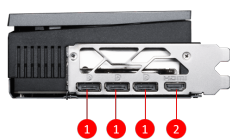




SPECIFICATIONS

Marketing Name	GeForce RTX™ 5080 16G VANGUARD SOC LAUNCH EDITION
Memory	16GB GDDR7
Motor de gráficos	NVIDIA® GeForce RTX™ 5080
Norma Bus	PCI Express® Gen 5
Interfaz de Memoria	256-bit
Velocidad clock núcleo (MHz)	Extreme Performance: 2745 MHz (MSI Center) Boost: 2730 MHz (GAMING & SILENT Mode)
Velocidad clock memoria (MHz)	30 Gbps
Máximo de pantallas	4
Tecnología G-SYNC™	Y
Salida	DisplayPort x 3 (v2.1b) HDMI™ x 1 (As specified in HDMI™ 2.1b: up to 4K 480Hz or 8K 120Hz with DSC, Gaming VRR, HDR)
Soporte HDCP	Y
Consumo (W)	360W
Alimentación recomendada (W)	850W
Resolución máxima digital	7680 x 4320
Conectores de alimentación	16-pin x1
Soporte DirectX Versión	12 Ultimate
Soporte OpenGL Versión	4.6
Dimensiones (mm)	357 x 151 x 66 mm

CONNECTIONS



1. DisplayPort
2. HDMI™

FEATURES



HYPER FROZR THERMAL DESIGN

An apex evolution of advanced thermal design that delivers unparalleled cooling and quiet operation.



STORMFORCE FAN

Seven fan blades, claw texturing, and a circular arc are designed for optimal airflow with minimal noise.



Advanced Vapor Chamber

Built-in Vapor Chamber swiftly transfers heat from the GPU and VRAM to the core pipe for optimal dissipation.



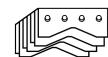
Core Pipes

Core Pipes feature a square design to maximize contact with the GPU baseplate for optimal thermal management.



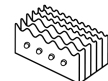
Filled Fins

Updated heat pipe pathing has allowed more space for additional heatsink fins.



Air Antegrade Fin 2.0

The fins feature a V-shaped cutout and a high-low design at the airflow passthrough to optimize flow efficiency.



Wave Curved 4.0

Precision-engineered wave edges with a high-low fin design enhance airflow and reduce turbulence.



Metal Backplate

A reinforcing metal backplate with airflow vents and thermal pads enhances cooling.



Dual BIOS

Dual BIOS lets you set the priority to full performance in GAMING mode or low noise in SILENT mode.



MSI Center

The exclusive MSI Center software lets you monitor, tweak and optimize MSI products in real-time.