



System Fact Sheet

SYSTEM

Introduced: February 2001
Discontinued: July 2001
Gestalt ID: 406
Form Factor: iMac Early 2001
Weight (lbs.): 34.7
Dimensions (inches): 15 H x 15 W x 17.1 D

Codename:
Order Number:
KB Article #: 58791

POWER

Max. Watts: 150
Amps: 1.7
BTU Per Hour: 513
Voltage Range: 100-260
Freq'y Range (Hz): 47-63
Battery Type: 3.6V lithium
 Soft Power
 Monitor Power Outlet

PORTS

ADB: 0
Video: DB-15 VGA
Floppy: none
SCSI: none
GeoPort Connectors: none
Ethernet: 10/100Base-T
Microphone Port Type: Built-in
 Printer **Speaker**
 Modem **Headphone**
 Airport **Remote Control**

2 Firewire ports

VIDEO

Built-in Display: 15" (13.8 viewable)

Maximum Color Bit-depth¹ At:

| | | | | | | | | | |
|-----------------------------|------|-------|------|-------------------|------|------|------|------|-------|
| | 512 | 640 | 640 | 640 | 800 | 832 | 1024 | 1152 | 1280 |
| VRAM Speed: | x384 | x400 | x480 | x870 ² | x600 | x624 | x768 | x870 | x1024 |
| VRAM Needed: | n/a | SDRAM | | | | | | | |
| Video Configuration: | | 8 MB | | 32 | 32 | | 32 | | |

¹ 1-bit = Black & White; 2-bit = 4 colors; 4-bit = 16 colors; 8-bit = 256 colors; 16-bit = Thousands; 24-bit = Millions

² The maximum color depth listed for 640x870 is 8-bit, reflecting the capabilities of the Apple 15" Portrait Display.

VGA port for video mirroring on all DV models

LOGICBOARD

Main Processor: G3, 400/500 MHz
PMMU: integrated
FPU: integrated
Data Path: 64-bit, 100 MHz
L1 Cache: 32K
L2 Cache: 256K
Secondary Processor: none
Slots: 0

MEMORY

Memory on Logic Board: none
Minimum RAM: 32 MB
Maximum RAM: 1 GB
RAM Slots: 2 PC100
Minimum RAM Speed: 100 MHz
RAM Sizes: 32, 64, 128, 256, 512 MB
Install in Groups of: 1

SOFTWARE

Speech Recognition Supported

Addressing Modes: 32-bit
Original SSW: 9.1
Original Enabler: n/a

ROM ID: n/a
ROM Version: n/a
ROM Size: 1 MB
AppleTalk Version: n/a

Supported Macintosh System Software:

- | | | | |
|---------------------------------------|-----------------------------------|---------------------------------------|--------------------------|
| <input type="checkbox"/> A/UX 1.0 | <input type="checkbox"/> NOS 1.11 | <input type="checkbox"/> ProDOS | <input type="checkbox"/> |
| <input type="checkbox"/> A/UX 1.11 | <input type="checkbox"/> NOS 1.3 | <input type="checkbox"/> GS/OS | <input type="checkbox"/> |
| <input type="checkbox"/> A/UX 2.0 | <input type="checkbox"/> NOS 2.0 | <input type="checkbox"/> NeXTStep 1.x | <input type="checkbox"/> |
| <input type="checkbox"/> A/UX 3.0.1 | <input type="checkbox"/> NOS 2.1 | <input type="checkbox"/> NeXTStep 2.x | <input type="checkbox"/> |
| <input type="checkbox"/> A/UX 4.1.4 | <input type="checkbox"/> LOS 7/7 | <input type="checkbox"/> NeXTStep 3.x | <input type="checkbox"/> |
| <input type="checkbox"/> A/UX 4.1.4.1 | <input type="checkbox"/> DOS 3.1 | <input type="checkbox"/> OpenStep | <input type="checkbox"/> |
| <input type="checkbox"/> A/UX 4.1.5 | <input type="checkbox"/> SOS 1.3 | <input type="checkbox"/> <1.0 | <input type="checkbox"/> |

SOUND

Microphone Port Type: Built-in
Sound In: stereo, 16-bit
Sound Out: stereo, 16-bit

Built-in Microphone

STORAGE

Supports Internal CD-ROM

Floppy Size: n/a
Floppy Inject: n/a
Internal HD Size: 7, 10, 20, 30
Internal HD Interface: ATA
Original CD-ROM Speed:

HISTORY

Announced in February 2001, this revision of the iMac finally brought FireWire to Apple's entire product line, in addition to a dramatic change in the iMac "colors". Apple chose to get rid of Sage and Ruby in favor of "Blue Dalmatian" and "Flower Power", two new patterns that were molded into the case using a technique which took Apple 18 months to perfect.

The higher-end model iMac got a CD-RW drive, an improved (and faster) PPC 750cx processor, which featured an on-chip 1:1 L2 cache, and a speedy new graphics chip (the 750cx and new graphics chip were initially only available on non-North American models.). It featured a 500 Mhz processor, 64 MB of RAM, a 20 GB hard drive and a 56 kbps modem, was available in Indigo, Blue Dalmatian or Flower Power, and was priced at