

# *SiS550/551/552 The SOC Enabler*

## **Integrated x86 / MMX Compatible CPU**

- # Superscalar Execution / Pipelined Floating Point Unit
- # Three Superpipelined Integer Units

## **Integrated DRAM Controller**

- # Supports up to 2 DIMMs , 1 GB , PC133 SDRAM

## **PCI 2.2 Specification Compliant**

- # Supports up to 3 external PCI Masters

## **Fast PCI IDE Master/Slave Controller**

- # Supports Ultra DMA 33/66/100

## **Integrated Ultra-AGP™ VGA for Hardware 2D/Video/Graphics Accelerators**

- # AGP 4X Compliant / Fully DirectX 8 Compliant
- # Supports Shared System Memory up to 128 MB
- # 128-Bit 2D Engine with a Full Instruction Set
- # Supports Advanced H/W DVD Accelerator
- # 2 Independent Overlay Windows with Blending/Scaling Functions
- # Supports OSD/PIP/EPG and Dual View functions
- # Built-In DVI / DSTN / VIP interface
- # Cooperates with "SiS301 Video Bridge" to support NTSC/PAL TV / Digital LCD Monitor / Secondary CRT Monitor output

## **Advanced PCI H/W Audio & S/W Modem**

- # H/W DirectSound™ accelerator
- # Advanced DLS-2 compliant Wavetable Synthesizer
- # Compliant with AC97 V2.1
- # Full-Duplex Telephony & Modem Support
- # 5.1-channels Audio Output / Consumer Digital Audio Interface

## **Advanced Power Management**

- # Meets ACPI 1.0 / APM 1.2 Requirements
- # PCI Bus Power Management Interface Spec. 1.0

## **Integrated CIR Controller**

- # Supports programmable ASK serial communication protocol
- # Supports 7 kinds of decoders , H/W power on/off ability

## **Integrated Smart Card Controller**

- # Compliant with Personal Computer Smart Card Working Group standard
- # Compliant with smart card (ISO 7816) protocols

# Supports card present detect / insertion power on

**Integrated Memory Stick / USB1.1 Host / Parallel Port / Keyboard Controller**

**Integrated LPC / Flash ROM interface**

**Meets PC99a Requirements**

**1.9V Core with Mixed 3.3V and 5V I/O CMOS Technology**

**Fan-free Low Power Consumption design**

**Software Total Solution support for Linux / Windows CE**