



PlayStation®2 Technical Specification

Under the stylish dark exterior of PlayStation 2 lies an electronic powerhouse. As one of the most powerful games machines ever created, PlayStation 2 packs some serious punch into its svelte frame, ensuring that every game you play, CD you listen to or DVD you watch is the best experience it can be.

If you're interested in the nuts and bolts of PlayStation 2, you should find all the information you need below.

THE BASICS

Product Name	PlayStation®2 "Charcoal Black"
Product Code	SCPH-70000 CB
Dimensions	230 mm (W) ×28 mm (H) ×152 mm (D)
Weight	Approximately 900g
Compatible format	PlayStation® format CD-ROM PlayStation®2 format CD-ROM PlayStation®2 format DVD-ROM Audio CD DVD-Video* DVD-RW (VR mode)

* The term "DVD-Video" is used to refer to DVD-R, DVD-RW (Video mode), DVD+R and DVD+RW discs.

POWER

At the very heart of PlayStation 2 lies a CPU, or Central Processing Unit, that works overtime to command every aspect of the machine. Backed up by the main memory and Graphics Synthesizer, this lets PlayStation 2 push around a phenomenal amount of polygons around your TV screen (which together make up on-screen graphics).

CPU 128 bit custom multi-media Emotion Engine chip

System Clock Frequency:	294.912MHz
Cache Memory:	Instruction 16KB, Data 8KB + 16KB (ScrP)
Main Memory:	32MB
Memory Bus Bandwidth:	128bit DMA
Co-processor:	2 Parallel Vector Operation Units
Floating Point Performance:	6.2 GFLOPS
3D CG Geometric Transformation:	66 Million Polygons per second
Compressed Image Decoder:	MPEG2

GRAPHICS

Whoever said games were all about graphics - well, they were obviously looking at PlayStation 2's graphic performance. With the dedicated Graphics Synthesizer chip aboard, graphics just scream along, and valuable CPU processing power isn't diverted to make Lara strut her funky stuff.

Graphics Synthesizer

System Clock Frequency:	147MHz
On chip Memory:	4MB DRAM
Frame buffer Bandwidth:	38.4Gbytes/sec
Pixel write speed:	2.4Gpixels/s



I/O

Standing simply for 'Input/Output', PlayStation 2's I/O systems make sure that everything runs smoothly through the console. Choose your metaphor - it's like having roads that run with no traffic jams or a hose pipe that never clogs. However you choose to see it, PlayStation 2's I/O systems do the business.

CPU Core:	Enhanced PlayStation CPU
Clock Frequency:	37.5MHz
IOP Memory:	2MB
Sub Bus:	32-bit

SOUND

Where would great graphics be without great sounds? In a silent game, we guess - but PlayStation 2 isn't about that. Blast your neighbours and immerse yourself in your game with a massive 48 channels of sound.

Number of Voices:	48 channels, with 3D surround sound
Sound Memory:	2MB
Output Frequency:	Up to 48 KHz (DAT quality)

DVD

When you're too tired to lift your DUALSHOCK-wagging fingers, just sit back, relax and let PlayStation 2 entertain you on DVD.

Maximum size:	Dual layer 9GB
Device Speed	DVD-ROM - approx. 4 times speed. CD-ROM - approx. 24 times speed

INTERFACE

Want to expand your PlayStation 2 experience? Plug something into it, then. PlayStation 2 supports various expansion options via two USB connectors, two controller ports and the all-important NETWORK connector, which enables you to take a variety of compatible PlayStation 2 games and applications online.

Interface Types

Universal Serial Bus (USB) x 2
Controller Port x 2
MEMORY CARD slot x 2
NETWORK connector
DIGITAL OUT (OPTICAL) connector
AV MULTI OUT CONNECTOR