Core: G86GLM 400MHz 128bit **Shader clock:** 800MHz
Memory: 128MB GDDR3 1200MHz 64bit **Year:** 2007 **Bus:** PCI-E 16x **Unified shaders:** 16 (v4.0)

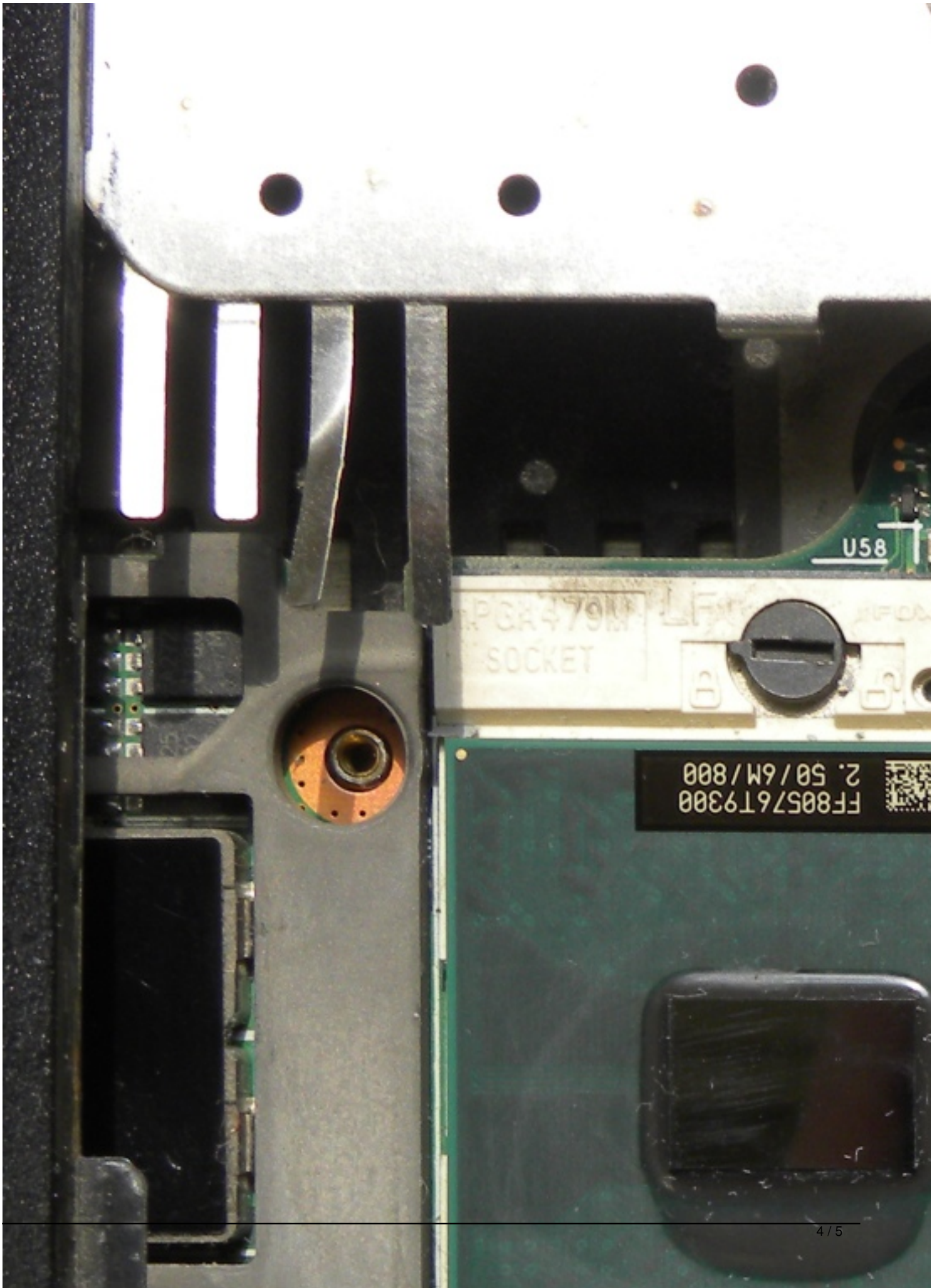
DirectX:
10
Pixel pipelines:
4
TMU per pipeline:
1

Transistors:
210 million
Made:
80nm

Pixel write speed:
1600 MPixel/s
Texel write speed:
3200 MTexel/s

Memory bandwith:
9624 MB/s

{webgallery}


U58
SOCKET

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