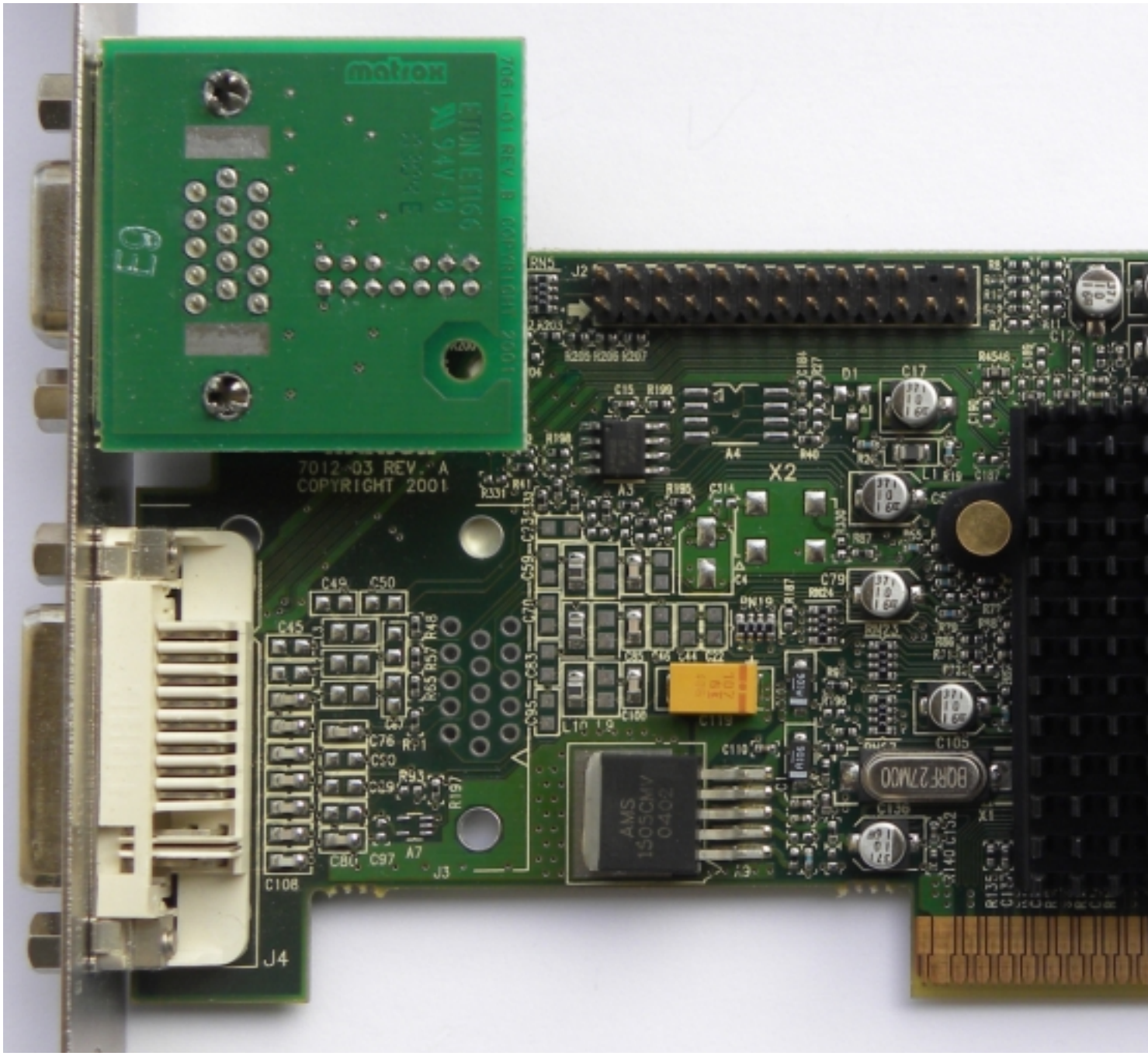
**Core:** MGA-G550-B 133MHz 128bit
**Memory:** 32MB DDR 333MHz 64bit **Year:** 2001 **Bus:** AGP 4x **Made:** 180nm
**Pixel pipelines:** 2 **TMU per pipeline:** 2 **DirectX:** 6.0 **OpenGL:** 1.1 **Pixel write speed:** 266 MPixel/s
**Texel write speed:**
532
MTexel/s

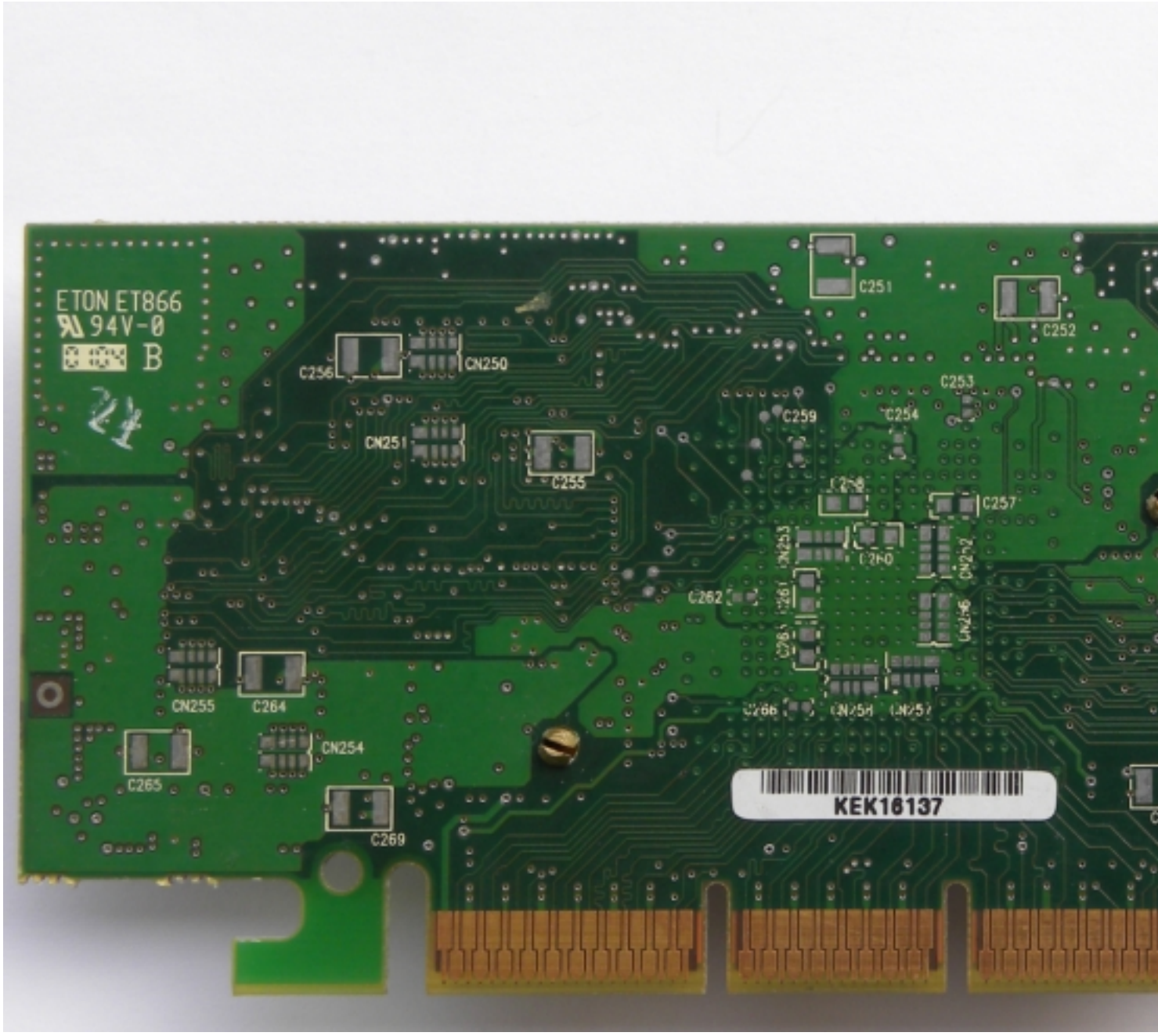
**Memory bandwith:**
2664 MB/s

**Supported technologies:**

AGP Texturing
Additive Texture Blending
Bilinear Filtering
Environmental Bump Mapping
Environmental Bump Mapping With Luminance
Factor Alpha Blending
Multiplicative Texture Blending
Point Primitive Support
Point Sampling
Positional Lights
Rendering to a Window
Specular Gouraud Shading
Stencil Buffers
Subpixel Accurate Rasterizing
Subtractive Texture Blending
Table Fog
Texture Alpha Blending
Texture Clamping
Texture Wrapping
Trilinear Filtering
Vertex Alpha Blending
Vertex Fog
W-Fog

{webgallery}




ETON ET866
94V-0
B
C256
CN250
CN251
C255
C251
C252
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C259
C254
C257
C262
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C264
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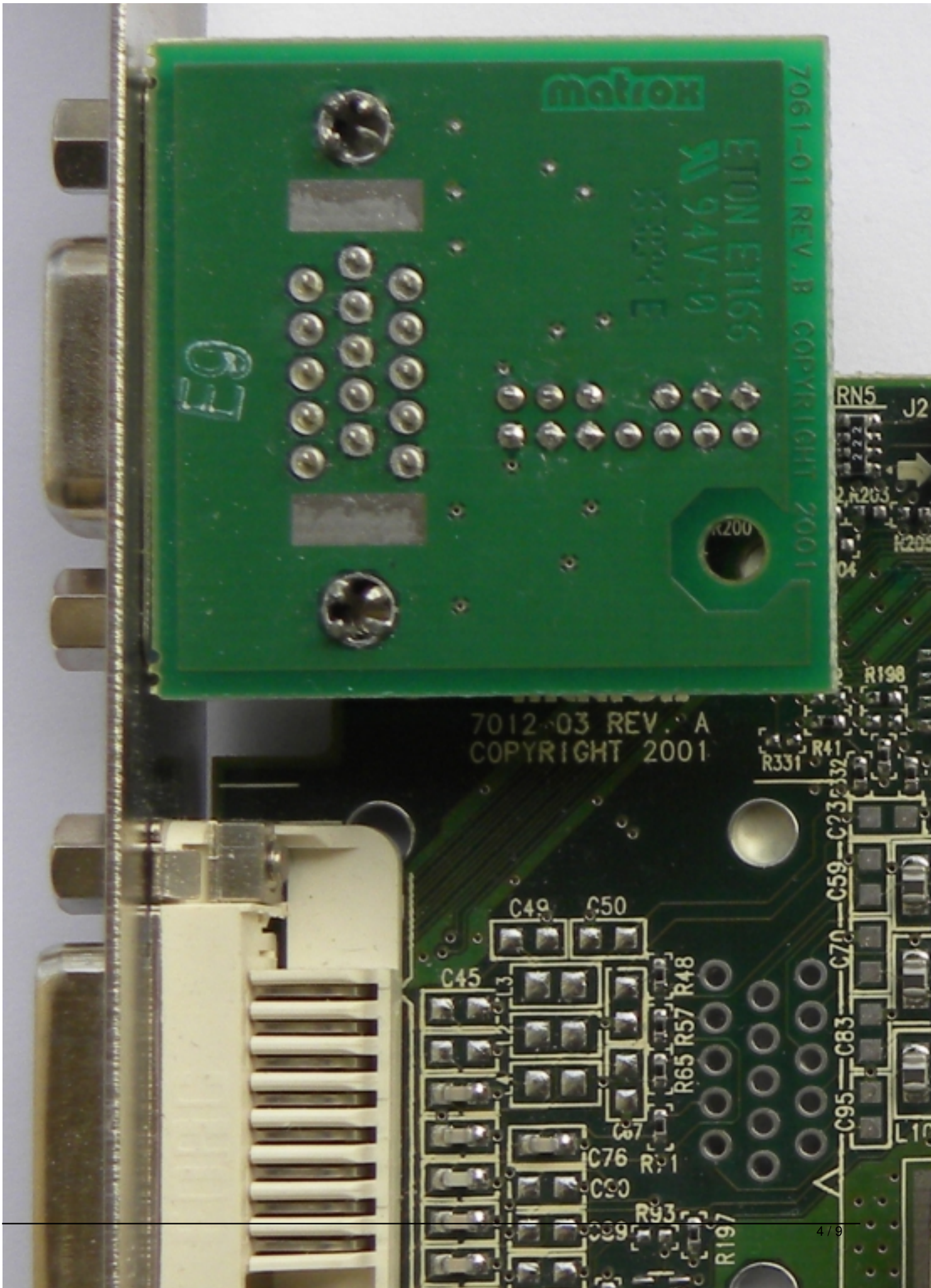
C265
C269
KEK16137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RN5
R198
R331
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C49
C50
C45
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C76
R93
R197
C59
C70
C83
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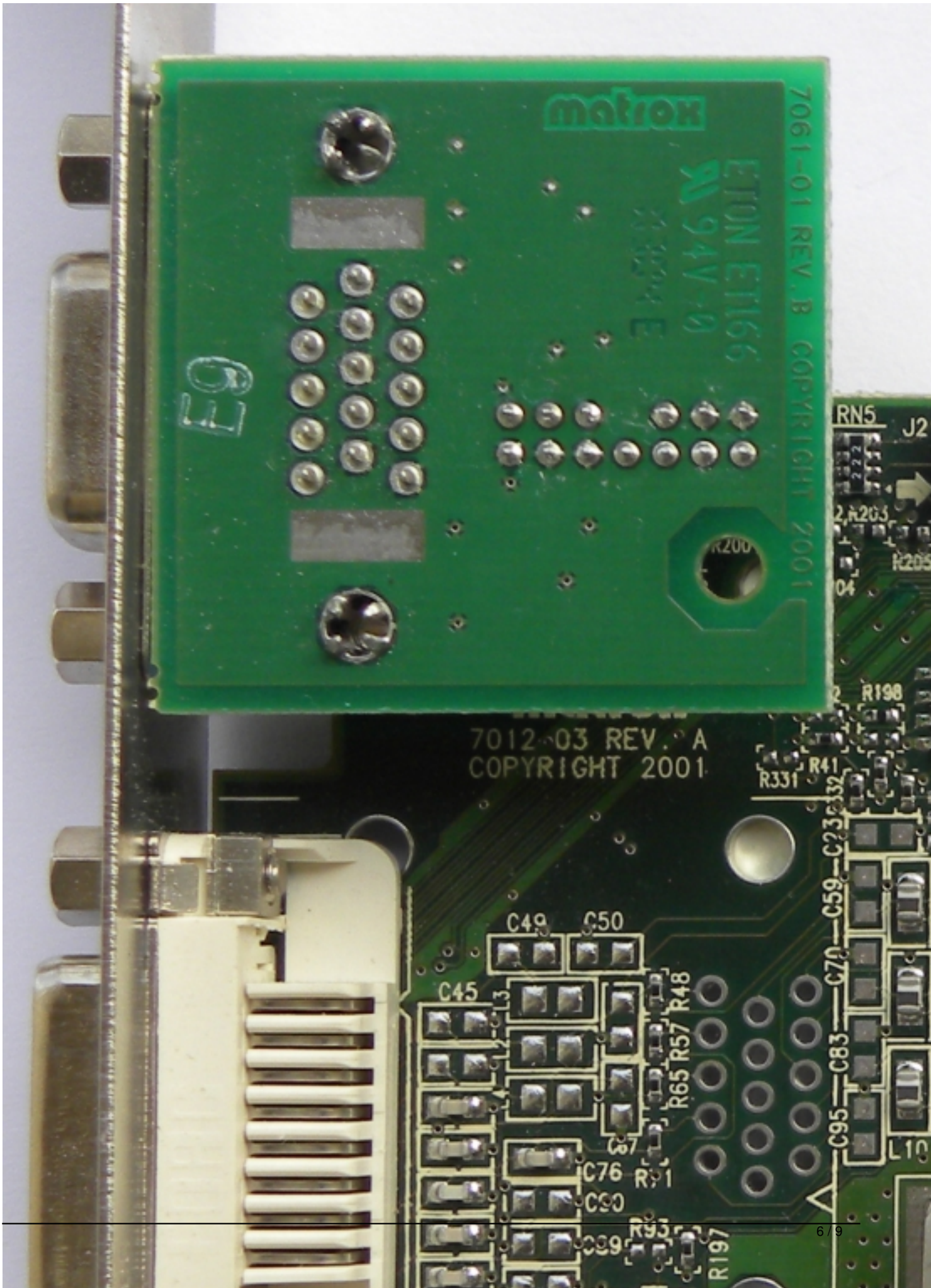
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RN5
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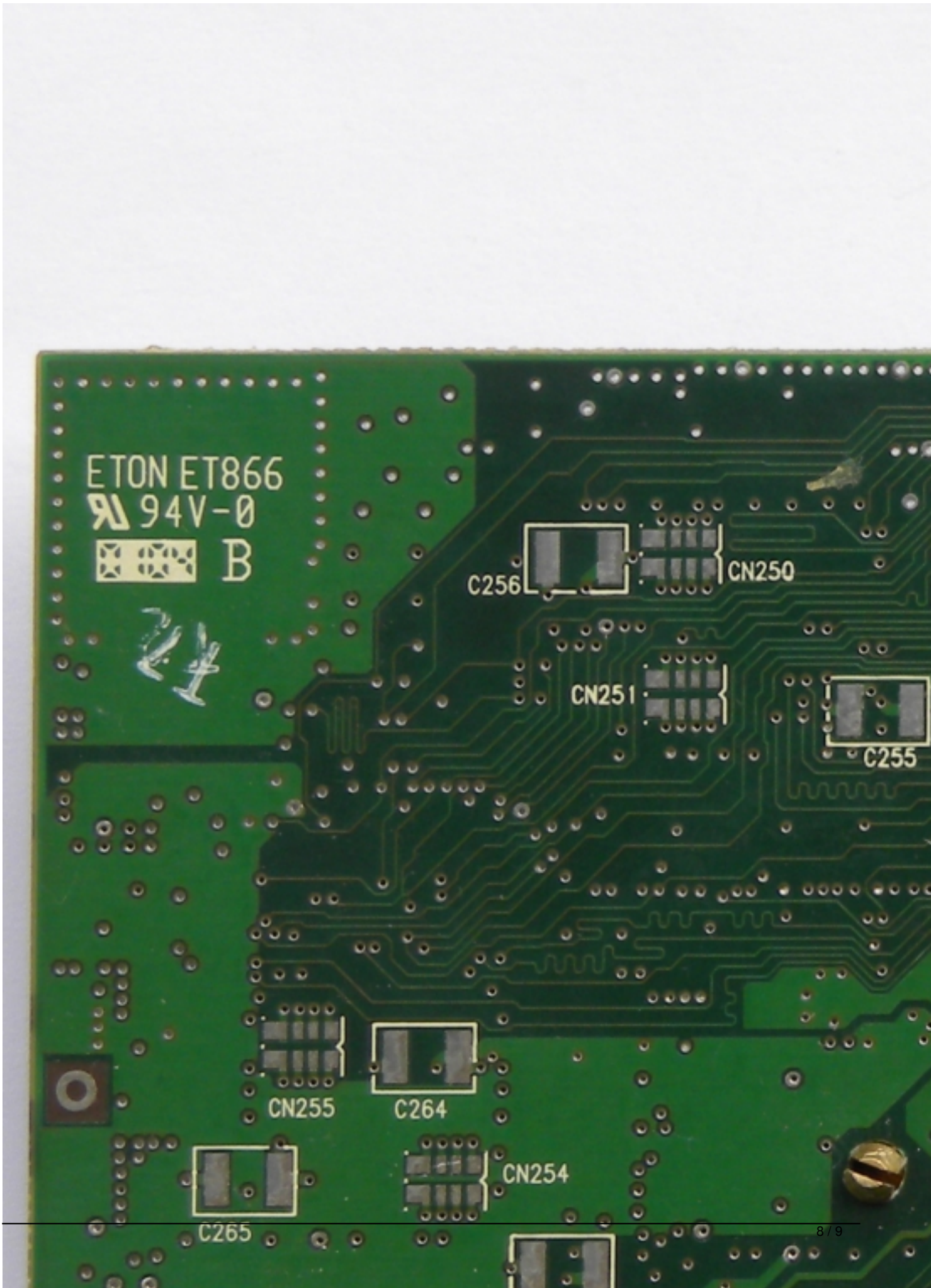
R197
C59
C70
C83
C95
L10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C265

{/webgallery}