

SAPPHIRE HD 5000 SERIES The Game Has Changed

Sapphire HD 5970

Engine Clock	725MHz
Memory Clock, Effective	4,000MHz
Memory	2GB GDDR5
Stream Processors Number	2x1,600
Outputs	DP, 2xDVI



Sapphire Vapor-X HD 5870

Engine Clock	850MHz
Memory Clock, Effective	4,800MHz
Memory	1GB GDDR5
Stream Processors Number	1,600
Outputs	DP, HDMI, 2xDVI



Sapphire HD 5850

Engine Clock	725MHz
Memory Clock, Effective	4,000MHz
Memory	1GB GDDR5
Stream Processors Number	1,400
Outputs	DP, HDMI, 2xDVI



Sapphire Vapor-X HD 5770

Engine Clock	850MHz
Memory Clock, Effective	4,800MHz
Memory	1GB GDDR5
Stream Processors Number	800
Outputs	DP, HDMI, 2xDVI



Sapphire HD Vapor-X HD5750

Engine Clock	700MHz
Memory Clock, Effective	4,600MHz
Memory	1GB GDDR5
Stream Processors Number	720
Outputs	DP, HDMI, 2xDVI



Sapphire HD 5670

Engine Clock	750MHz
Memory Clock, Effective	4,000MHz
Memory	1GB GDDR5
Stream Processors Number	400
Outputs	DP, HDMI, DVI



Sapphire HD 5570

Engine Clock	650MHz
Memory Clock, Effective	1,800MHz
Memory	1GB GDDR3
Stream Processors Number	400
Outputs	DP, DVI, VGA



Sapphire HD 5450

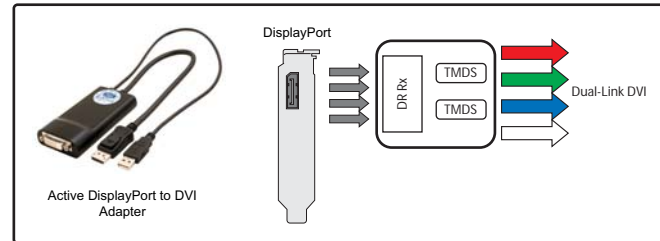
Engine Clock	650MHz
Memory Clock, Effective	1,600MHz
Memory	1GB GDDR3
Stream Processors Number	80
Outputs	DP, DVI, VGA

Active DisplayPort to DVI Adapter

It's important to remember that it's not just the form factor (physical shape) of the DisplayPort (DP) and DVI connectors that are different, the electrical display signal is very different as well. Passive adapters contain nothing but connectors and cables. They do not change the electrical format of the signal in any way.

In the case of Eyefinity across three monitors, all of the possible DVI signals are used up on the other two DVI or HDMI (HDMI video signals are the same as DVI signals) outputs so the board can only output a DP signal from the DP connector. Passing this signal to a DVI monitor (by using a passive adapter) will not work as the DVI monitor will not be able to interpret and decode the DP signal to create a picture.

Sapphire Active DisplayPort to DVI Adapter changes the connector form factor and corrects electrical signal to the third DVI monitor.



Tested Games

A large number of applications and games will work with Sapphire ATI Eyefinity technology, some of them are listed here.

Assassins Creed, Age of Conan, Battlefield 2142, Battlefield, Call of Duty 4 Modern Warfare, Call of Juarez: Bound in Blood, Crysis, DiRT 2, Half-Life 2, Harry Potter and the Half Blood Prince, Star Wars Battlefront, Tom Clancy's H.A.W.X.....and many more.

For a list of validated and ready to use software, visit <http://support.amd.com/us/eyefinity/Pages/eyefinity-software.aspx>



sapphiretech.com

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Sapphire ATI Eyefinity Technology



In the past, multi-display systems catered to professionals in financial, gas and oil, and medical industries where multi-display systems are not desirable, but a necessity.

Expand your view of gaming, productivity, and entertainment and discover a new realm of panoramic computing with Sapphire ATI Eyefinity multi-ple-display technology. With the introduction of new Sapphire HD5000 series graphic cards which are compliant with next-generation DirectX® 11 and ATI Eyefinity Technology with DisplayPort connectivity, the Sapphire HD5000 series graphics cards enable a single GPU to support up to three independent display outputs simultaneously.

The most popular LCD monitor has a resolution of 1,920 x 1,080. With three monitors, a single Sapphire HD5000 series graphics card is able to deliver 5,760 x 1,080 resolutions when the monitors are placed in landscape display group.

Sapphire ATI Eyefinity Technology supporting up to six monitors on a single GPU is scheduled to be released in the future.

Multi-Displays Support with EYEFINITY



Single Display



