

Core: ATI Rage 128GL 103MHz 128bit Memory: 16/32MB SGRAM/SDR 103MHz 128bit Year: 1998 Bus: AGP 2x Made: 250nm Vertex shaders: not supported Supported DirectX: 6.0

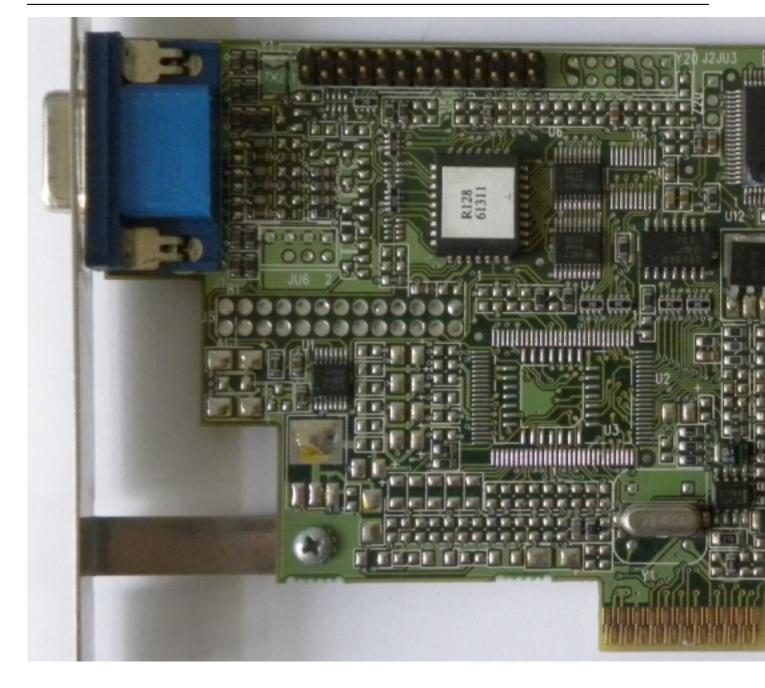
6.0

Pixel pipelines : 2 TMU per pipeline: 1

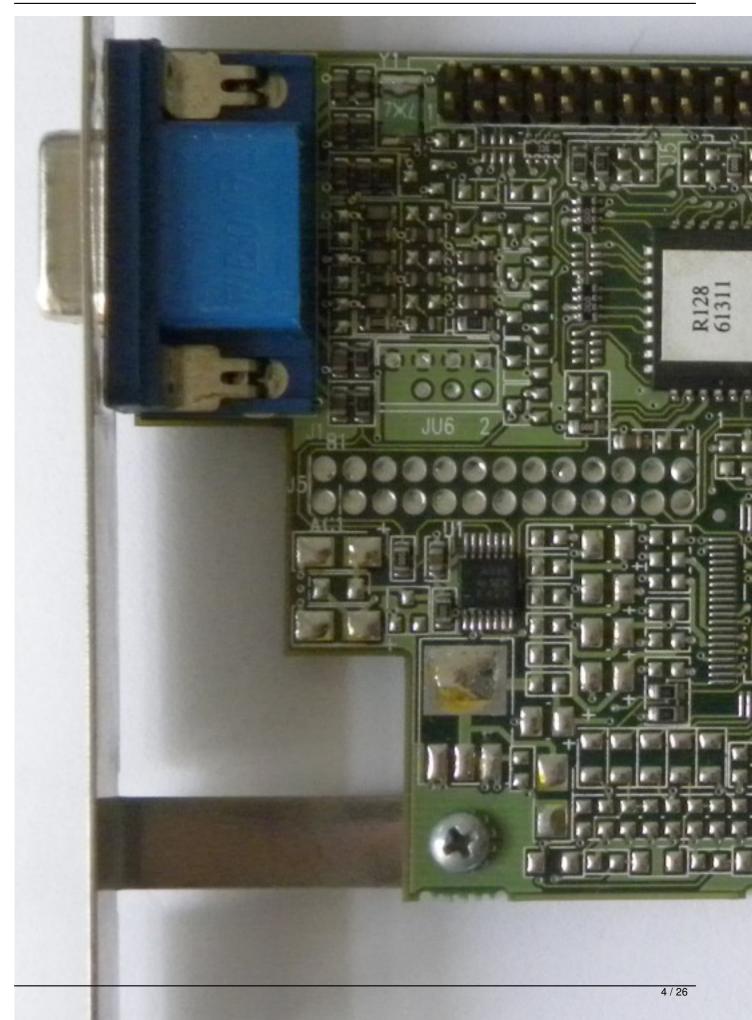
**Pixel write speed:** 206 MPixel/s **Texel write speed:** 206 MTexel/s

Memory bandwith: 1648 MB/s

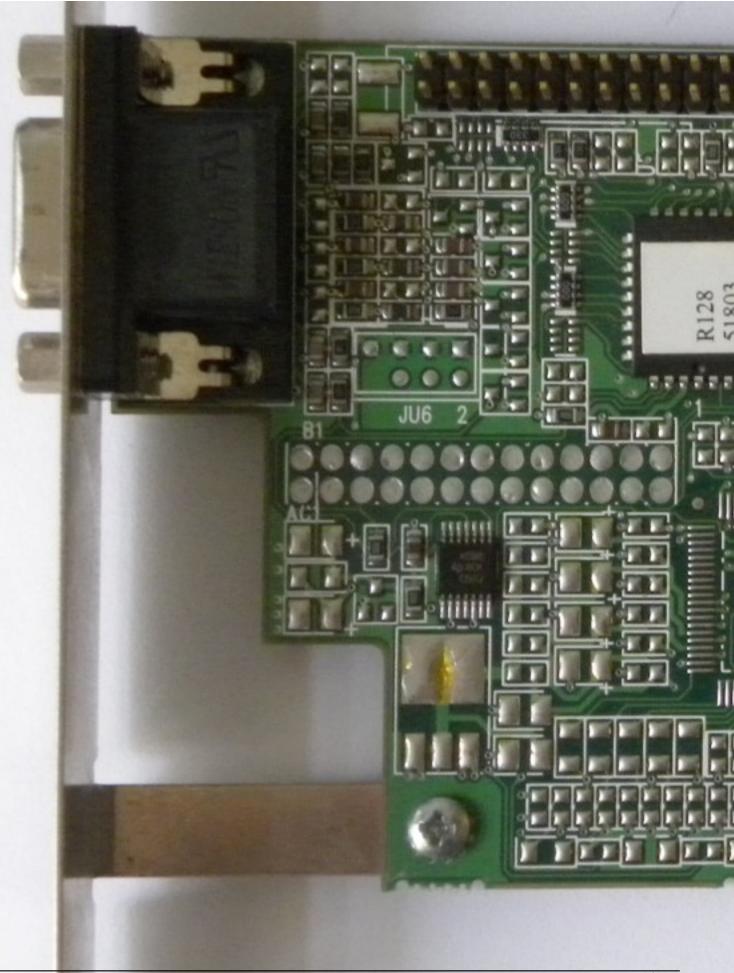
{webgallery}



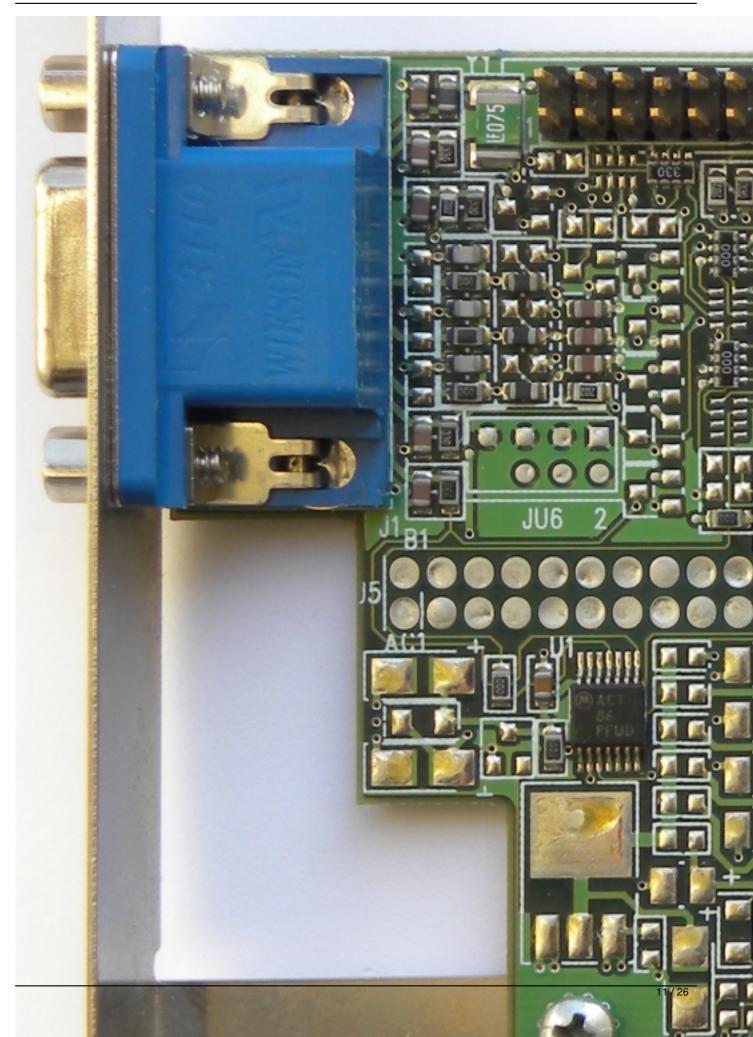




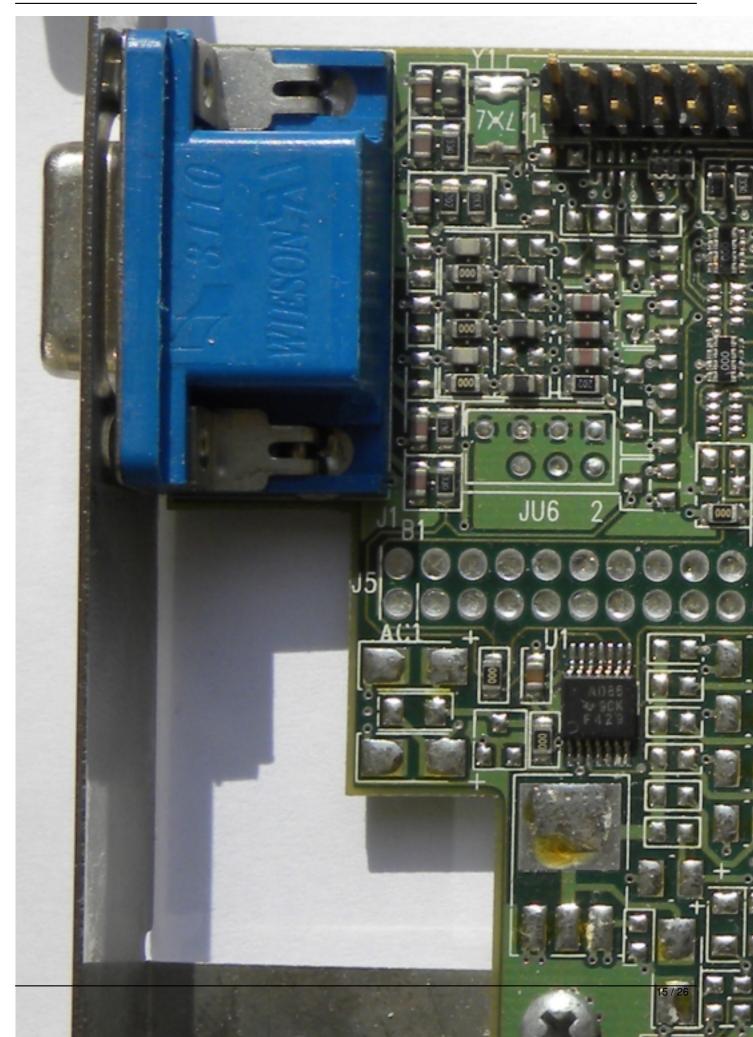


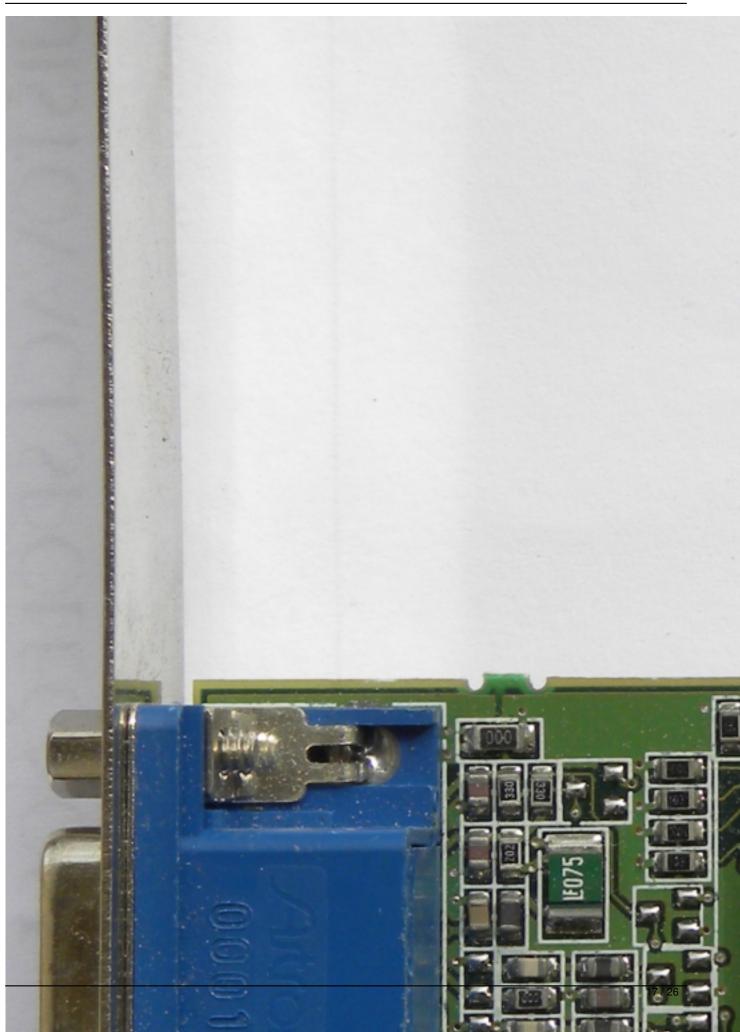




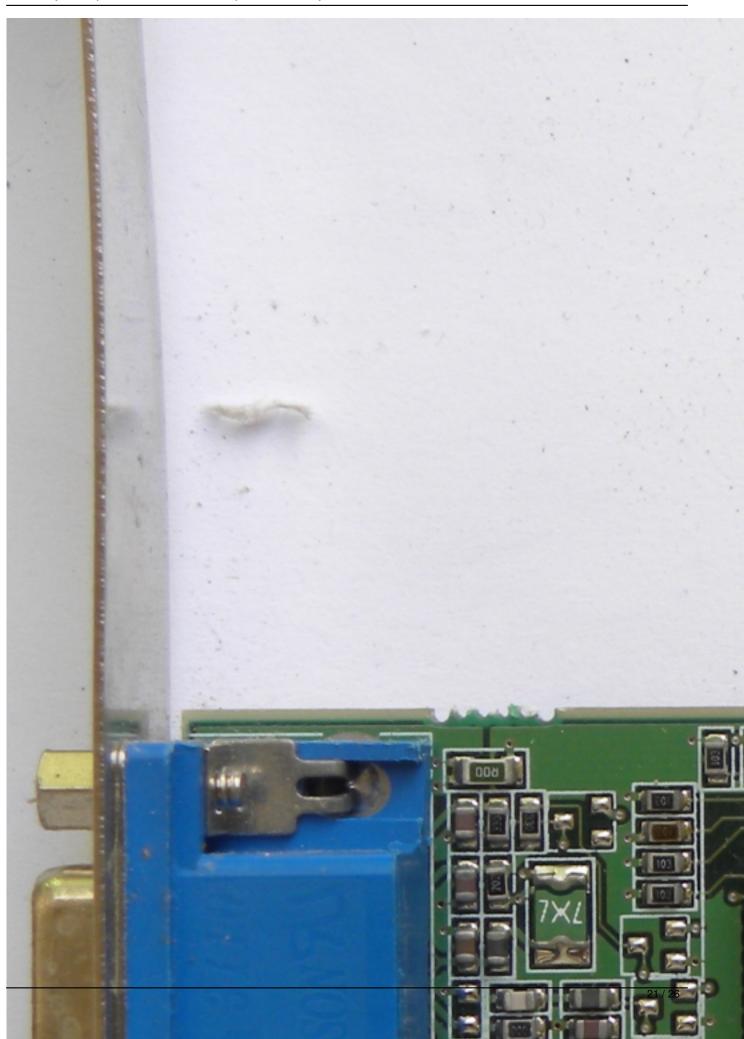














Written by Zaatharen Tuesday, 20 April 2010 17:09 - Last Updated Sunday, 07 October 2012 14:26

| 🚾 Untitled                                       |                                       |                              |                     |  |
|--|---------------------------------------|------------------------------|---------------------|--|
| -1. Project Description                          | 4. Displa                             | y and CPU Settings           |                     |  |
| My Project                                       | Edit                                  | Magnum/Xpert 128/Xpert 99    |                     |  |
|  |                                       | 1024 * 768, 16 bit color, 16 |                     |  |
|  |                                       | 16-bit Z-Buffer Triple Fram  | e Buffer            |  |
| 2. Selected Tests                                |                                       | Using AMD Athlon(tm) optim   | nizations           |  |
| Game 1 - Helicopter: Yes (                       | 3 of 3)                               |                              |                     |  |
| Game 2 - Adventure: Yes (3                       | 3 of 3)                               |                              | Cha <u>ng</u> e     |  |
| CPU Speed: Yes                                   |                                       |                              |                     |  |
| Fill Rate: Yes (2                                | 2 of 2)5. Run —                       |                              |                     |  |
| High Polygon Count: Yes (3                       | 3 of 3) 📑 🚰 📊                         |                              |                     |  |
| Texture Rendering Speed: Yes (4                  | 4 of 4)                               | ResultBrowser                | Hel <u>p</u>        |  |
| Bump Mapping: Yes (4                             |                                       |                              |                     |  |
| Image Quality: No (0                             |                                       |                              |                     |  |
| intege seating. No (o                            |                                       | Batch Run                    | <u>S</u> ystem Info |  |
| <u>0</u>   | hange                                 |                              |                     |  |
|  |                                       |                              |                     |  |
| - 3. Testing Options                             |                                       | Benchmark                    |                     |  |
| Looping: No                                      | · · · · · · · · · · · · · · · · · · · |                              |                     |  |
| Repeat: 1  |                                       |                              |                     |  |
| Titles: Yes   Demo Mode   Sounds: Enabled Change |                                       |                              |                     |  |
| Sounds: Enabled Change                           |                                       |                              |                     |  |
|  |                                       |                              |                     |  |
| 3DMark2000 Overall                               | Score                                 |                              |                     |  |
|  |                                       |                              |                     |  |
| -3DMark Score                                    |                                       |                              |                     |  |
| Edit Descript                                    |                                       |                              |                     |  |
| MadOnion.com                                     |                                       |                              |                     |  |
| 3DMark 2000                                      |                                       |                              | Save Project        |  |
|  |                                       |                              |                     |  |
|  |                                       | ~                            |                     |  |
|  | Congratulations!                      | <b>S</b>                     | Settings            |  |
| You have success                                 | sfully run the benchmark.             | Your score is: 🛛 🔀           |                     |  |
|  |                                       |                              | Show Details        |  |
| 15   | 585 3D ma                             | arks                         |                     |  |

View your result details with the Online ResultBrowser

Online ResultBrowser

Online ResultBrowser also gives you information on

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ResultBrowser

{/webgallery}