

ATi Rage Pro AGP 2x

Written by Zaatharen

Tuesday, 20 April 2010 18:15 - Last Updated Sunday, 18 March 2012 03:26



Core: 3D Rage PRO AGP 75MHz 64bit

Memory: 4/8MB 100MHz 64bit

Year: 1997 **Bus:** AGP 2x **Made:** 350nm **Vertex shaders:** not supported **Pixel Shaders:** not supported

DirectX:

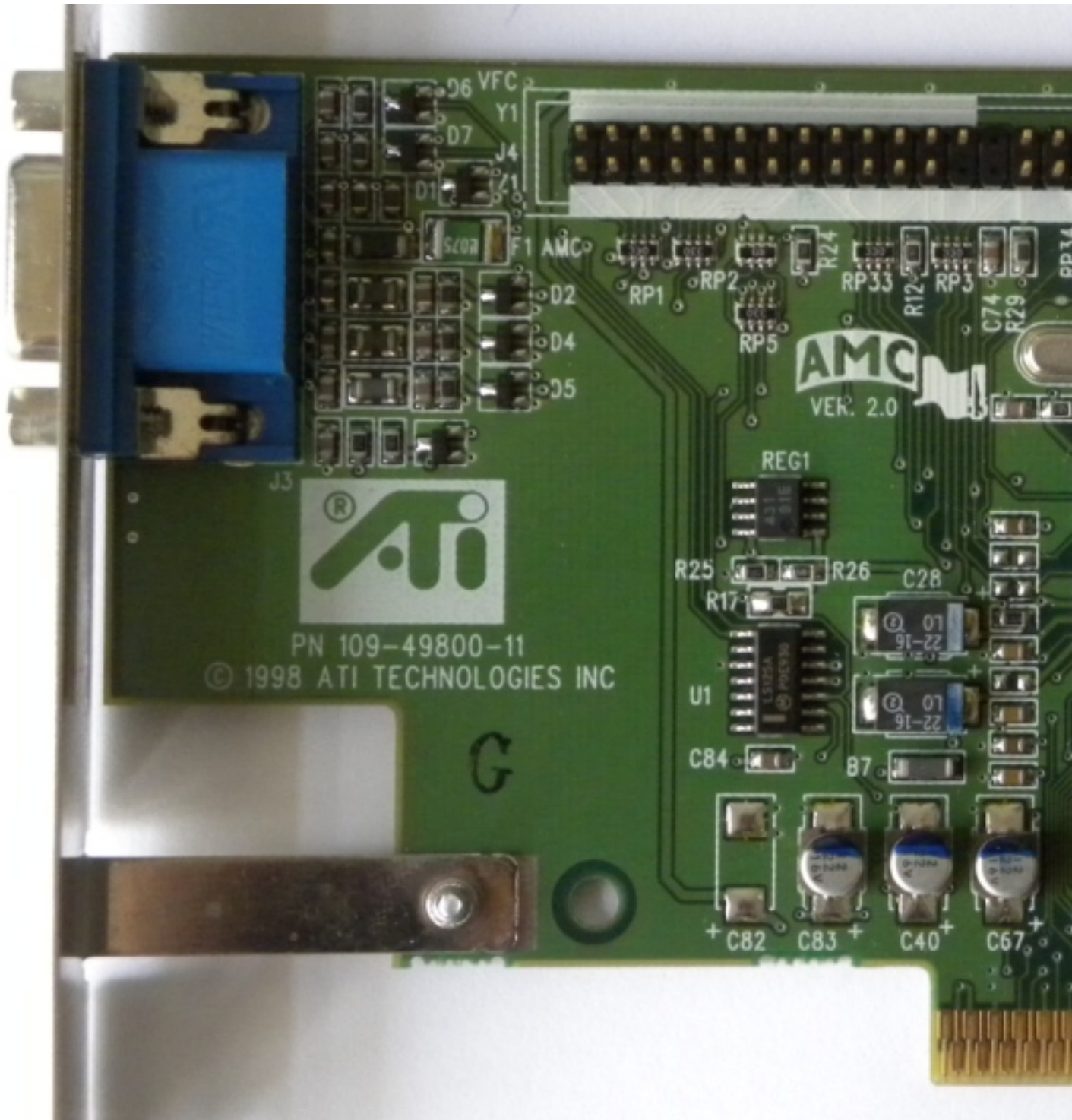
6.0

{webgallery}

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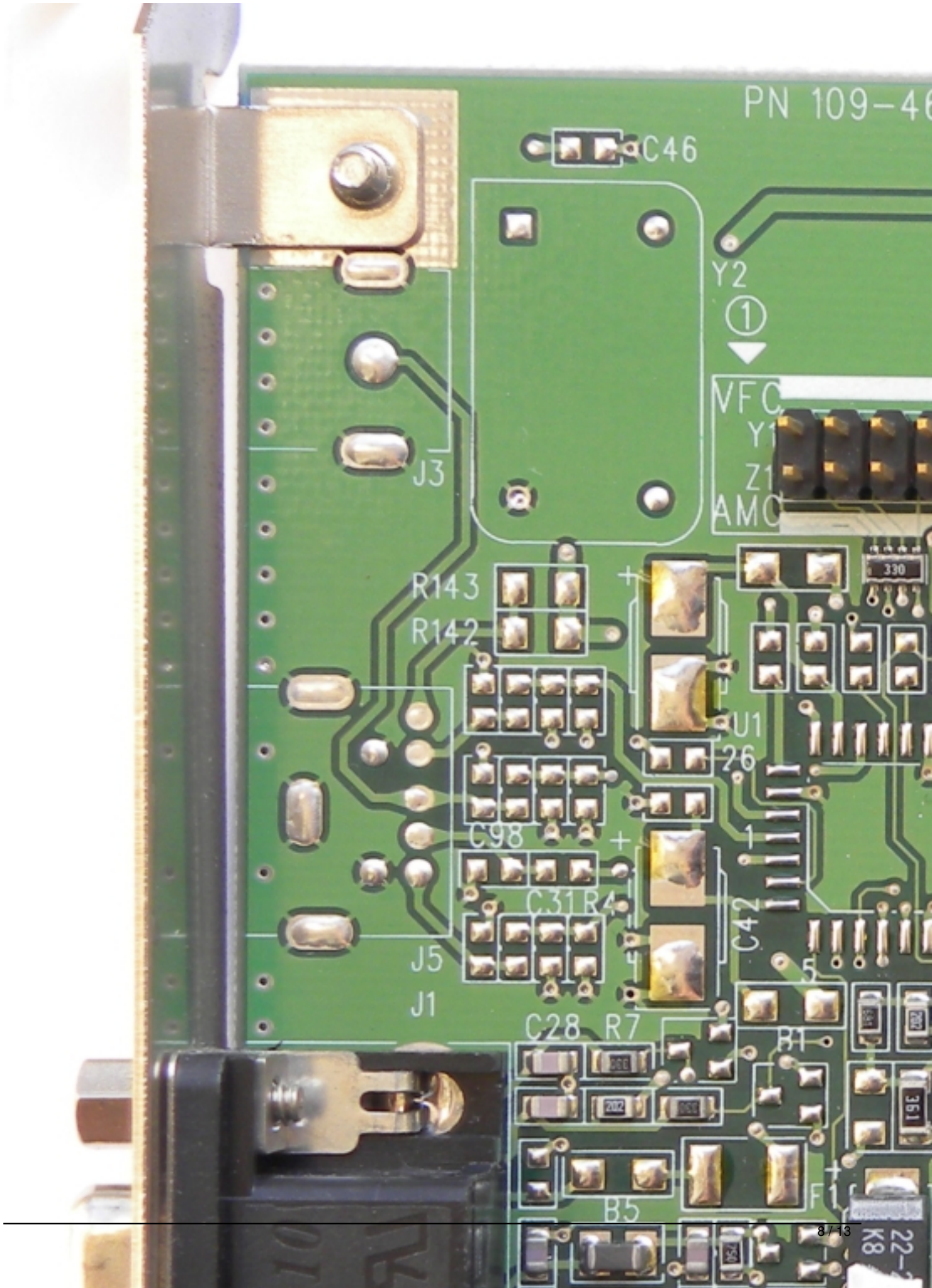
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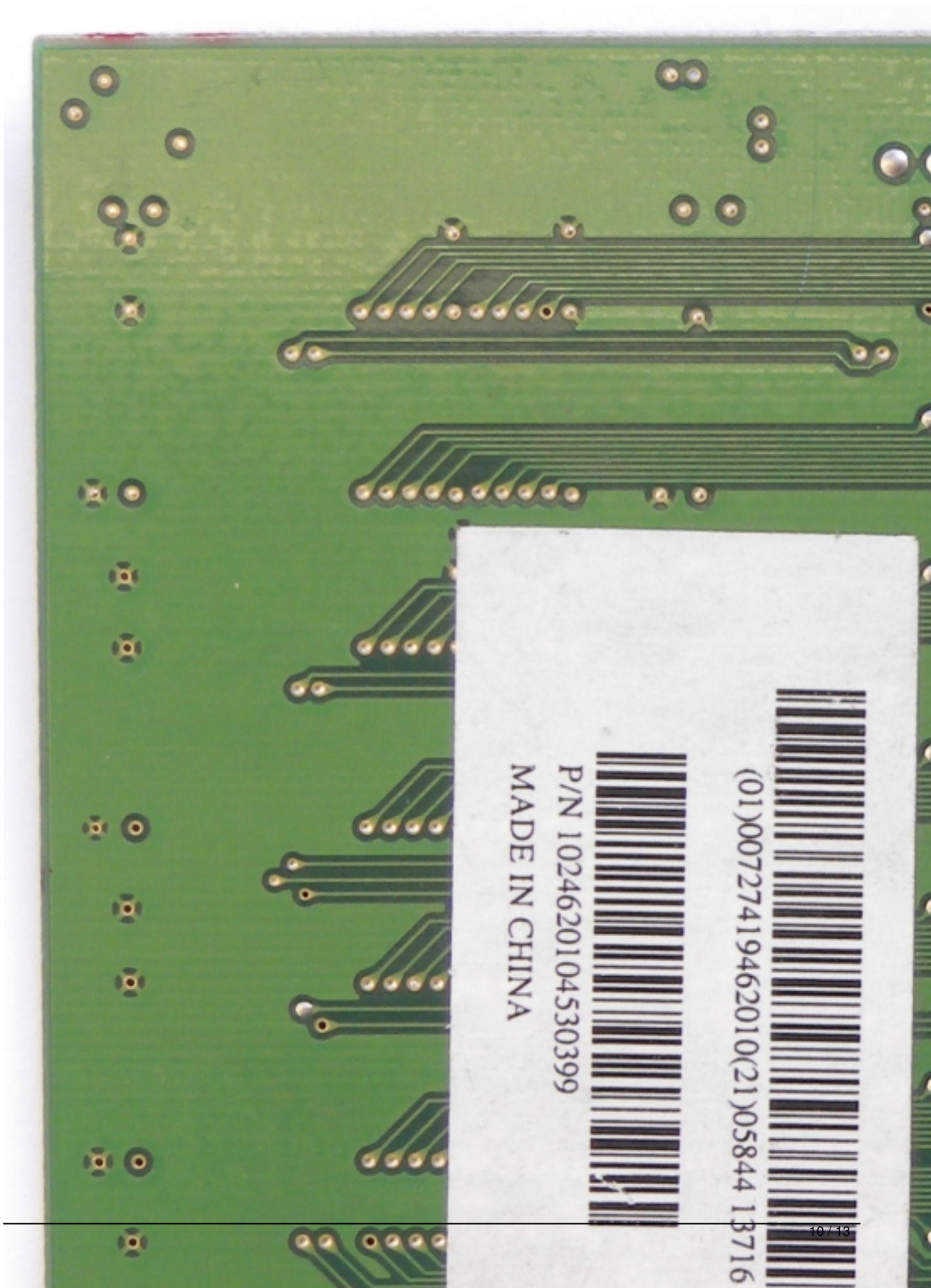
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(01)00727419462010(21)05844 13716



P/N 1024620104530399

MADE IN CHINA

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
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Untitled

1. Project Description


 My Project Edit...

2. Selected Tests

- Game 1 - Helicopter: Yes (3 of 3)
- Game 2 - Adventure: Yes (3 of 3)
- CPU Speed: Yes
- Fill Rate: Yes (2 of 2)
- High Polygon Count: Yes (3 of 3)
- Texture Rendering Speed: Yes (4 of 4)
- Bump Mapping: Yes (4 of 4)
- Image Quality: No (0 of 2)


Change...

3. Testing Options

-  Looping: No
- Repeat: 1
- Titles: Yes
- Sounds: Enabled



Change...



4. Display and CPU Settings


 ATI Technologies, Inc. 3D RAGE PRO AGP 2x
800 * 600, 16 bit color, 16 bit textures
16-bit Z-Buffer Triple Frame Buffer
Using AMD Athlon(tm) optimizations


Change...

5. Run

 ResultBrowser  Help...

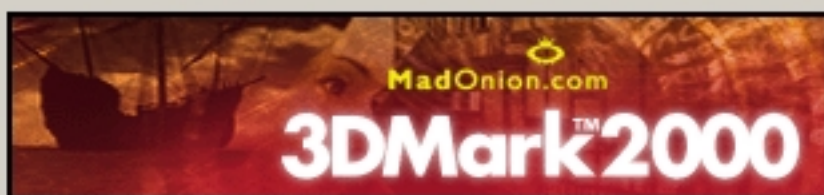
 Batch Run  System Info

 Benchmark

 Demo Mode

3DMark2000 Overall Score

3DMark Score



Congratulations!

You have successfully run the benchmark. Your score is:

676 3D marks

View your result details with the Online ResultBrowser



[Online ResultBrowser](#)



[Edit Description](#)



[Save Project](#)



[Settings](#)



[Show Details](#)



[ResultBrowser](#)

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