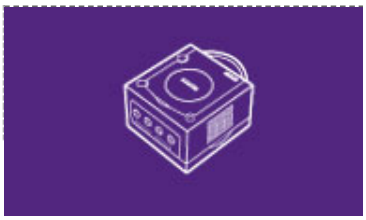
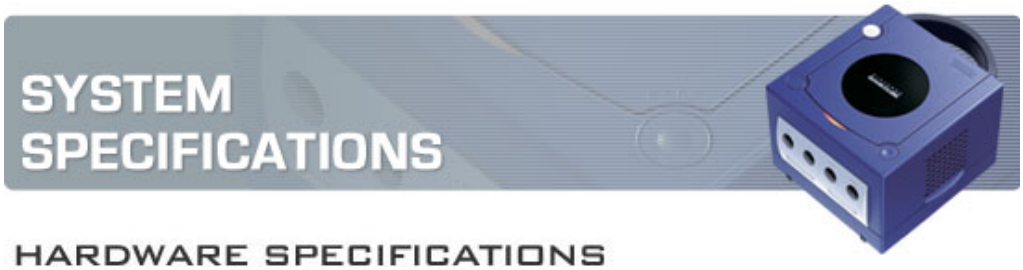


NINTENDO GAMECUBE

SYSTEM SPECIFICATIONS DOWNLOADS FAQ'S SERVICE



SPECIFICATIONS

HARDWARE SPECIFICATIONS

MPU ("Multi Processing Unit")	Custom IBM Power PC "Gekko"
Manufacturing Process	0.18 micron IBM Copper Wire Technology
Clock Frequency	485 MHz
CPU Capacity	1125 Dmips (Dhrystone 2.1)
Internal Data Precision	32-bit Integer & 64-bit Floating-point
External Bus	1.3 GB/second peak bandwidth 32-bit address space 64-bit data bus 162 MHz clock
Internal Cache	L1: Instruction 32KB, Data 32KB (8 way) L2: 256KB (2 way)
System LSI	Custom ATI/Nintendo "Flipper"
Manufacturing Process	0.18 micron NEC Embedded RAM process
Clock Frequency	162 MHz
Embedded Frame Buffer	Approx. 2 MB Sustainable Latency: 5ns (IT-SRAM)
Embedded Texture Cache	Approx. 1 MB
Texture Read Bandwidth	10.4 GB/second (Peak)
Main Memory Bandwidth	2.6 GB/second (Peak)
Pixel Depth	24-bit Color, 24-bit Z Buffer
Image Processing Functions	Fog, Subpixel Anti-aliasing, 8 Hardware Lights, Alpha Blending, Virtual Texture Design, Multi-texturing, Bump Mapping, Environment Mapping, MIP Mapping, Bilinear Filtering, Trilinear Filtering, Ansitropic Filtering, Real-time Hardware Texture Decompression (S3TC)
Other Features	Real-time Decompression of Display List, HW Motion Compensation Capability
Audio Processing	(Incorporated into the System LSI)
Sound Processor	Custom Macronix 16-bit DSP
Instruction Memory	8KB RAM + 8KB ROM

Size:	**Approximate:** Height 4.3" Width 5.9" Depth 6.3"
Media:	8cm Nintendo GameCube™ Disc based on Matsushita's Optical Disc Technology, with approx. 1.5GB Capacity and proprietary copyright protection technology.
Launch Date:	17 May 2002.
Titles:	Seven exclusive Nintendo GameCube titles for Nintendo are expected.
Peripheral Devices:	Memory Card, containing 4 megabits of flash memory; SD-Memory Card Adapter; Wireless Wavebird™ Controller; 56bps, V. 90, Modem Adapter; Broadband Adapter; and Digital Video Cable.
Controller:	To provide more comprehensive and intuitive play control, Nintendo has added several new features to the Nintendo GameCube controller, including a second analog control stick, left and right analog trigger buttons, and a built in rumble motor. The Nintendo GameCube controller has two grips and the controls for the left and right hands have been separated into two "systems". The right-side buttons have been re-arranged to allow the user to set the A Button home position, making the role of each button more natural.

Sampling Frequency	48KHz

PERFORMANCE

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Floating-point Arithmetic Capability	10.5 GFLOPS (Peak) (MPU, Geometry Engine, HW Lighting Total)
Real-world polygon	6 to 12 million polygons/second (Peak) (Assuming actual game conditions with complex models, fully textured, fully textured, fully lit, etc)
System Memory	40MB
Main Memory	24MB MoSys IT-SRAM Less than 10ns Sustainable Latency
A-Memory	16MB 81 MHz DRAM
Disc Drive	CAV (Constant Angular Velocity) System
Average Access Time	128ms
Data Transfer Speed	16Mbps to 25Mbps
Media	8cm NINTENDO GAMECUBE Disc based on Matsushita's Optical Disc Technology
Capacity	Approx. 1.5 GB
Input / Output	4 Controller Ports 2 Memory Card Slots Analogue AV Output Digital AV Output 2 High-Speed Serial Ports High-speed Parallel Port
Power Supply	AC Adaptor DC12V x 3.5A
Dimensions	4.3"(H) x 5.9" (W) x 6.3" (D)

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