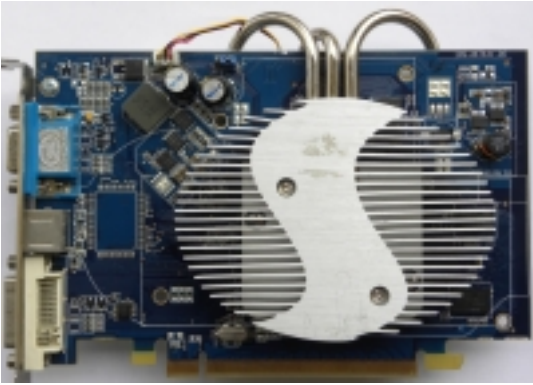


ATi Radeon X1600 Pro

Written by Zaatharen

Sunday, 26 September 2010 21:02 - Last Updated Sunday, 14 April 2013 11:35



Core: RV530 500MHz 256bit

Memory: 256MB DDR2 810MHz 128bit or 128MB DDR3 900MHz 128bit **Year:** 2005 **Bus:** AGP 8x / PCI-E 16x

Made:

90nm

Transistors:

157 milion

Pixel pipelines: 12 **TMU per pipeline:** 1 **Vertex shaders:** 5 (v 3.0) **Pixel Shaders:** 12 (v 3.0)

DirectX:

9.0c

Memory bandwidth:

13 GB/s

Pixel write speed:

6000 MPixel/s

Texel write speed:

6000

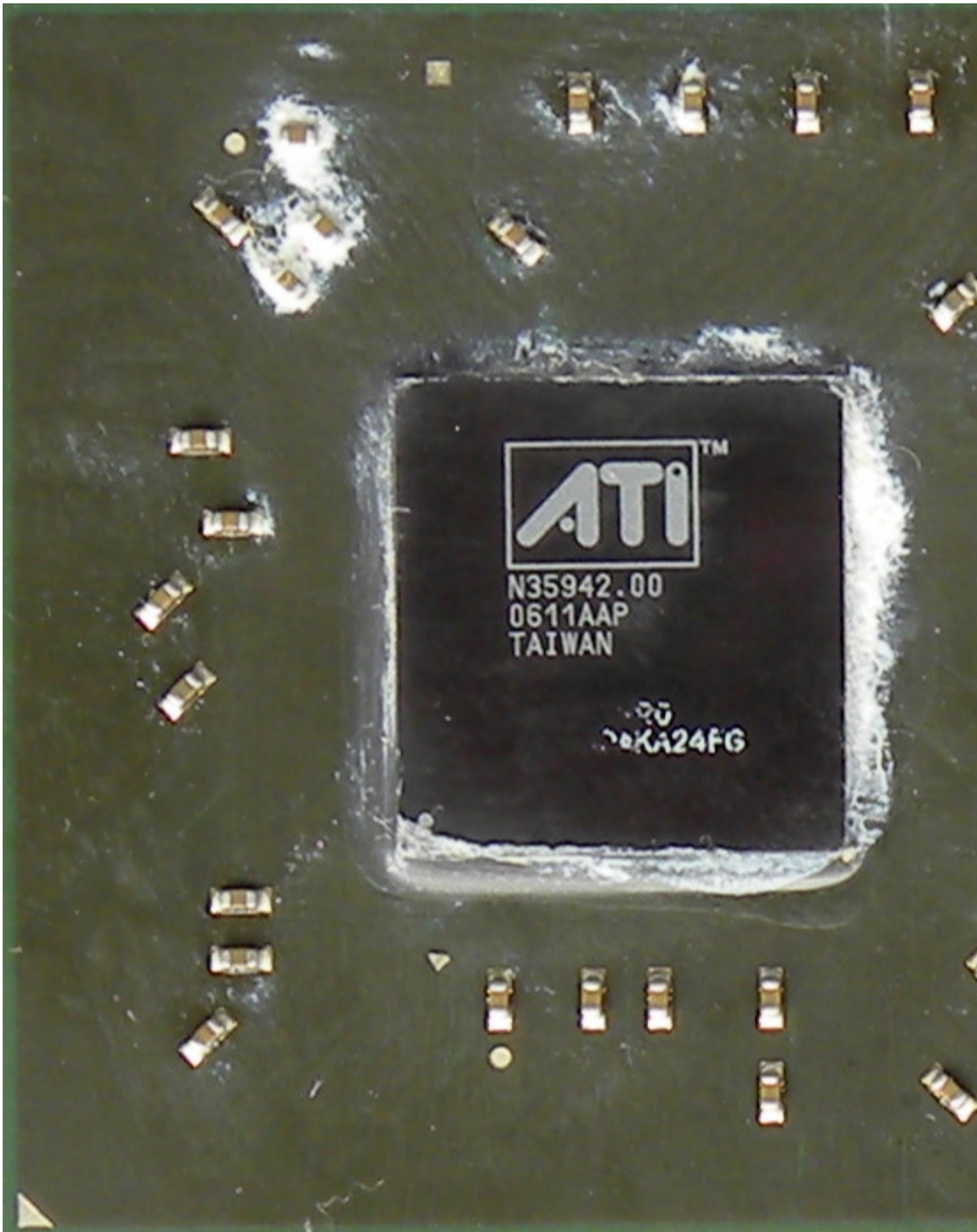
MTexel/s

{webgallery}

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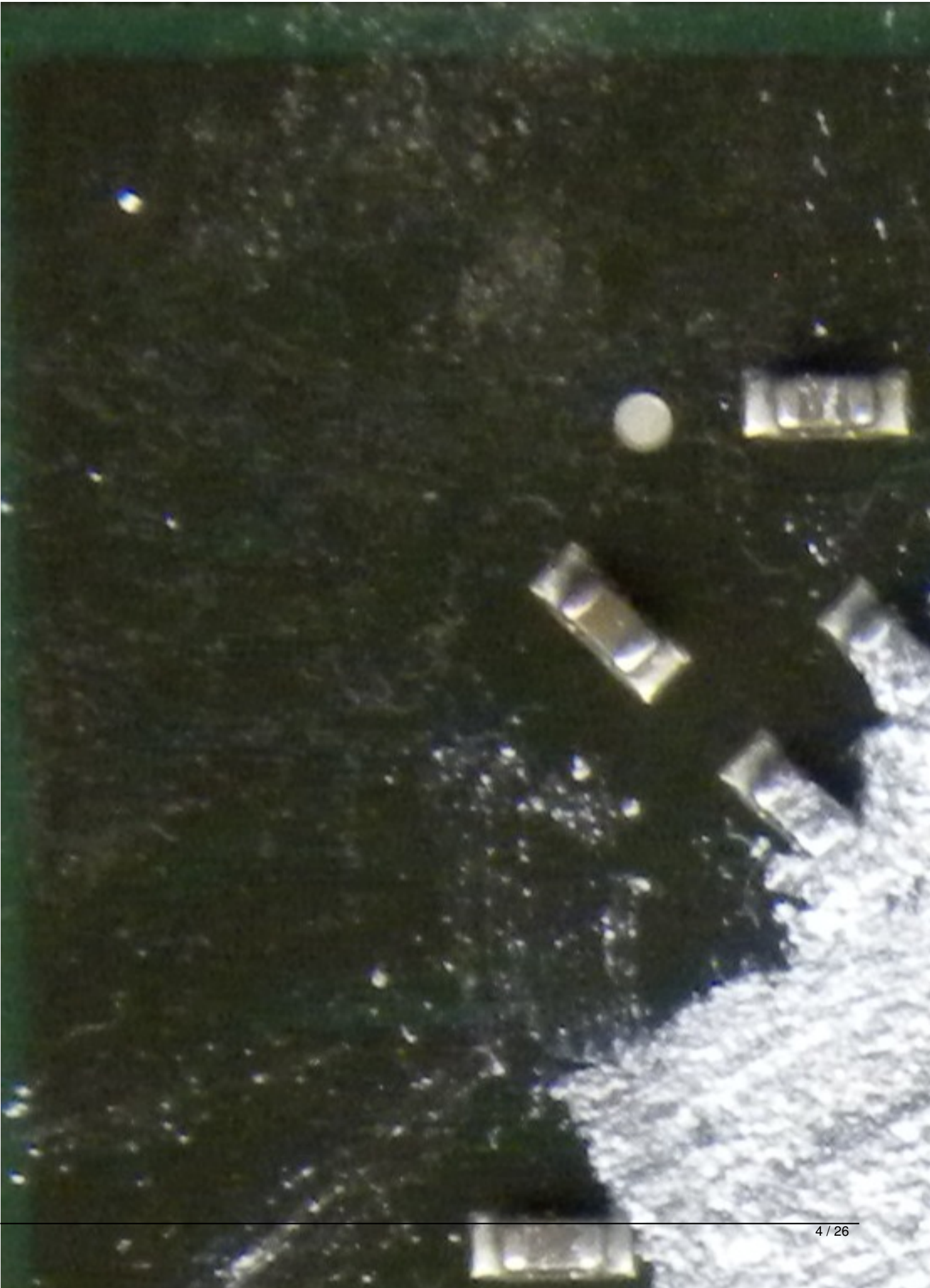
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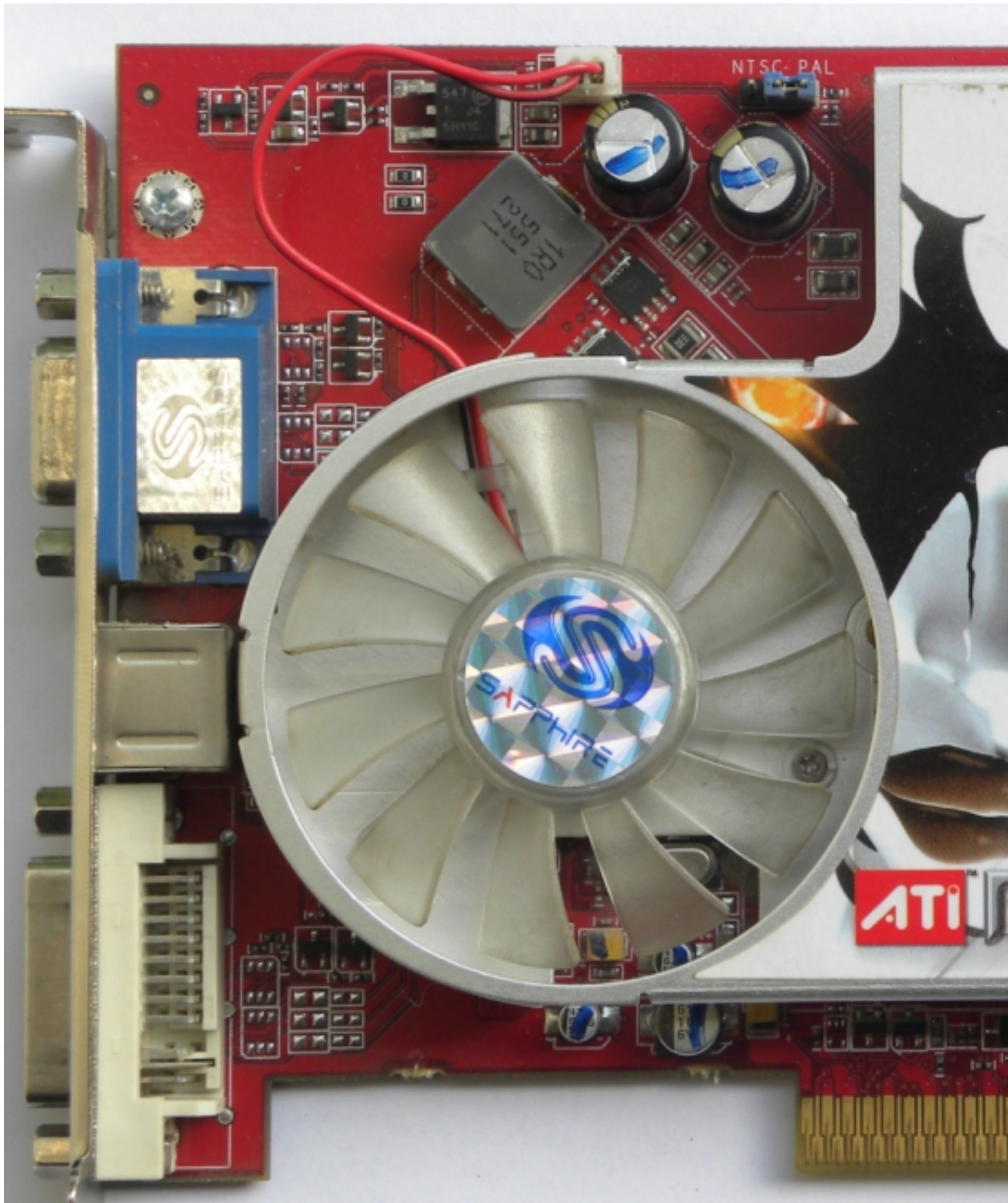
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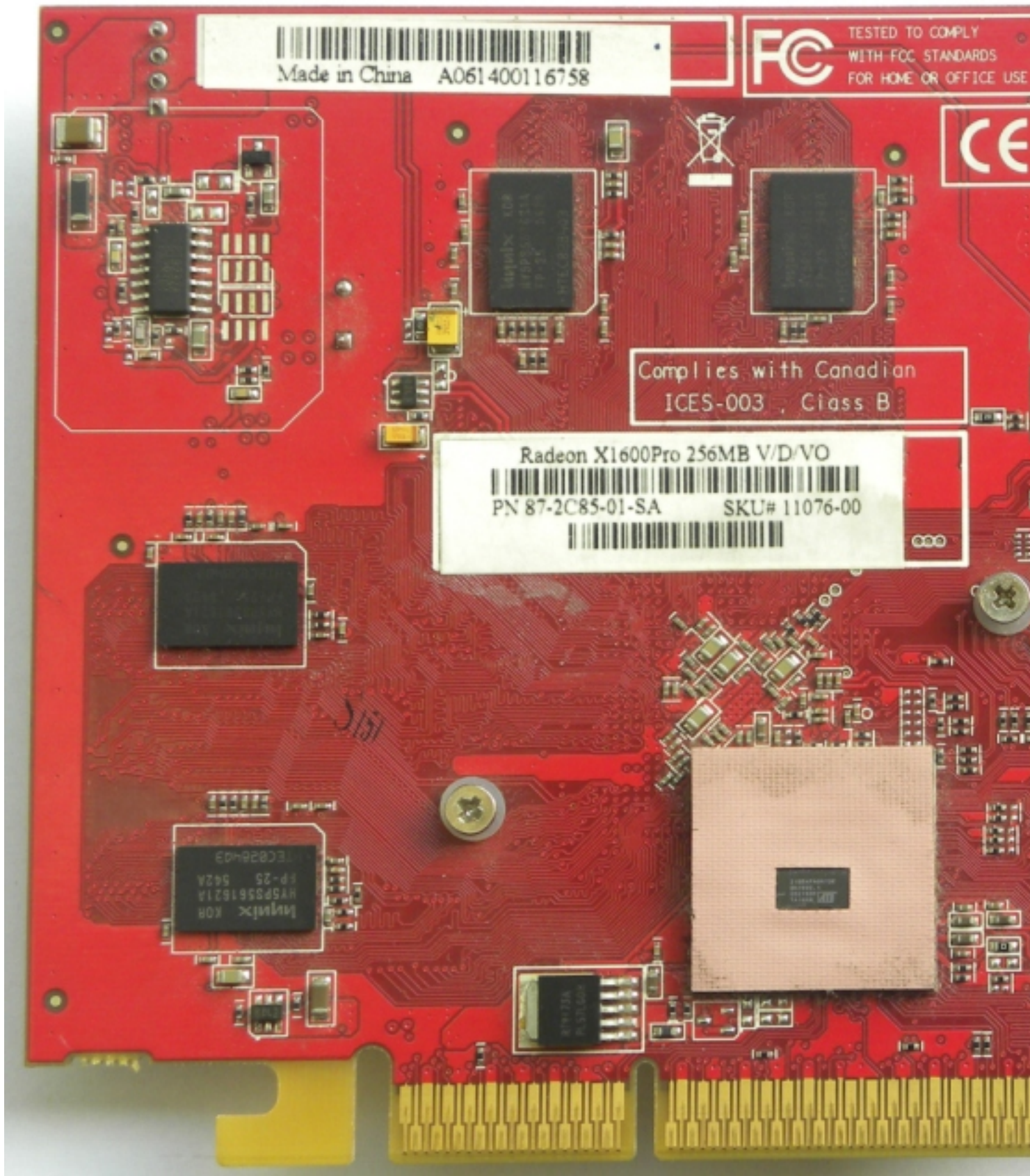
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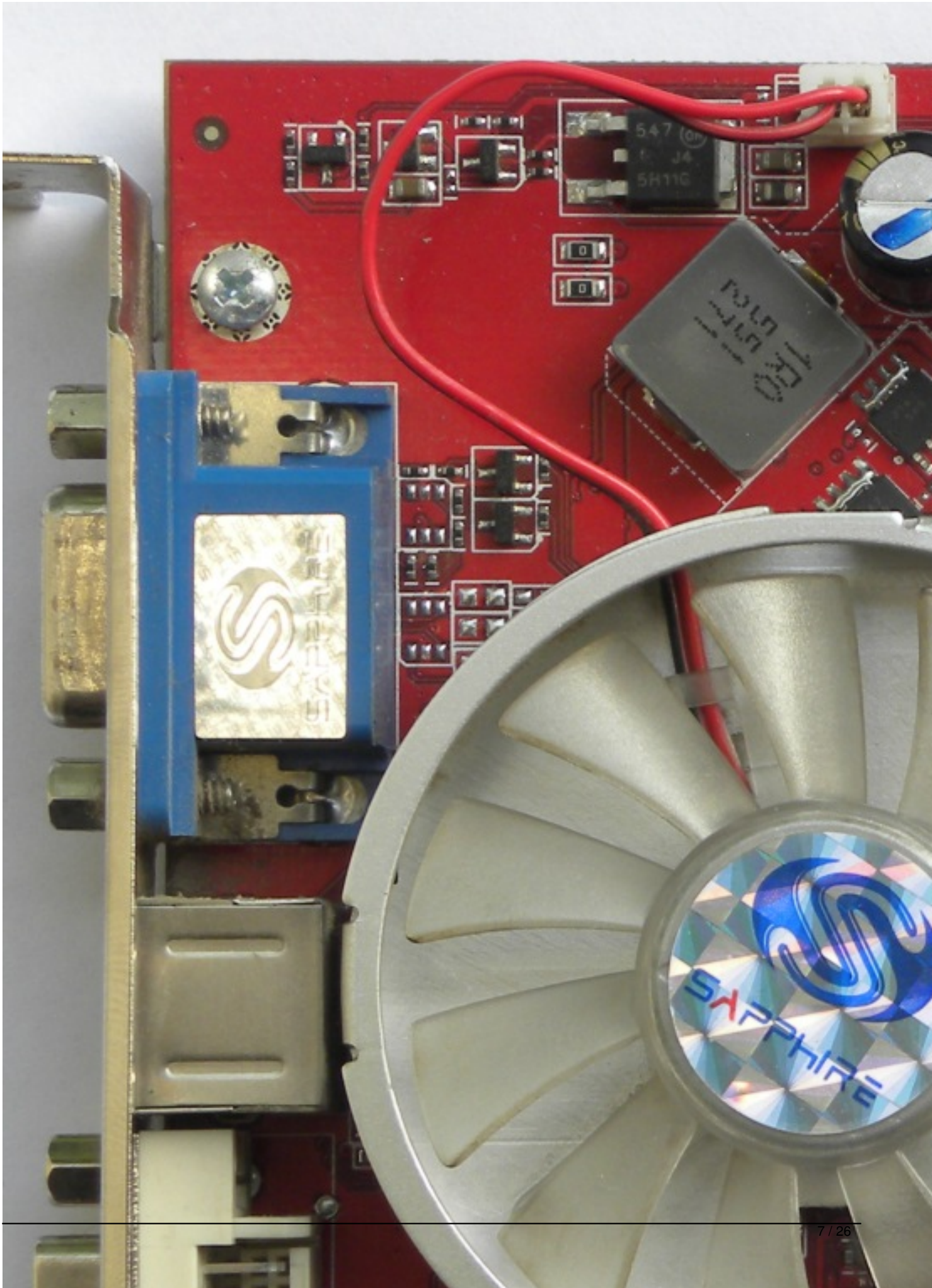
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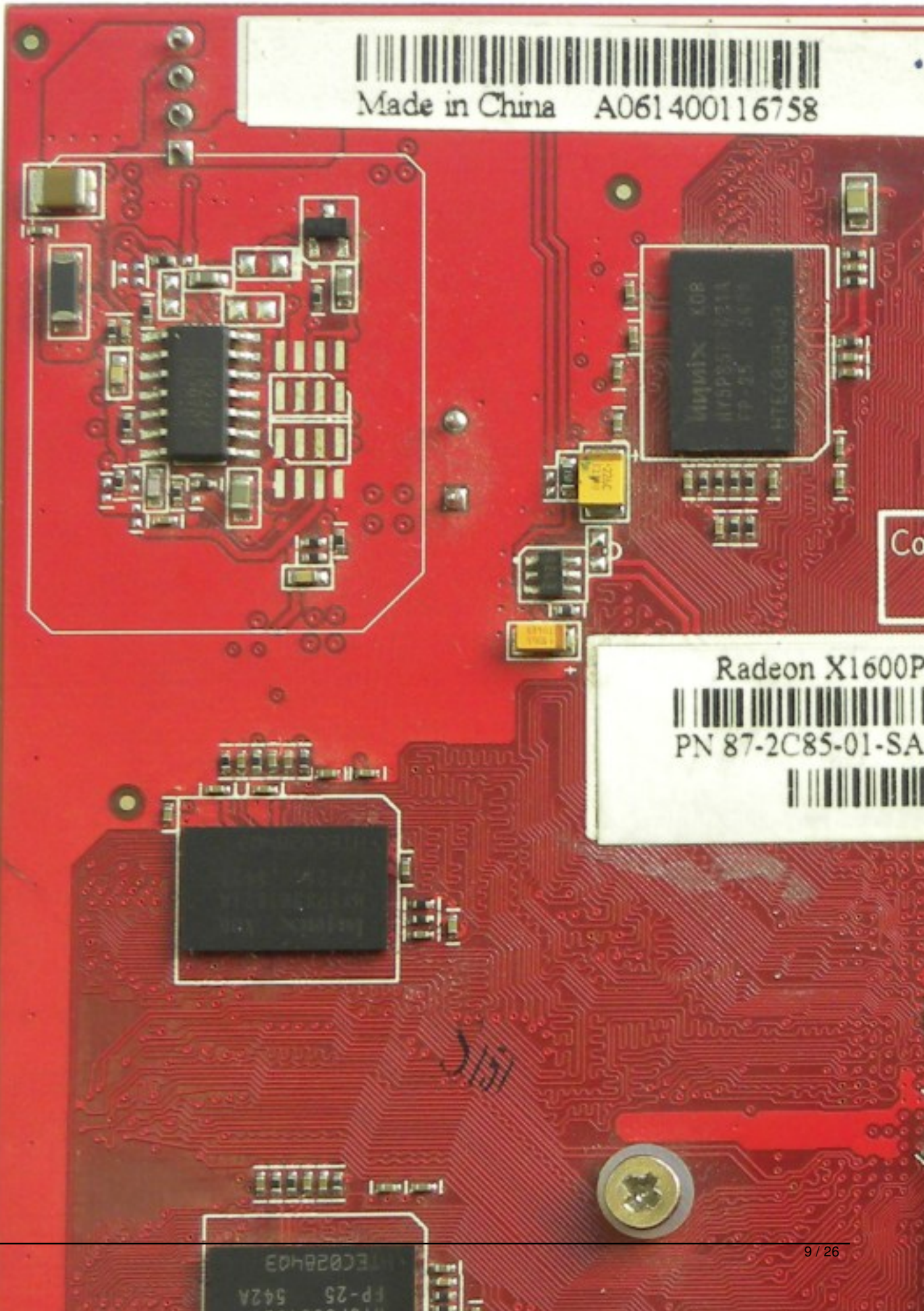
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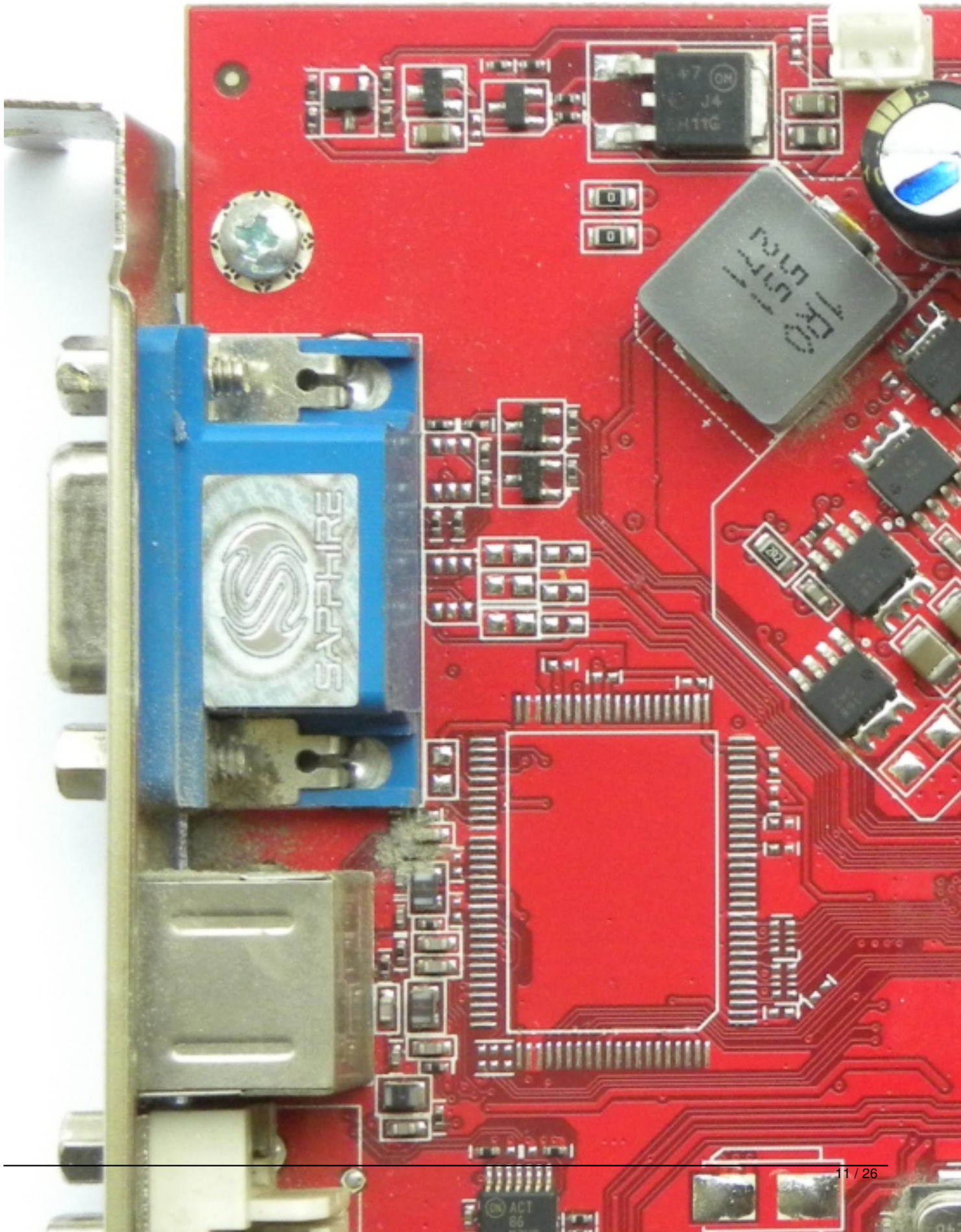
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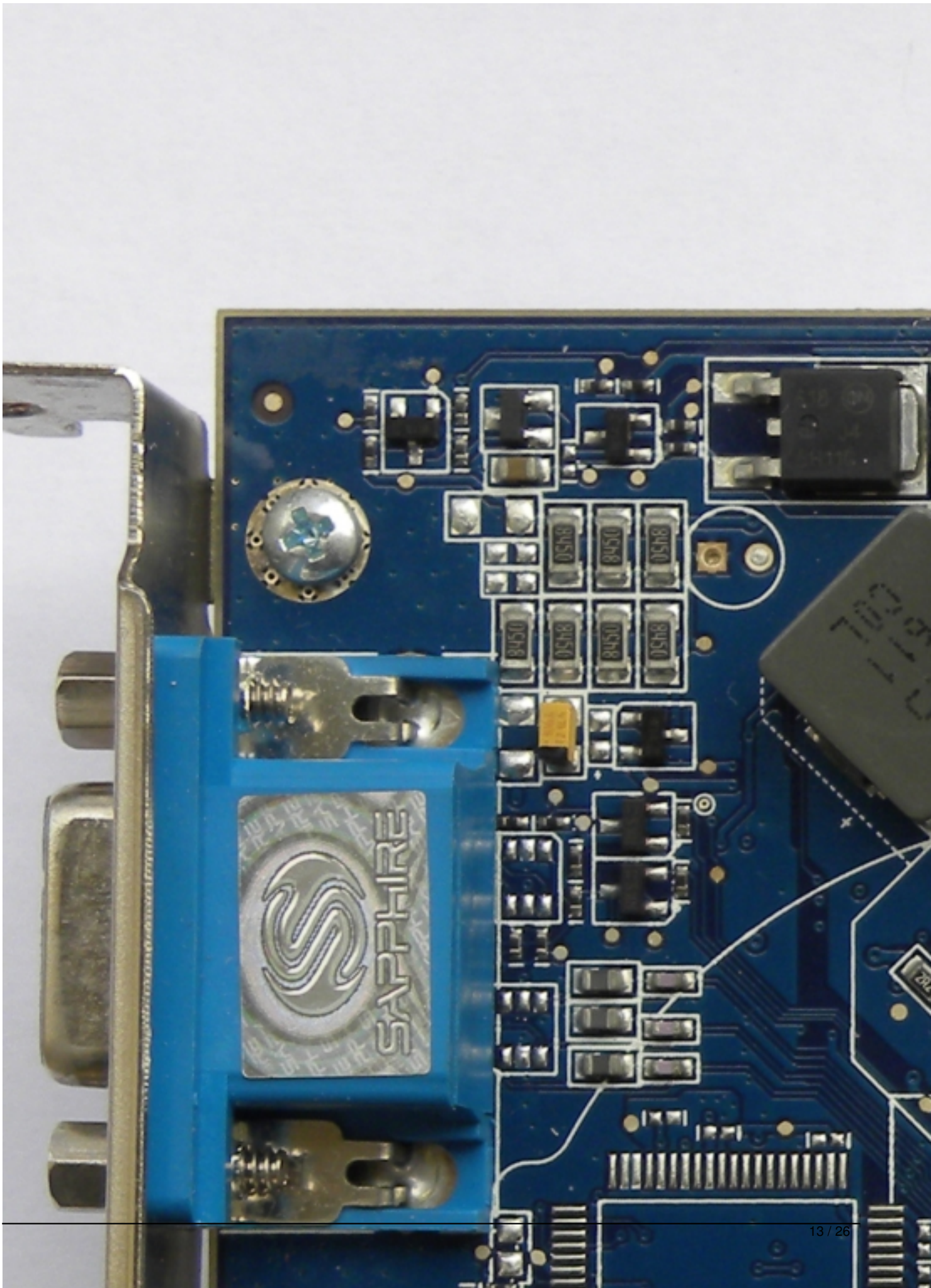
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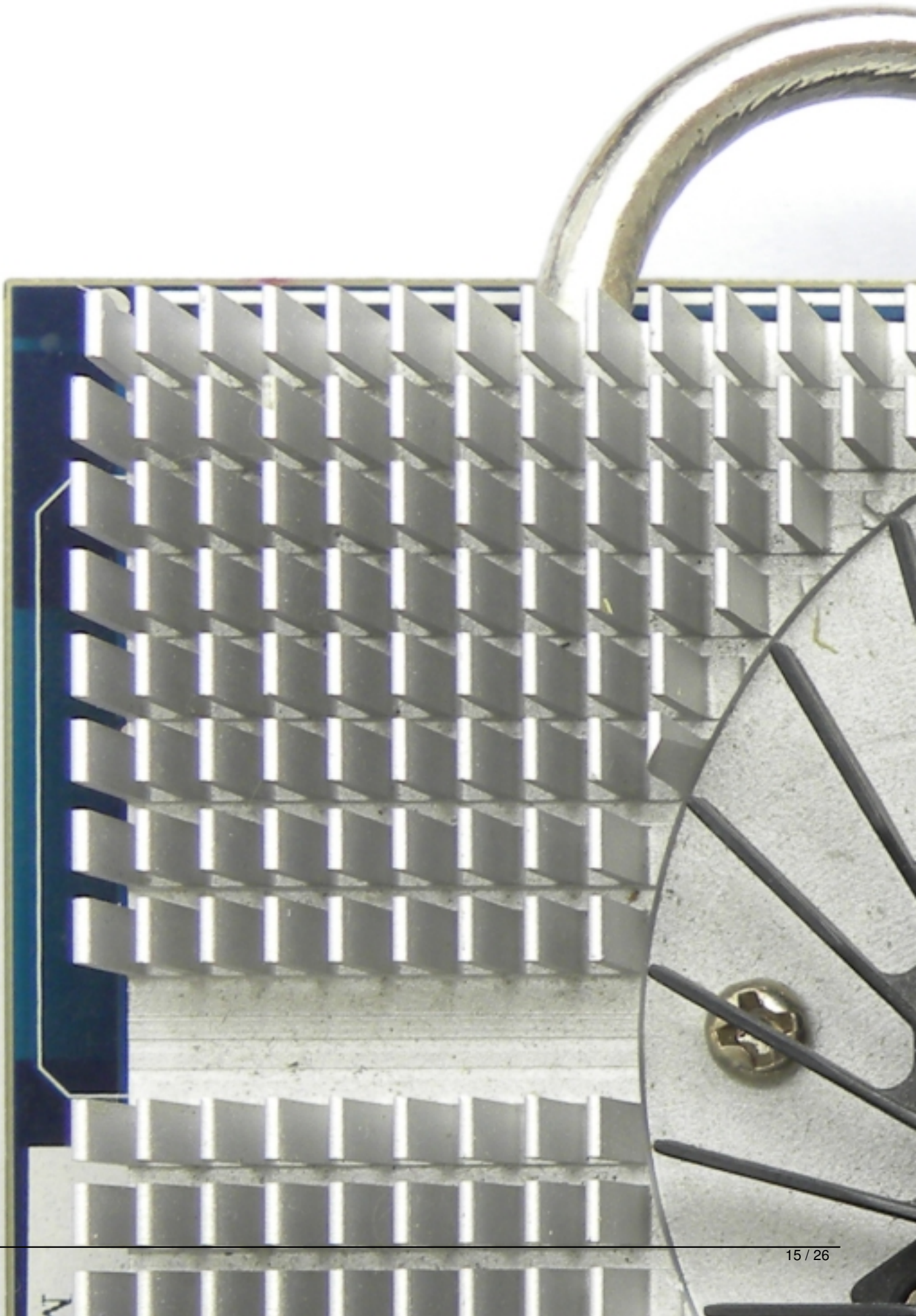
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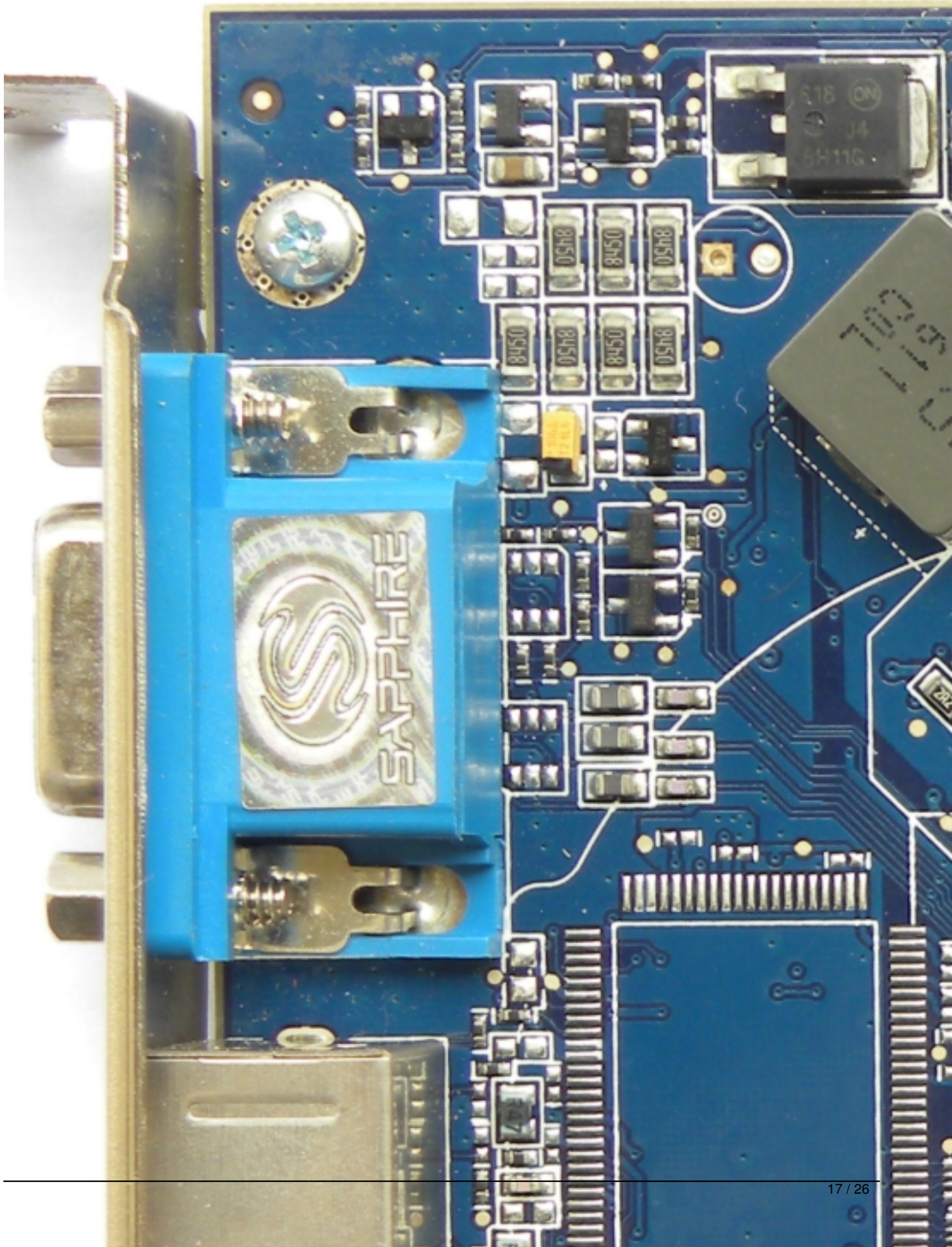
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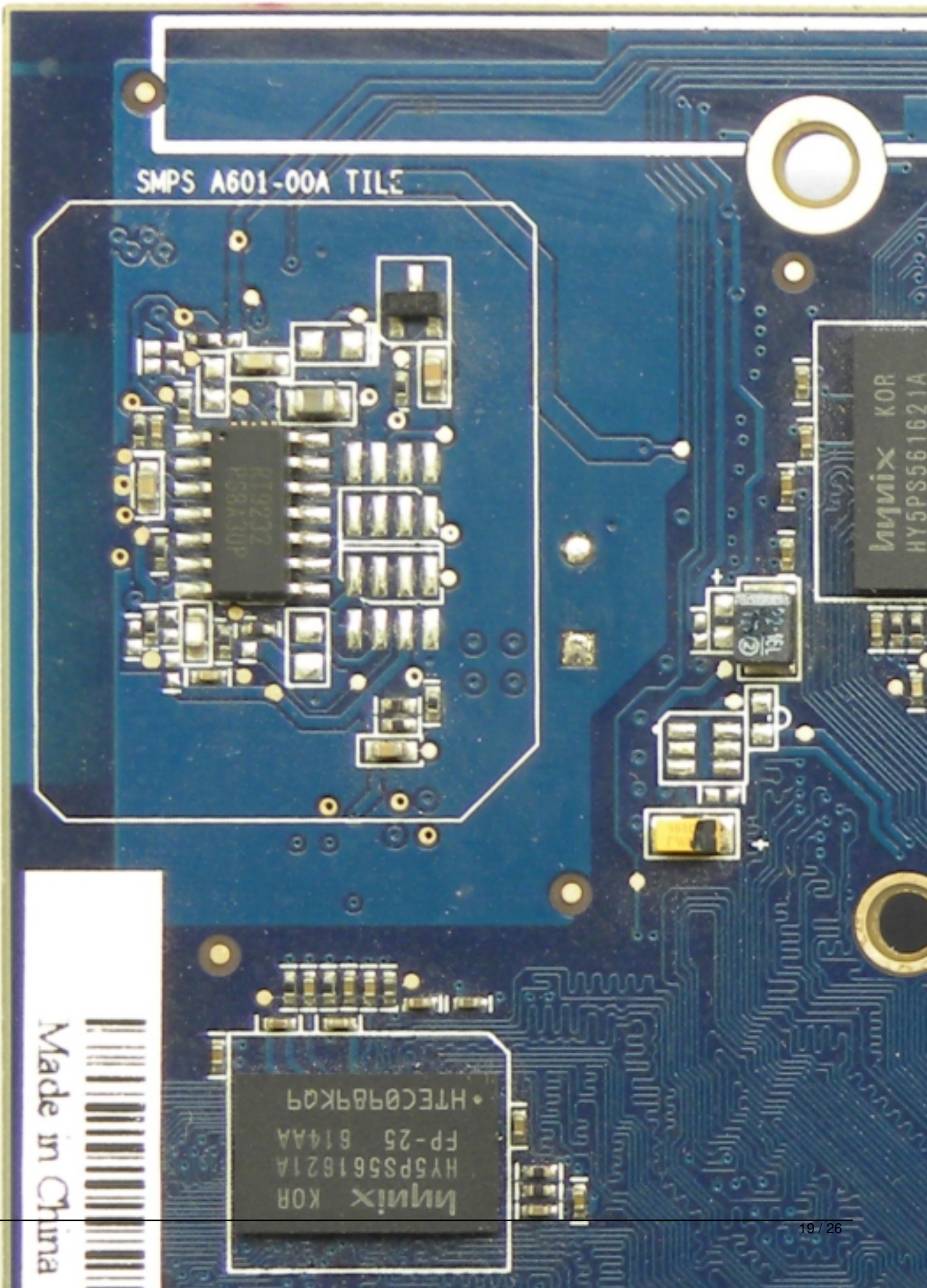
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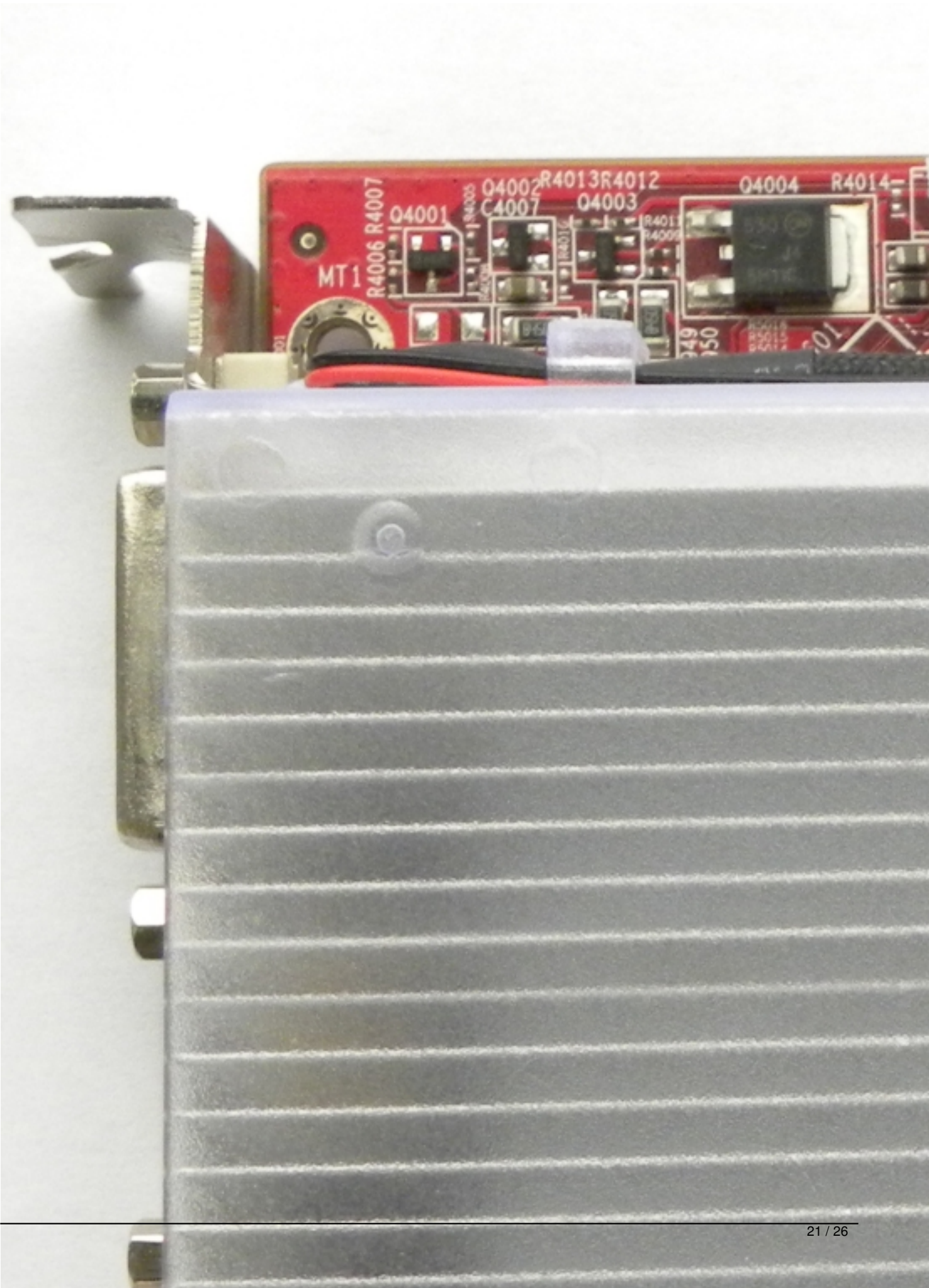
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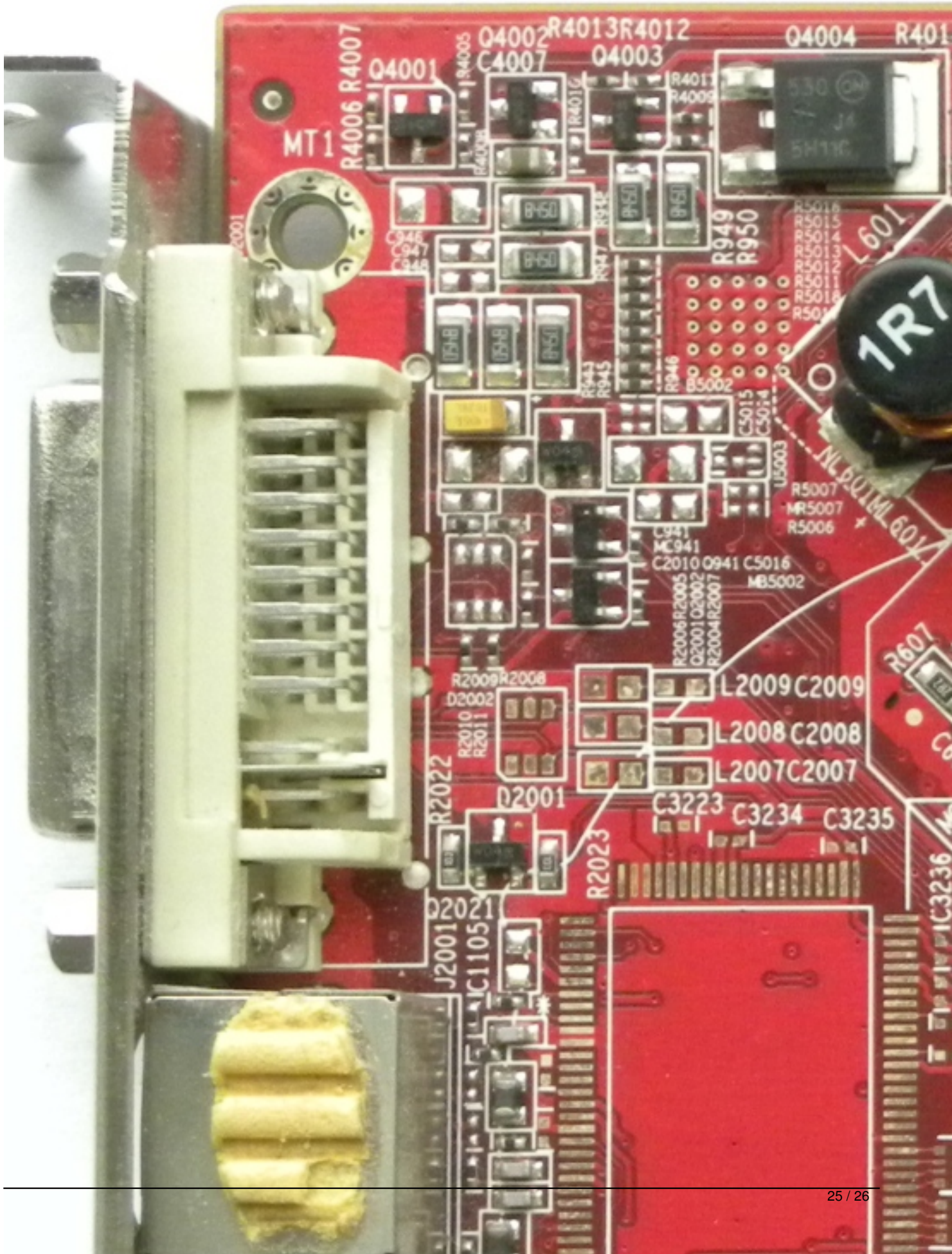
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The screenshot displays the TechPowerUp GPU-Z 0.4.4 application window. The interface is dark-themed with a green color scheme. At the top, there are navigation tabs: "Graphics Card" (selected), "Sensors", "Validation", and "PowerColor Giveaway". The main content area is divided into several sections:

- Name:** Radeon X1600/X1650 Series
- GPU:** RV530, **Revision:** N/A
- Technology:** 90 nm, **Die Size:** 150 mm²
- Release Date:** 2006, **Transistors:** 157M
- BIOS Version:** 009.012.006.002
- Device ID:** 1002 - 71C2, **Subvendor:** Sapphire/PCPartner (174B)
- ROPs:** 4, **Bus Interface:** AGP 8x @ 8x
- Shaders:** 12 Pixel / 5 Vertex, **DirectX Support:** 9.0c / SM3.0
- Pixel Fillrate:** 2.0 GPixel/s, **Texture Fillrate:** 2.0 GTexel/s
- Memory Type:** DDR2, **Bus Width:** 128 Bit
- Memory Size:** 256 MB, **Bandwidth:** 13.0 GB/s
- Driver Version:** ati2mtag 8.593.100.0 (Catalyst 10.2) / XP
- GPU Clock:** 500 MHz, **Memory:** 405 MHz, **Shader:** (blank)
- Default Clock:** 500 MHz, **Memory:** 405 MHz, **Shader:** (blank)
- ATI CrossFire:** Disabled
- Computing:** OpenCL CUDA PhysX DirectCompute

At the bottom of the window, there is a dropdown menu showing "Radeon X1600/X1650 Series" and a "Close" button.

{/webgallery}