

graphic card basic info

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1 | Memory is not everything's. The memory is needed for the high resolution display with the good graphic display. The novice player will chose the middle range graphic card like a 256MB with high GPU or 512MB with low GPU.

2 | GPU is everything's. The real life of the graphic card is the GPU. Before you want to buy some graphic cards, take a look what types of GPU usage. More power of the GPU will take a rise of its price.

3 | The GPU speed. We can see the speed of the GPU and the dpi display to have a big picture of how fast the graphic card is. But the card will have about 4 or 8 or above of its pipe line. The calculation will be taken is, the 8 pipe lines of 400 MHz is better than the 4 pipe lines of 500 MHz. So make a little bit of calculation before you will decide.

4 | Window Vista and Direct3D 10 The Window Vista is the new OS that were use the DirectX 10. This new version will reduce the CPU usage and more towards to the power of the GPU.

5 | Time to buy. The fighting of Nvidia and ATI will give a fast development of the 3D's technology. The user will have an advantage to choose which cards due to the money. The developer will come out with a new GPU perhaps about 12 to 18 months. And for me, the time to buy the cards is any time, because the 6 months years old cards will reduce the price due to the latest card will come out.

6 | No need to pay much. If you decide to buy the middle range of the graphic cards, is also a good thought. Take the 6 month or above cards, but take a look of its GPU. Not to old due to the time.

7 | The power. The new graphic card will need more power and energy. The developer will have a notation of how much the power needed. Usually, the middle and high card need of 400W and 500W of power supply. But if you were use the SLI system, the full energy will take about 550W.

8 | AGP or PCI Express. Two years ago, the PCI express were take a lead of AGP for standard graphic slot. PCI-E were give four times of the speed than the old AGP.

9 | SLI or CrossFire. PCI-E also give a choice of the combination the power of two, means take a power from two same graphic cards. If you want to run this system, take a look of the mainboard and the total power. What we need is just the same GPU system and the support from the mainboard. Nvidia introduce the SLI (scalable link interface) at 2004, and the ATI give the idea of CrossFire at 2005. But, to make a CrossFire system is a little bit problem. Firstly, we need on "CrossFire Edition" card and another "CrossFire Ready" to make a connection. So think about it.

10 | Make sure that you get the graphic cards. If you buy a new computer system, take a look about the graphic card. If the pamphlet mention about "integrated graphics", means the doesn't use the real graphic cards, but only the built in graphic on board. This kind of system is not suitable for the games with the high graphic needed.

Think about all this before you take the next move. Thanks for reading.