# RADEON RX 5600 XT MECH OC









## **SPECIFICATION**

Model Name	Radeon RX 5600 XT MECH OC
Graphics Processing Unit	Radeon™ RX 5600 XT
Interface	PCI Express 4.0
Cores	2304 Units
Core Clocks	Boost: Up to 1600 MHz Game: Up to 1420 MHz Base: 1185 MHz (Game Clock is the expected GPU clock when running typical gaming applications, set to typical TGP (Total Graphics Power). Actual individual game clock results may vary.)
Memory Speed	12Gbps
Memory	6GB GDDR6
Memory Bus	192-bit
Output	DisplayPort x 3 (v1.4) / HDMI 2.0b x 1
HDCP Support	Y
Power consumption	150W(This data is not fixed, it may differ by core clocks.)
Power connectors	8-pin x 1
Recommended PSU	450 W
Card Dimension(mm)	231 x 127 x 46 mm
Weight (Card / Package)	790g / 1232g
DirectX Version Support	12
OpenGL Version Support	4.6
Multi-GPU Technology	Υ
Maximum Displays	4
VR Ready	Y
Digital Maximum Resolution	7680x4320

# **FEATURE**



#### **TORX FAN 3.0**

Award-winning fan design combining two different fin designs for cool & quiet gaming.



#### **SOLID BACKPLATE**

Increases toughness of the card to prevent bending while complementing the design.



## **OC PERFORMANCE**

MSI OC graphics cards are equipped with higher clock speeds out of the box for increased performance.



## **CUSTOM PCB**

An optimized PCB design with enhanced power delivery provides a solid base for high performance gaming.



#### **MSI Afterburner**

The ultimate overclocking software with advanced control options and real-time hardware monitor.



# **RDNA Architecture**

**™**DMA

RADEON Engineered from the ground up with superior performance and power efficiency, RDNA is the architecture powering AMD's 7nm gaming GPU, delivering 1.25 performance per clock compared to previous 14nm processors.





Certified to provide the performance required for a smooth experience in your VR adventures.

#### FREESYNC

## Radeon FreeSync™

Puts an end to choppy gameplay and broken frames with fluid, artifact-free performance at virtually any framerate.

# CONNECTIONS



1. DisplayPort 2. HDMI