertex shaders:** 2 (v 2.0) **DirectX:** 9

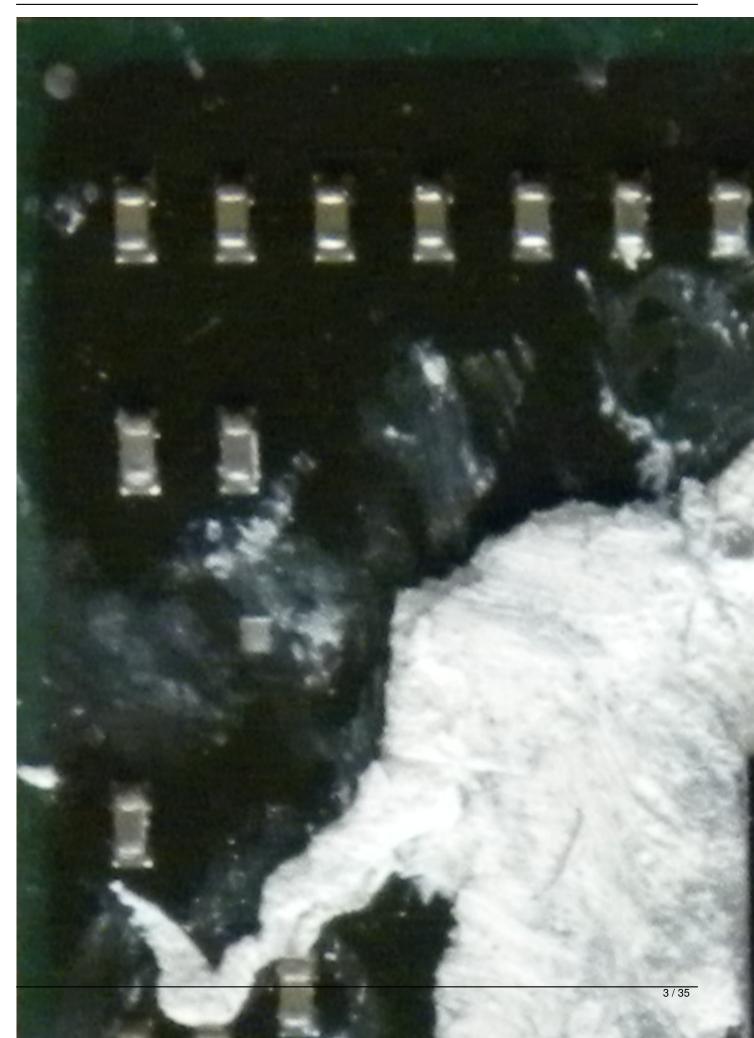
Memory bandwith: 6,4 GB/s (9504MB/s with DDR2)

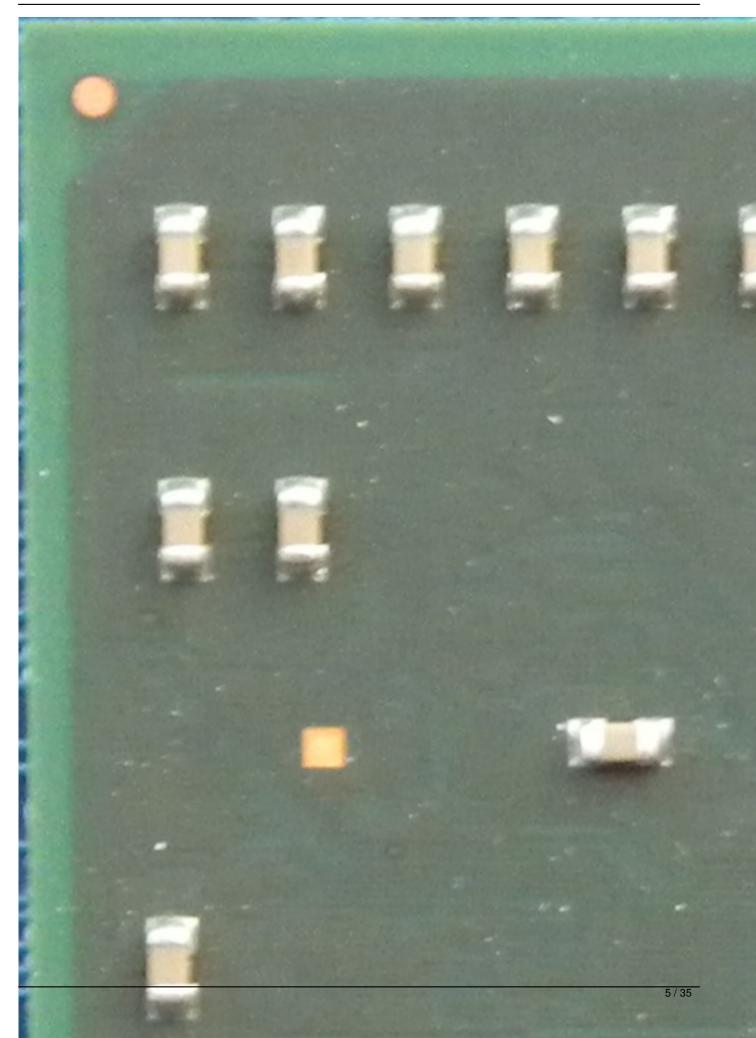
Pixel write speed: 1592 MPixel/s Texel write speed: 1592 MTexel/s

**Note:** Versions with DDR2 VRAM have higher GPU clock(400MHz instead of 250Mhz), DDR2 VRAM is clocked at 600MHz which results in better performance.

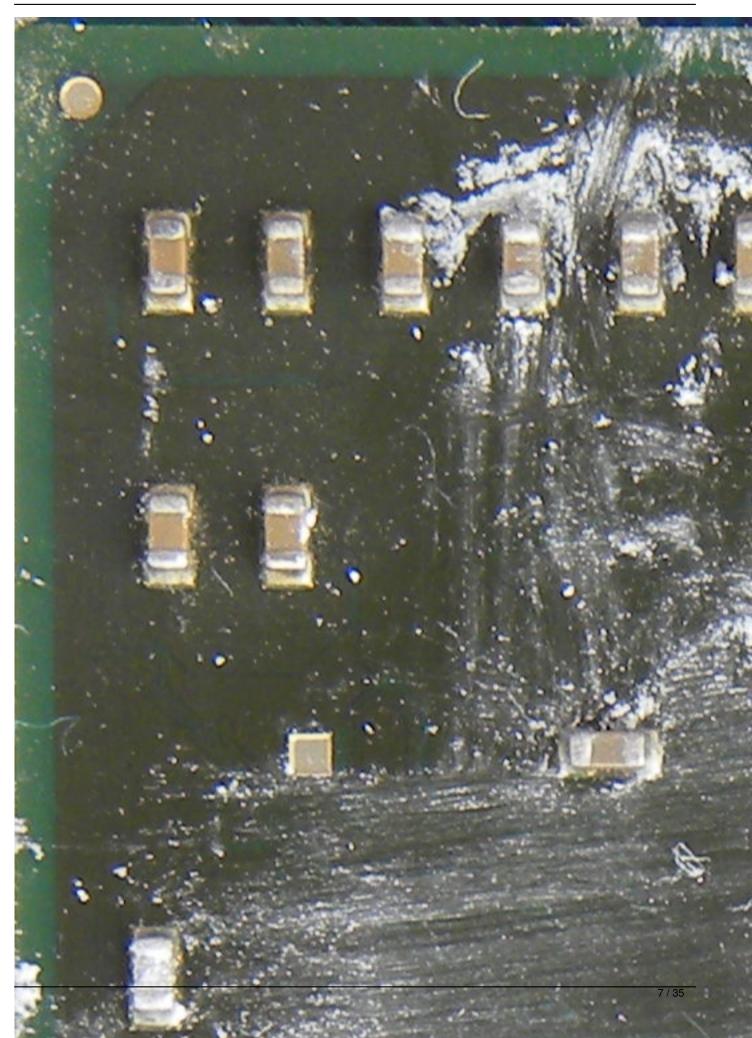
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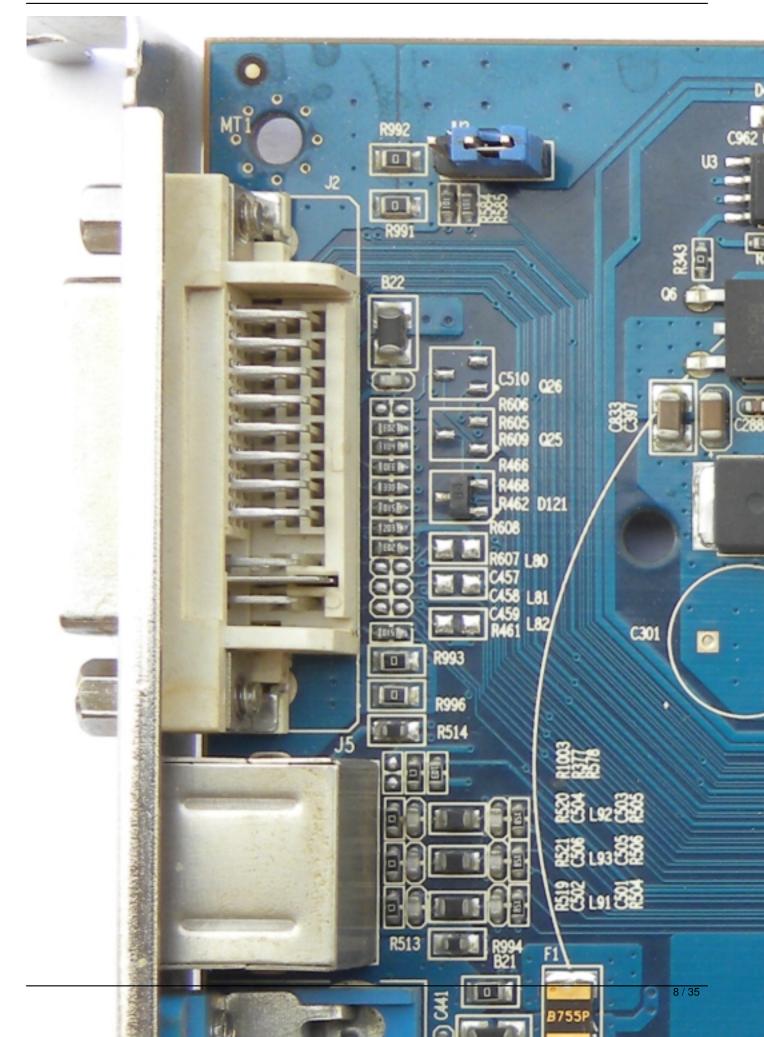
TechPowerl	Jp GPU-Z 0.6.	9		
Graphics Card	Sensors Validation			
Name	ATI Radeon 9550 / X1050 Series(Micro			
GPU	RV350	Revision	N/A	
Technology	130 nm	Die Size	92 mm	2 GRAPHICS
Release Date	2003	Transistors 76M		
BIOS Version	VER008.017D.040.000 (P/N)			
Device ID	1002 - 4153	Subvendor	Sapphin	e/PCPartner (174B)
ROPs/TMUs	4 / 4 Bus Interface AGP			GP &x @ &x ?
Shaders	4 Pixel / 2 Vertex DirectX Support 9.0 / SM2.0			
Pixel Fillrate	1.6 GPixel/s Texture Fillrate		1.6 GTexel/s	
Memory Type	DDR	Bus	Width	128 Bit
Memory Size	256 MB	Ban	dwidth	9.5 GB/s
Driver Version	atiumdag 8.56.1.16 / Win7			
GPU Clock	398 MHz	Memory 297	MHz	Shader N/A
Default Clock	398 MHz	Memory 300	MHz	Shader N/A
ATI CrossFire	Disabled			
Computing	OpenCL [		PhysX 🛛	DirectCompute
ATI Radeon 9550 / X1050 Series(Micros 🔻 Close				

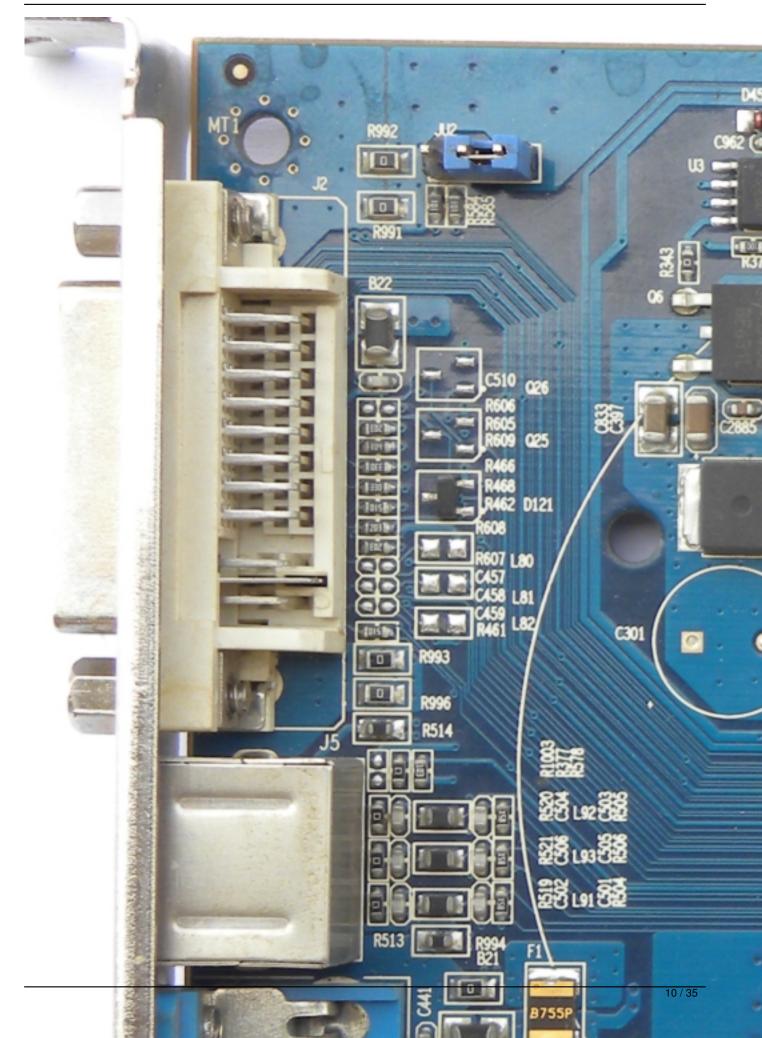


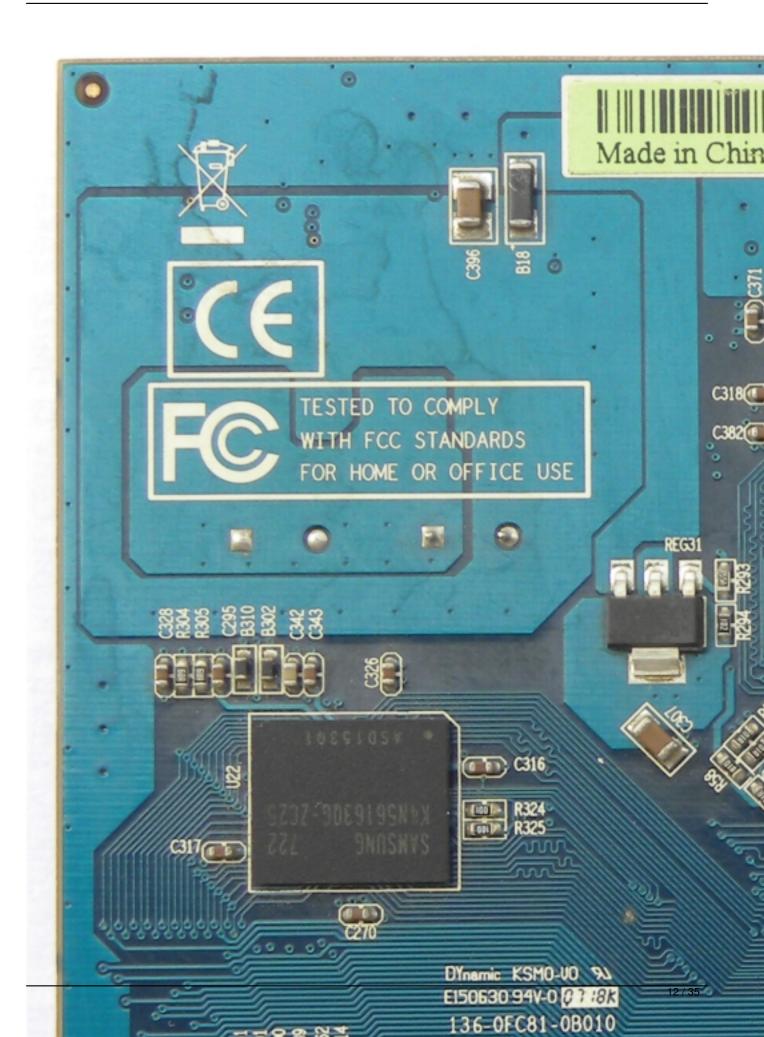


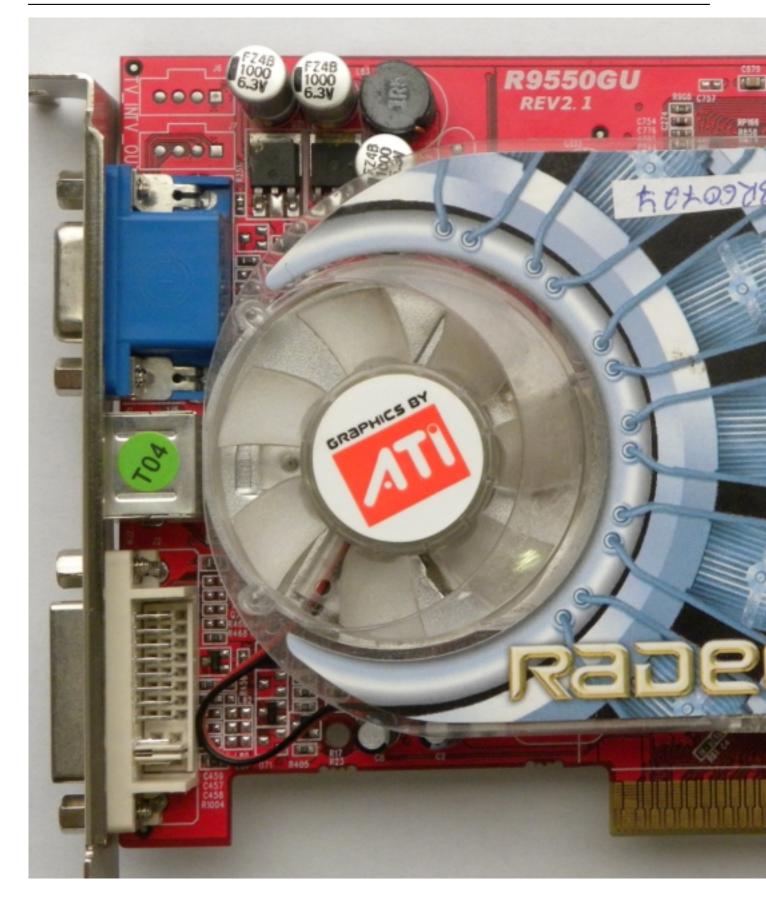
Written by Zaatharen Sunday, 14 April 2013 12:04 - Last Updated Wednesday, 26 March 2014 08:15

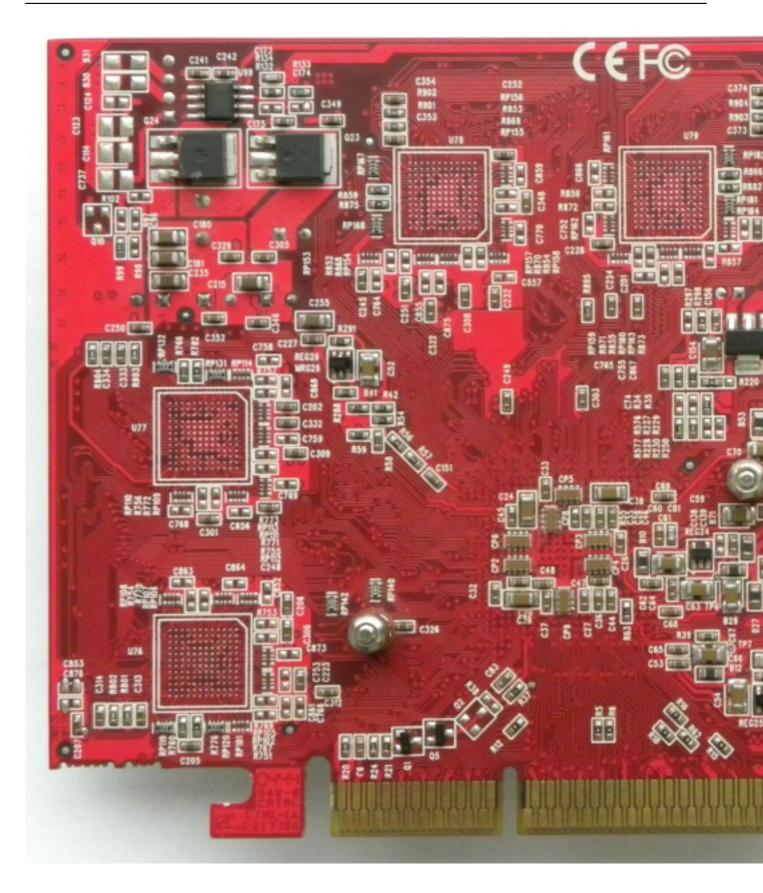


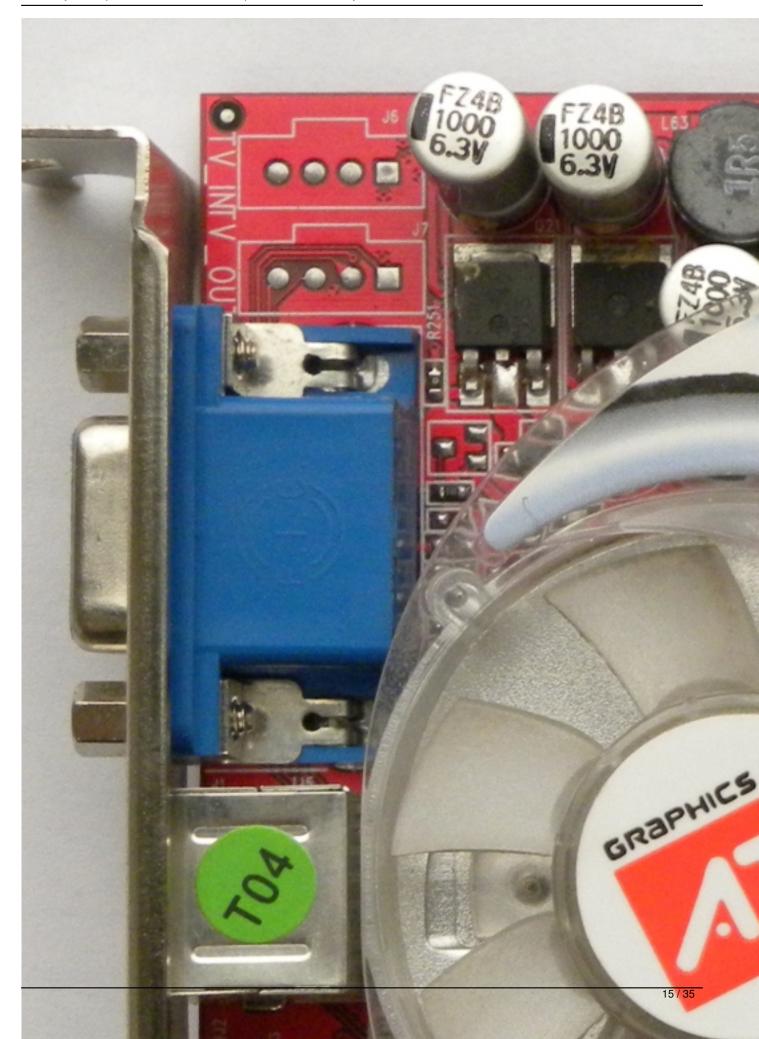


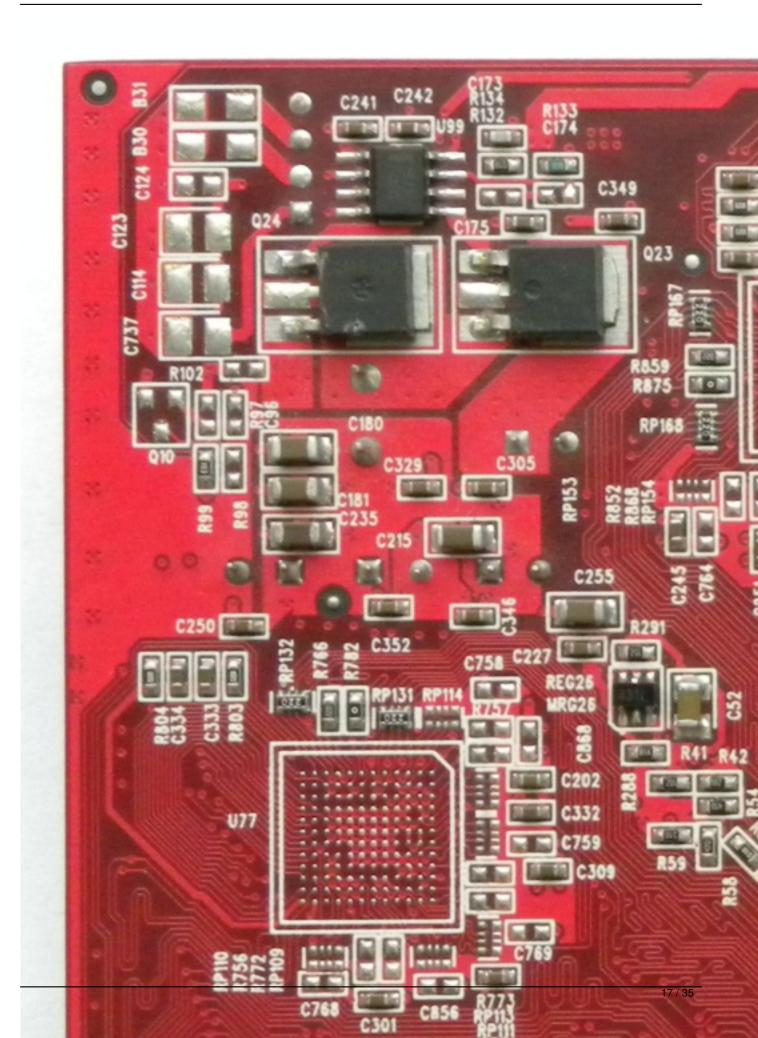


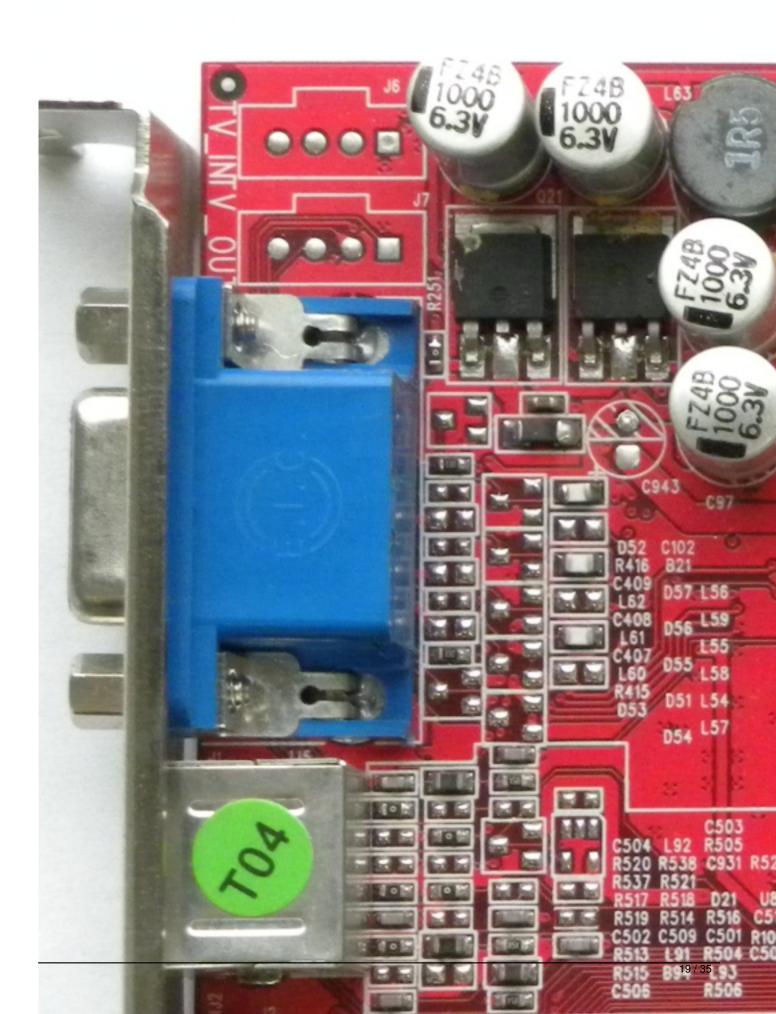


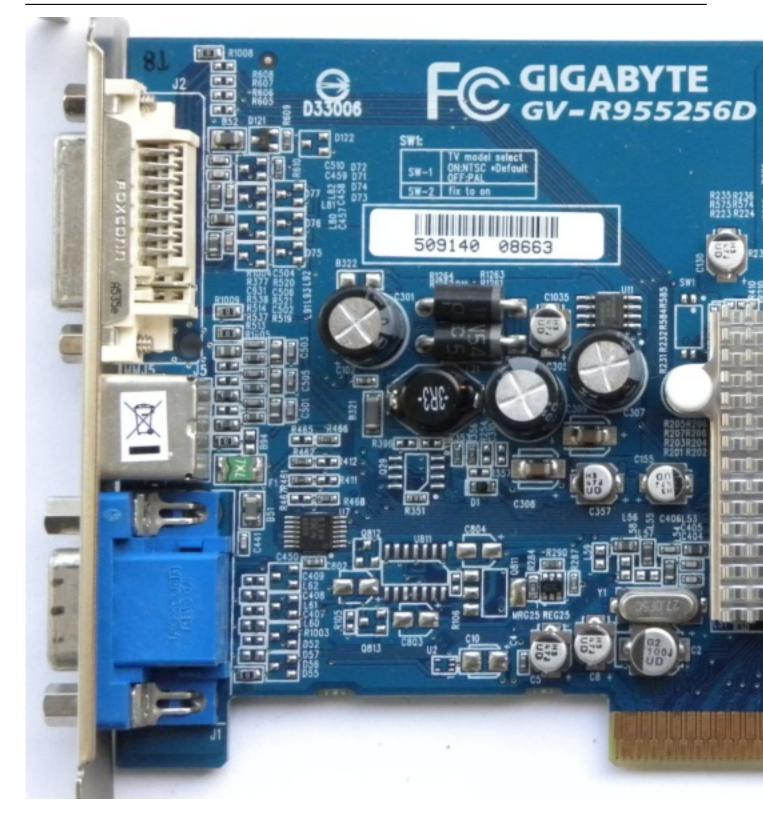


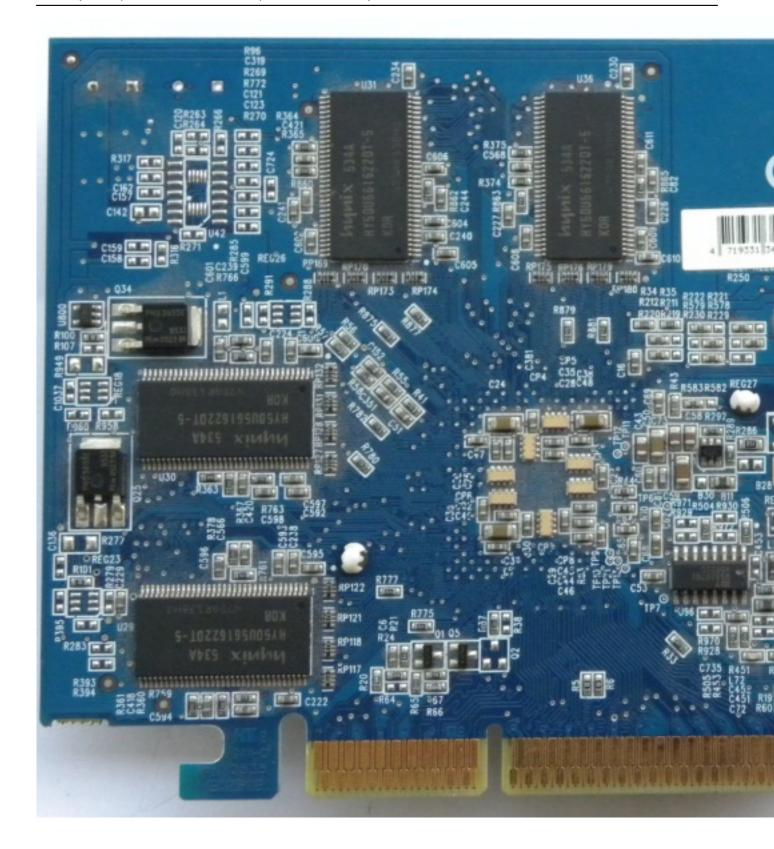


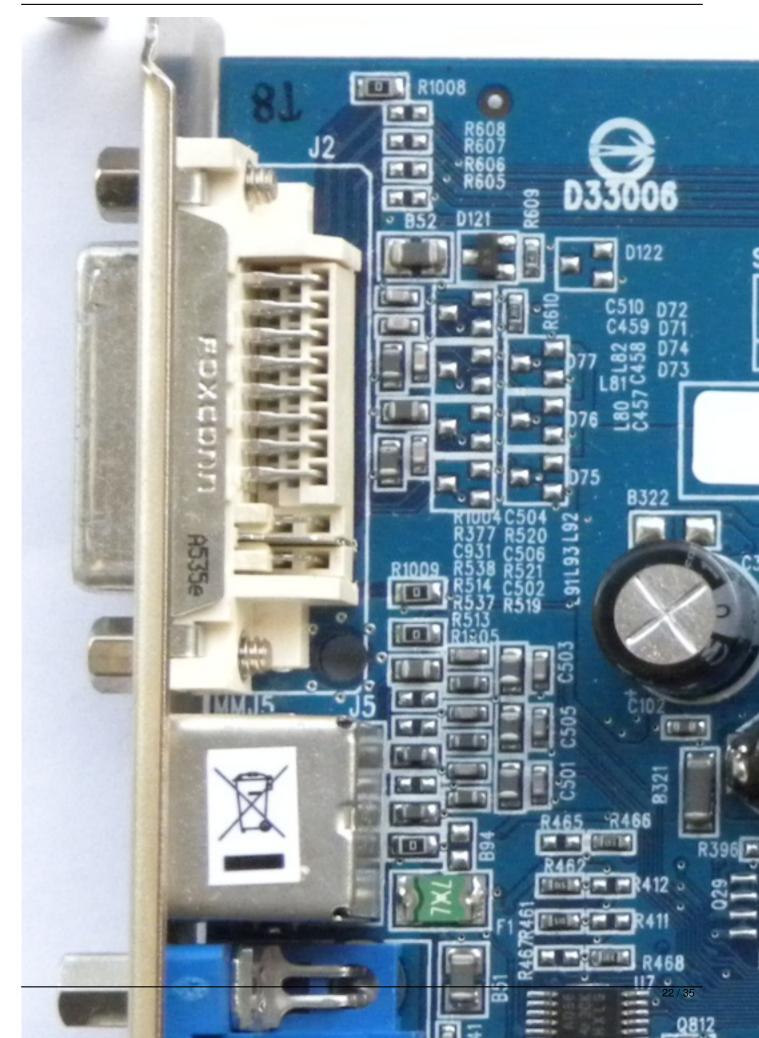


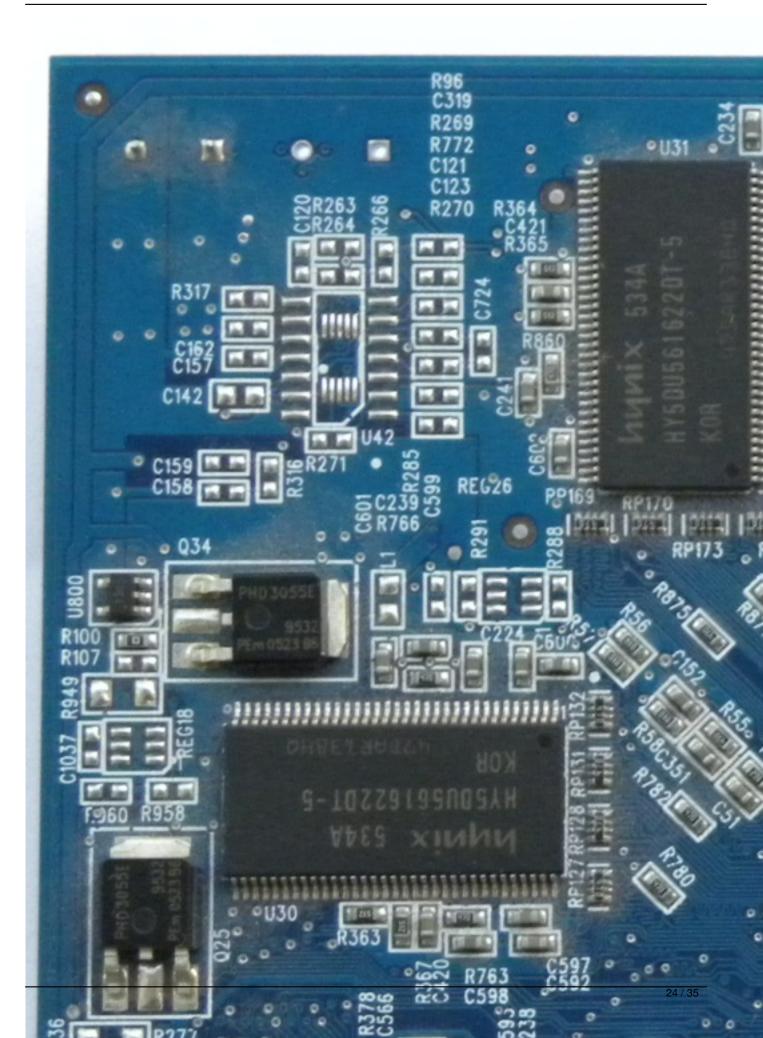


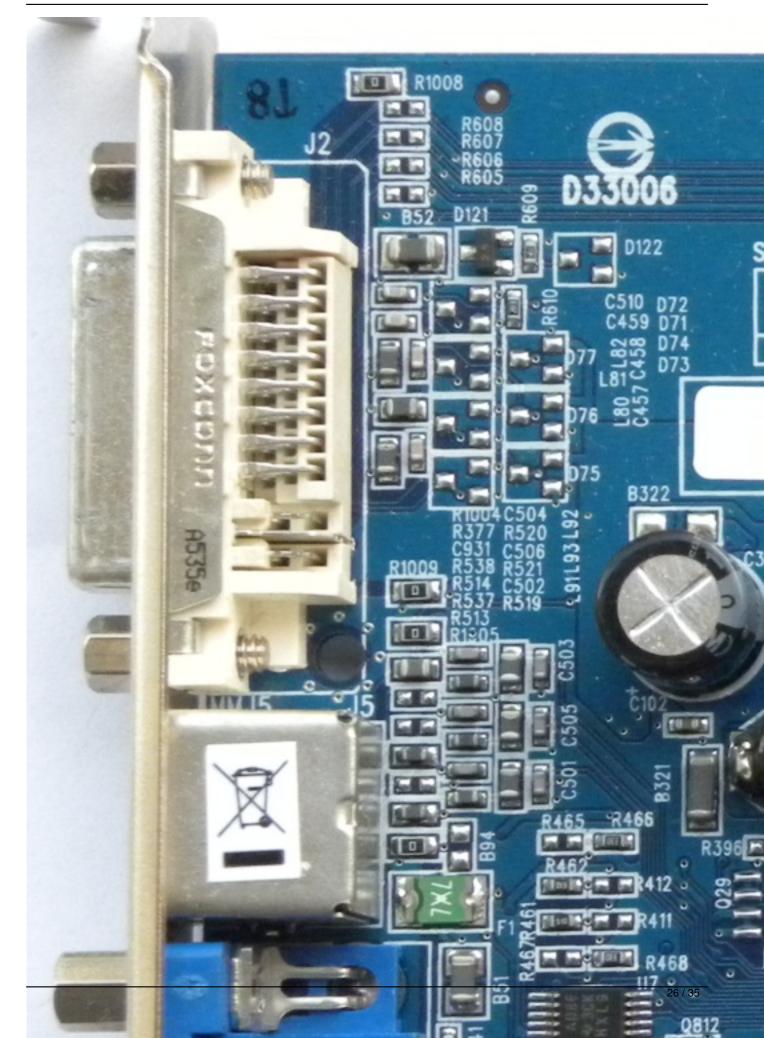


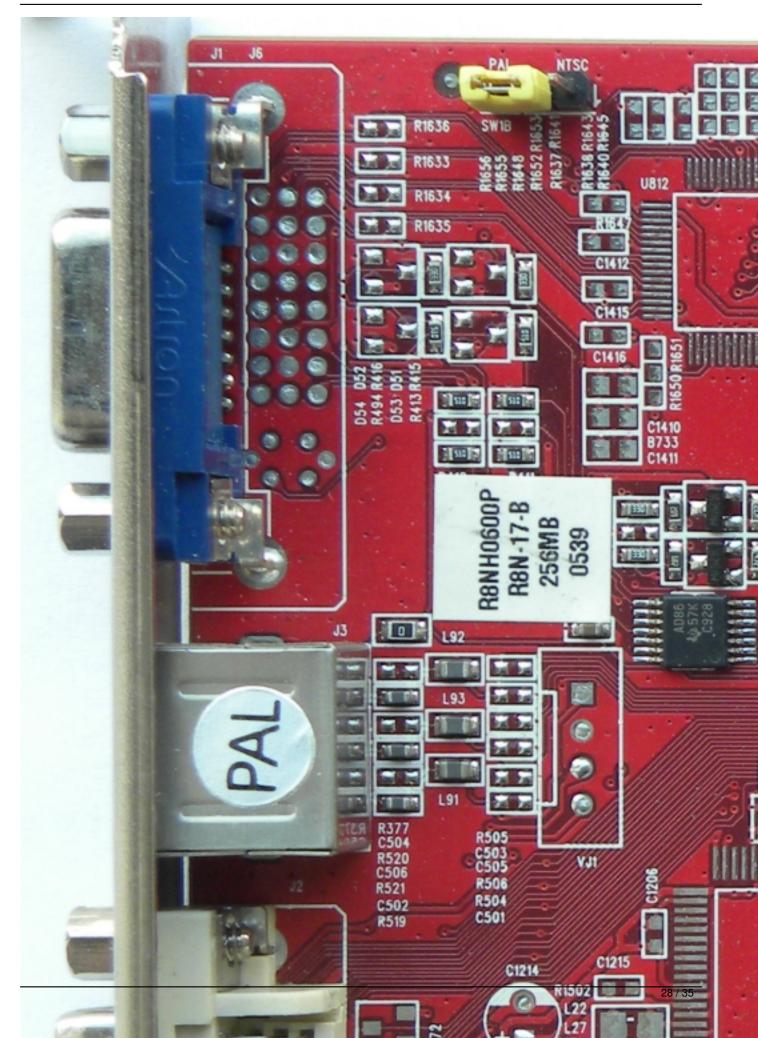


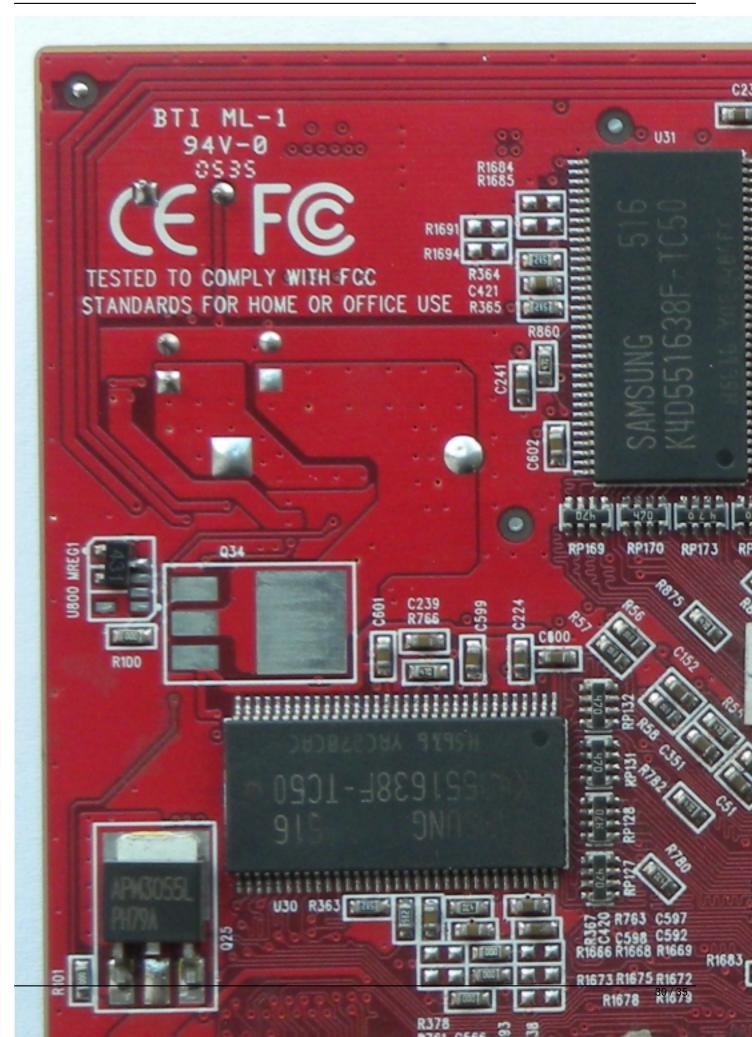


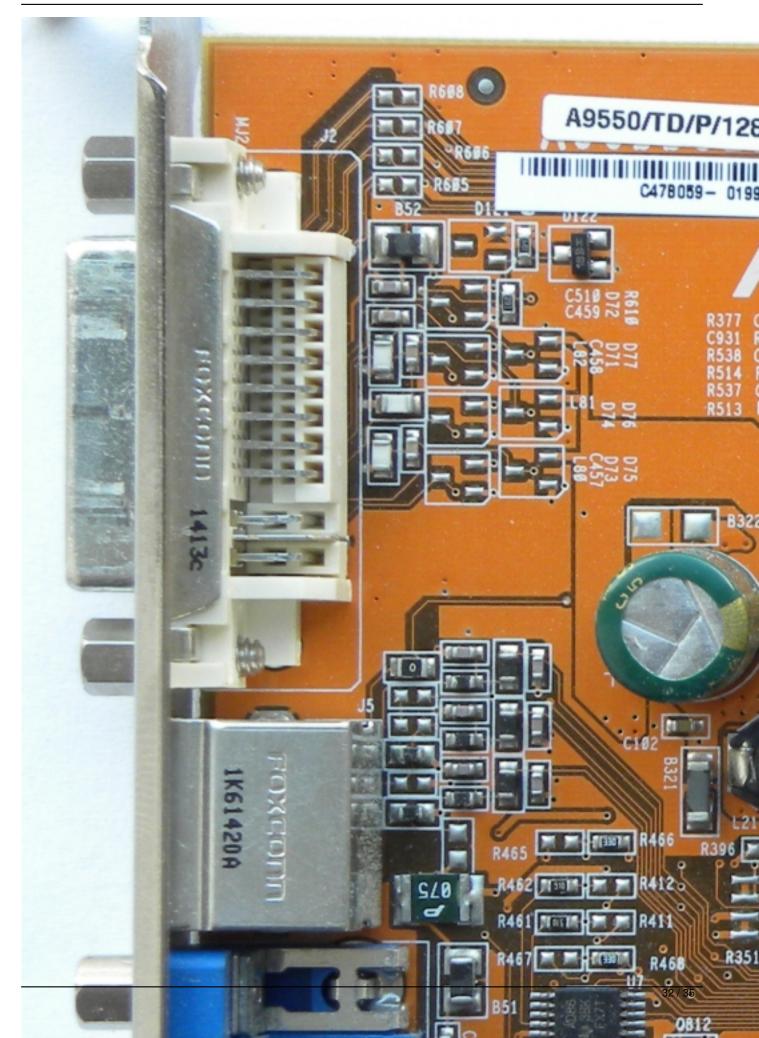


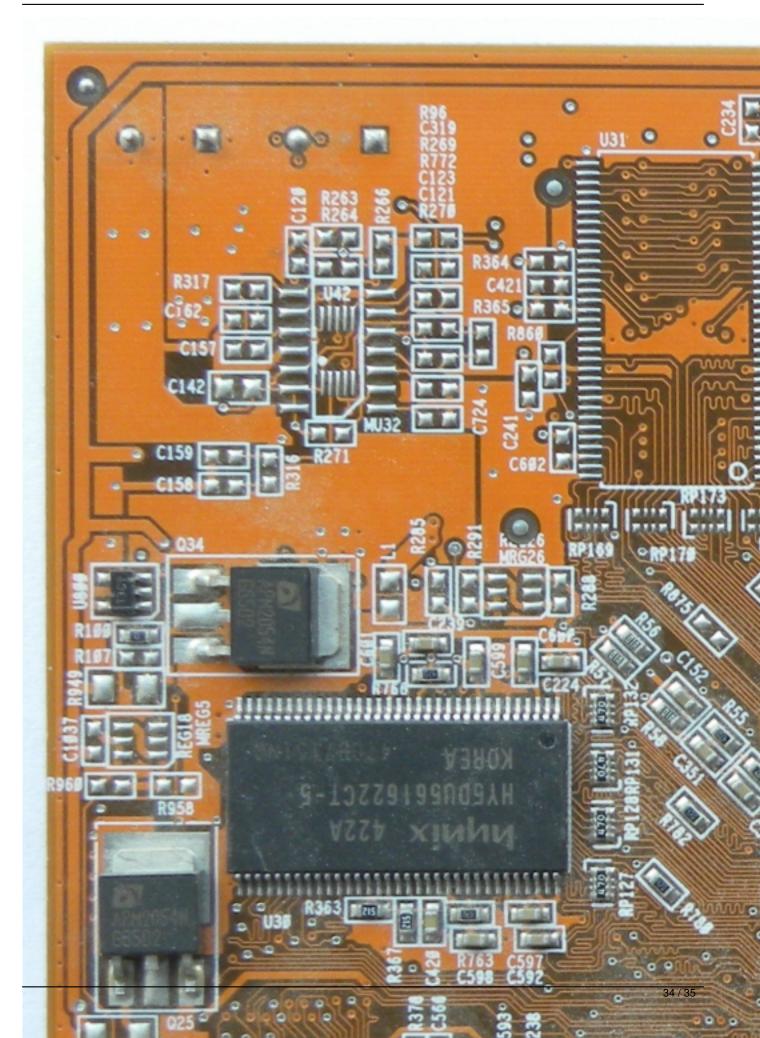












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