

What are the differences between Kyro I and Kyro II?

	Kyro I	KyroII	User Benefit
3D Core Engine	PowerVR 3	PowerVR 3	
Die Size	0.25 μ	0.18 μ	A smaller die enable lower heat dissipation, making higher clocks possible.
Clock (Core&RAM)	115 MHz	175 MHz	A higher clock makes faster 3D.
BGA size	400 pins	456 pins	
Number of transistors	12 millions	15 millions	
RAMDAC	270 MHz	300 MHz	A faster Ramdac supports higher 2D resolutions and refresh rates.

Software evolution

Original Kyro was not including the OpenGL S3TC compression, this S3TC licence is now included with both 3D Prophet 4500 and 3D Prophet 4000 XT, which improves significantly the performance in OpenGL games as Quake.