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- ARM1176JZF-S based CPU Subsystem with Java acceleration Engine
- One 8-bit ITU 601/656 Camera Interface of up to 4M pixel for scaled and 16M pixel for un-scaled resolution - pity the iPhone stayed at 2MP
- Multi Format CODEC (MFC) provides encoding and decoding of MPEG-4/H.263/H.264 up to 30fps@SD, and decoding of VC1 video up to 30fps@SD
- 2D Graphics Acceleration with BitBlit and Rotation - okay, so where are the games?
- AC-97 audio codec interface and PCM serial audio interface
- 1/2/4/8 bpp Palletized or 16/24bpp Non-Palletized Color-TFT support up to 1024x1024
- High Speed-MMC/SD card support (interesting)
- Mobile DDR MemoryInterface with x16 or x32 data bus (266Mbps/pin DDR)

Apple iPhone vs Samsung S3C6400 @ 667 MHz
Samsung S3C6400 @ 667 MHz
Apple iPhone vs Samsung S3C6400 @ 667 MHz !

Apple iPhone vs Samsung S3C6400 @ 667 MHz : engadget.com , gearlog.com