



# Graphics Memory Code Information(2/3)

Last Updated : August 2008

<u>K</u>	<u>4</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>-</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	<u>X</u>	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

## 14~15. Speed ( Wafer/Chip Biz/BGD : 00 )

- 04 : 0.4ns (2500MHz)
- 4A : 0.416ns (2400MHz)
- 4B : 0.434ns (2300MHz)
- 4C : 0.454ns (2200MHz)
- 4D : 0.476ns (2100MHz)
- 05 : 0.5ns (2000MHz)
- 5B : 0.526ns (1900MHz)
- 5C : 0.56ns (1800MHz)
- 5D : 0.588ns (1700MHz)
- 06 : 0.62ns (1600MHz)
- 6A : 0.66ns (1500MHz)
- 07 : 0.71ns (1400MHz)
- 7A : 0.77ns (1300MHz)
- 08 : 0.8ns (1200MHz)
- 09 : 0.9ns (1100MHz)
- 1B : 0.95ns (1050MHz)
- 1A : 1.0ns (1000MHz)
- 11 : 1.1ns (900MHz)
- 12 : 1.25ns (800MHz)
- 14 : 1.4ns (700MHz)
- 16 : 1.66ns (600MHz)
- 18 : 1.8ns (550MHz)
- 20 : 2.0ns (500MHz)
- 22 : 2.2ns (450MHz)
- 25 : 2.5ns (400MHz)
- 2A : 2.86ns (350MHz)
- 2C : 2.66ns (375MHz)
- 33 : 3.3ns (300MHz)
- 36 : 3.6ns (275MHz)
- 40 : 4ns (250MHz)
- 45 : 4.5ns (222MHz)
- 50/5A : 5ns (200MHz)
- 55 : 5.5ns (183MHz)
- 60 : 6ns (166MHz)

# Graphics Memory Code Information(3/3)

Last Updated : August 2008

**K** **4** X X X X X X X X - X X X X X X X

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

## 16. Packing "Packing Type Reference"

- Common to all products, except of Mask ROM
- Divided into TAPE & REEL(In Mask ROM, divided into TRAY, AMMO Packing Separately)

Divide	Packing Type	New Marking
Component	TAPE & REEL	T
	Other ( Tray, Tube, Jar )	0 ( Number)
	Stack	S
Module	MODULE TAPE & REEL	P
	MODULE Other Packing	M

## 17~18. Customer "Customer List Reference"