

	Microsoft XBox	Sony PlayStation 2	Nintendo GameCube
CPU	Intel Pentium III 733 MHz	294.912 MHz	405MHz Power PC
Graphics Processor	250Mhz custom- designed chip, developed by Microsoft and nVidia	147.456MHz	202.5 MHz Custom chip "Flipper"
Total Memory	64MB	32MB	43MB
Memory Bandwidth	6.4GB/sec	3.2 GB/sec	3.2GB/sec
Polygon Performance	125 M/sec	66 M/sec	6-12 M/sec
Simultaneous Textures	4	1	N/A
Pixel Fill Rate – No texture	4.0 G/Sec	2.4 G/Sec	N/A
Pixel Fill Rate – 1 Texture	4.0 G/Sec	1.2 G/Sec	N/A
Pixel Fill Rate – 2 Textures	4.0 G/Sec	0.6 G/Sec	N/A
Compressed Textures	Yes (6:1)	No	ST3C compressed textures (6:1)
Storage Medium	2-5x DVD, 8Gb Hard Drive 8MB Memory card	4x DVD, 8MB Memory card	Propriety 1.5GB disc Digicard - ½ Megabyte
I/O	Game controller x4 Ethernet (10/100)	Game controller x2 USB 1394 PCMCIA	Game controller x4 High-speed serial port x2 High-speed parallel port
Audio Channels	256	48	64
3D Audio Support in Hardware	Yes (64 3D channels)	No	N/A
MIDI+DLS Support	Yes	Yes	N/A
Hardware audio	Yes	No	N/A
Broadband enabled	Yes	Future Upgrade	Optional
DVD Movie playback	Remote control accessory required	Yes	No
HDTV Movie support	Yes	Yes	No
HDTV Game support	Yes	No	N/A
Maximum resolution	1920 x 1080	1280 x 1024	N/A
Maximum resolution (2 x 32bpp frame buffers + Z)	1920 x 1080	640 x 480	N/A
US Launch Date	Sep/Oct 2001	October 2000	October 2001