180 million transistors on 65nm fabrication process
64-bit DDR3/DDR2 memory interface
Unified Supercursor Shader Architecture
40-channel processing units
Dynamic load balancing and resource allocation for vertex, geometry, and pixel shaders
Common memory set and texture unit access supported for all types of shaders
Dedicated branch execution unit and texture address processing
128-bit floating point precision for all operations
Command processor for reduced CPU overhead
Shader instruction and constant caches
Up to 16 texture fetches per clock cycle
Up to 128 textures per pixel
Fully associative vertex/texture-cache design
DXTC and 30+ texture compression
High resolution texture support up to 8192 x 8192
Fully associative texture & z/stencil cache designs
Early Z test, Permit-Z, Z-Optimize, and FastZ-Clear
Lossless Z & stencil compression
Render target MRTs with anti-aliasing support
Physics processing support
Fast support for Microsoft® Direct3D 10
Shader Model 4.0
Geometric Shaders
Stream Output
Alpha to Coverage
Constant Buffers
State Objects
Texture Arrays
Dynamic Geometry Acceleration
Programmable tessellation unit
Accelerated geometry shader path for geometry pipelining
Memory read/write cache for improved stream output performance
Anti-aliasing features
Multicore anti-aliasing (up to 4x per pixel)
Custom Filter Anti-Aliasing (CFAA) for improved quality
Advanced super-sampling and multi-sampling
Temporal anti-aliasing
Gamma correct
Super AA (Cross-Fire configurations only)
All anti-aliasing features compatible with HDR rendering
Texture filtering features
24-bit/32-bit/64-bit high quality adaptive anisotropic filtering modes (up to 128 taps per pixel)
128-bit floating point HDR texture filtering
Bilinear filtering
KRTG-filtering (gamma-accurate)
Percentage closer filtering (PCF)
Depth & stencil texture (GDT) format support
Shared expanded HDR (FDSQ 9.9.9.5) texture format support
CrossFire™ Multi-GPU Technology
Scale up rendering performance and image quality with 2 or more GPUs
Integrated compounding engine
High performance dual-channel interconnect
ATI Avivo™ HD Video and Display Platform
Dedicated unified video decoder (UVD) for H.264/AVC and VC-1 video formats
High definition (HD) playback of Blu-ray and HD DVD formats
Hardware MPEG-1, MPEG-2, MPEG-4/AVC video decode acceleration
Motion compensation and DCT (inverse discrete cosine transform)
Aero Video Post-Processor
Color space conversion
Chroma subsampling format conversion
Horizontal and vertical scaling
Gamma correction
High Quality Video Post-Processing
Advanced vector adaptive per-pixel de-interlacing
De-blocking and noise reduction filtering
Detail enhancement
Inverse telecine (2:3 and 3:2 pull-down correction)
Baseline correction
Two independent display controllers
- Drive two displays synchronously with independent resolutions, refresh rates, color spaces and overlay options for each display
- Full-HD digital display support
- Programmable piecewise-linear gamma correction, color correction, and color space conversion
- Spatial/temporal de-interlacing provides 32-bit color on 24-bit and 18-bit displays
- High quality pre- and post-scaling engines, with underscore support for all display outputs
- Content adaptive de-flicker filtering for interlaced displays
- Fast, glitch-free mode switching
Hardware cursor
Two integrated DVI display outputs
- Primary supports 19-, 24-, and 30-bit digital displays at all resolutions up to 1920x1080 (single-link DVI) or 2560x1600 (dual-link DVI)
- Secondary supports 19-, 24-, and 30-bit digital displays at all resolutions up to 1920x1200 (single-link DVI only)
- Each includes a dual-channel HDCP encoder with on-chip key storage for high-resolution playback protection of content
- Two integrated 400 MHz 20-bit RAMDACs
- Each supports analog displays connected by VGA at all resolutions up to 2048x1536
- HDMI output support
- Supports all display resolutions up to 1920x1200
- Integrated HD audio controller with multi-channel (5.1) AGC support, enabling a plug-and-play capable audio solution
- Integrated DVI/Silicon-HDMI encoder
- Provides high-quality analog TV output (component/HDMI composite)
- Supports DTV and HDTV resolutions
- Undercover and supercover compensation
- MPEG-2, MPEG-4, DVI, WMV-1, -2, and H.264 encoding and transcoding
- Seamless integration of pixel shaders with video in real-time
- VGA mode support on all display outputs
- PCI Express 1.0a interface
- OpenGL 2.0 support

 ATI Radeon™ HD 2400 Series - GPU Specifications

 1. Better custom resolutions require user configuration
 2. HDMI support for transmission of uncompressed video is connection to a HDCP capable display

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ATI Radeon™ HD 2400 PRO - (additional) Specifications (All versions)

What's in the Box
- ATI Radeon™ HD 2400 PRO graphics card
- 24-pin DVI to 15-pin VGA adapter
- Set-up CD
- Manual

System Requirements
- PCI Express® based PC is required with one X16 lane graphics slot available on the motherboard
- 300 Watt or greater power supply recommended
- Certified power supplies are recommended.
- 1GB of system memory
- Installation software requires CD-ROM drive
- DVD playback requires DVD drive
- Blu-ray / HD DVD playback requires Blu-ray / HD DVD drive

Operating Systems Support
- Windows Vista™ & Vista 64
- Windows® XP
- Windows® XP x64 Edition
- Windows® 2000

Display Support
- One Dual-Link DVI-I connector for high-resolution digital displays
- ATI Radeon™ DVI-I to HDMI™2 with 5.1 audio (adapter)
- One VGA analog connector
- HDTV Component (YPrPb) output (adapter)
- Drive two displays simultaneously with independent resolutions and refresh rates
- TV output requires HDMI, component, S-video or composite cable (not included)

Display Modes
- Digital Displays (Connected by DVI)
  - All Resolutions up to 2560x1600
- Analog Displays (Connected by VGA)
  - All resolutions up to 2048x1536
- TV-out
  - SDTV (analog): 480i | 525i
  - HDTV (analog): 1080i | 1080p | 720p | 480p | Custom resolution
  - HDTV (digital): 720p | 480p | Custom resolution
- Note: Resolutions are limited by the performance of the attached monitor.

1. Visit ati.com for current warranty statement and conditions
2. May not support all HDMI displays.
3. Some custom resolutions require user configuration
4. Dual VGA monitors require a DVI to VGA adapter, sold separately
5. Playing HDCP content requires additional HDCP ready components, including but not limited to an HDCP ready monitor, Blu-ray or HD DVD disc drive, multimedia application and computer operating system.

Products may not be exactly as shown.

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