



PowerColor PCS HD4670 1GB DDR3

Part Number	AX4670 1GBK3-PH
Graphics Engine	RADEON HD4670
Video Memory	1GB DDR3
Engine Clock	750MHz
Memory Clock	667Mhz x 2
Memory Interface	128bit
DirectX® Support	10.1
Bus Standard	PCI-E 2.0
Display Connectors	DL-DVI/VGA/HDMI

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Professional Cooling System Optimized by ARCTIC COOLING



514 million transistors on 55nm fabrication process

PCI Express 2.0 x16 bus interface

GDDR3/DDR3/DDR2 memory interface (depending on model)

Microsoft® DirectX® 10.1 support

ShaderModel 4.1

32-bit floating point texture filtering

Indexed cube map arrays

Independent blend modes per render target

Pixel coverage sample masking

Read/write multi-sample surfaces with shaders

Gather⁴ texture fetching

Unified Superscalar Shader Architecture

320 stream processing units

Dynamic load balancing and resource allocation for vertex, geometry, and pixel shaders

Common instruction set and texture unit access supported for all types of shaders

Dedicated branch execution units and texture address processors

128-bit floating point precision for all operations

Command processor for reduced CPU overhead

Shader instruction and constant caches

Up to 128 texture fetches per clock cycle

Up to 128 textures per pixel

Fully associative multi-level texture cache design

DXTC and 3Dc+ texture compression

High resolution texture support (up to 8192 x 8192)

Fully associative texture Z/stencil cache designs

Double-sided hierarchical Z/stencil buffer

Early Z test, Re-Z, Z Range optimization, and Fast Z Clear

Lossless Z & stencil compression (up to 128:1)

Lossless color compression (up to 8:1)

8 render targets (MRTs) with anti-aliasing support

Accelerated physics processing

Dynamic Geometry Acceleration

High performance vertex cache

Programmable tessellation unit

Accelerated geometry shaderpath for geometry amplification

Memory read/write cache for improved stream output performance

Anti-aliasing features

Multi-sample anti-aliasing (2, 4, or 8 samples per pixel)

Up to 24x Custom Filter Anti-Aliasing (CFAA) for improved quality

Adaptive super-sampling and multi-sampling

Gamma correct

Super AA (ATI CrossFireX? configurations only)

All anti-aliasing features compatible with HDR renderin

Texture filtering features

2x/4x/8x/16x high quality adaptive anisotropic filtering modes (up to 128 taps per pixel)

128-bit floating point HDR texture filtering

sRGB filtering (gamma/degamma)

Percentage Closer Filtering (PCF)

Depth & stencil texture (DST) format support

Shared exponent HDR (RGBE 9:9:9:5) texture format support

OpenGL 2.0 support

ATI Avivo™ HD Video and Display Platform¹

2nd generation Unified Video Decoder (UVD 2)

Enabling hardware decode acceleration of H.264, VC-1 and MPEG-2

Dual stream playback (or Picture-in-picture)

Hardware MPEG-1, and DivXVideo decode acceleration

Motion compensation and IDC

ATI AvivoVideo Post Processor¹

Enhanced DVD up-conversion to HD

Color space conversion

Chroma subsampling format conversion

Horizontal and vertical scaling

Gamma correction

Advanced vector adaptive per-pixel de-interlacing

De-blocking and noise reduction filtering

Detail enhancement

Inverse telecine(2:2 and 3:2 pull-down correction)

Bad edit correction

Automatic dynamic contrast adjustment

Full score in HQV (SD) and HQV (HD) video quality benchmarks

One independent display controllers

Drive two displays simultaneously with independent resolutions, refresh rates, color controls and video overlays for each display

Full 30-bit display processing

Programmable piecewise linear gamma correction, color correction, and color space conversion

Spatial/temporal dithering provides 30-bit color quality on 24-bit and 18-bit displays

High quality pre- and post-scaling engines, with underscan support for all display outputs

Content-adaptive de-flicker filtering for interlaced displays

Fast, glitch-free mode switching

Hardware cursor

Two independent display controllers

Drive two displays simultaneously with independent resolutions, refresh rates, color controls and video overlays for each display

Full 30-bit display processing

Programmable piecewise linear gamma correction, color correction, and color space conversion

Spatial/temporal dithering provides 30-bit color quality on 24-bit and 18-bit displays

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Two integrated DVI display outputs

Primary supports 18-, 24-, and 30-bit digital displays at all resolutions up to 1920x1200 (single-link DVI) or 2560x1600 (dual-link DVI)²

Secondary supports 18-, 24-, and 30-bit digital displays at all resolutions up to 1920x1200 (single-link DVI only)²

Each includes a dual-link HDCP encoder with on-chip key storage for high resolution playback of protected content³

Two integrated 400MHz 30-bit RAMDACs

Each supports analog displays connected by VGA at all resolutions up to 2048x1536¹

DisplayPort™ output support

Supports 24- and 30-bit displays at all resolutions up to 2560x1600²

Integrated HD audio controller with up to 2 channel 48 kHz stereo or multi-channel (7.1) AC3 enabling a plug-and-play cable-less audio solution⁴

HDMI output support

Supports all display resolutions up to 1920x1080²

Integrated HD audio controller with up to 2 channel 48 kHz stereo or multi-channel (7.1) AC3 enabling a plug-and-play cable-less audio solution⁴

Integrated AMD Xilleon™ HDTV encoder

Provides high quality analog TV output (component/S-video/composite)

Supports SDTV and HDTV resolutions

Underscan and overscan compensation

Seamless integration of pixel shaders with video in real time

VGA mode support on all display outputs

ATI PowerPlay™ Technology⁵

Advanced power management technology for optimal performance and power savings

Performance-on-Demand

Constantly monitors GPU activity, dynamically adjusting clocks and voltage based on user scenario

Clock and memory speed throttling

Voltage switching

Dynamic clock gating

Central thermal management ? on-chip sensor monitors GPU temperature and triggers thermal actions as required

ATI CrossFireX™ Multi-GPU Technology

Scale up rendering performance and image quality with two, three, or four GPUs

Integrated compositing engine

High performance dual channel bridge interconnect¹

1. Dual channel interconnect is not required for CrossFireX, and may not be included in all product configurations.

2. Some custom resolutions require user configuration.

3. 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.

4. Subject to digital rights management limitations; maximum supported audio stream bandwidth is 6.144 Mbps.

5. ATI PowerPlay™ technology consists of numerous power saving features. Not all features may be available in all ATI Radeon HD 4800 Series graphics cards.

6. ATI Avivo™ HD is a technology platform that includes a broad set of capabilities offered by certain ATI Radeon™ HD GPUs. Not all products have all features and full enablement of some ATI Avivo™ HD capabilities may require complementary products.

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