

DIAMOND**STEALTH**[®]**GX300SE128HM**
GX300SE256HM**Stealth X300SE HyperMemory™*****Dazzling Visual Performance****Featuring:** RADEON™ X300SE**Memory:** 128/256MB HyperMemory™***Slot Type:** PCI Express**With:** DVI/TV-Out

*The total of local and shared system memory used by the GPU for the processing and creation of 3D and other images. Local on-board memory is 32MB VRAM for 128MB HyperMemory – 128MB VRAM for 256MB HyperMemory.

Overview

Experience devastating speed and graphics performance with the Diamond Stealth X300SE! Stealth X300SE sets the new bar for PCI Express performance with a powerful combination of the industry's fastest true PCI Express architecture and the fastest full-featured support for DirectX 9.0 and OpenGL. Next generation games like Doom III[®], Far Cry[®], and Half Life 2[®] place heavy demands on today's systems with their realistic dynamic lighting, soft shadow effects, DX9 shaders, and bump mapping. Add the Stealth X300SE to your system and get the massive calculation-crunching strength to enable ALL these features and experience the full power of today's next-generation games!

FEATURES:

Native PCI-Express
DirectX 9.0 and OpenGL
CATALYST Software Drivers
4 Full Precision Pipelines
2 Fat Geometry Engines
SMARTSHADER Technology
VIDEOSHADER Technology
SMOOTHVISION Technology
HYPER Z III+ Technology
HDTV Support

SPECIFICATIONS:

GPU: Radeon X300SE
Bus Type: PCI-Express x16
Core Clock: 400 MHz
RAMDACs: Dual 400 MHz
API Support: DirectX[®] 9.0, OpenGL 1.5
Output: DVI, VGA, TV-Out

SYSTEM REQUIREMENTS:

- Intel[®] Pentium[®] 4 or AMD[®] Athlon[®] 64 FX CPU's
- CPU running at 2.4 GHz or higher
- 420 Watt power supply or higher
- Super VGA or DVI-I compatible monitor
- Microsoft Windows[®] XP
- PCI Express X16 compliant slot
- CD-ROM or DVD-ROM drive
- 256MB system RAM minimum/512MB or higher recommended
- 90MB available hard disk space

WARRANTY & TECH SUPPORT

1-year manufacturer's warranty
Free phone/e-mail support for life of product
Free driver updates for life of product

