

ATi Rage XL

Written by Zaatharen

Tuesday, 20 April 2010 22:12 - Last Updated Monday, 04 November 2013 11:32



Core: ATi Rage XL 85MHz 64bit

Memory: 8-16MB SDR 83,82MHz 64bit

Year: 1999 **Bus:** AGP 2x **Made:** 350nm **Vertex shaders:** not supported **Pixel Shaders:** not supported

DirectX:

6.0

Note: Those Rage XL graphics were also used on server motherboards. Like my Tyan Thunder K7X S2468. This graphics is enough powerfull for command prompt in linux ;) Also even newer server motherboards have this graphics core, but renamed. This motherboard have two AMD Athlons MP 2600+ 2,13GHz. Another use found RageXL on

{webgallery}

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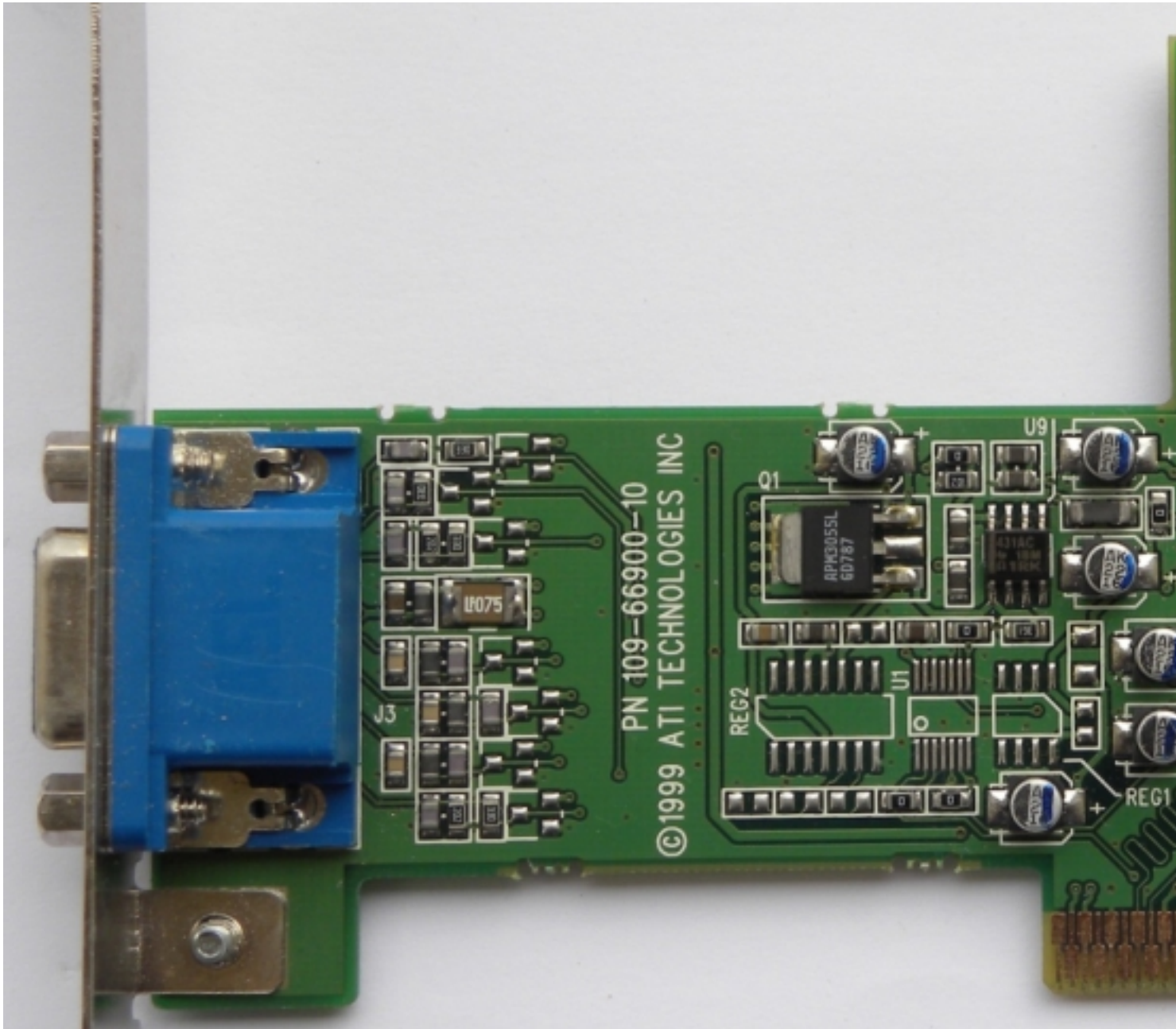
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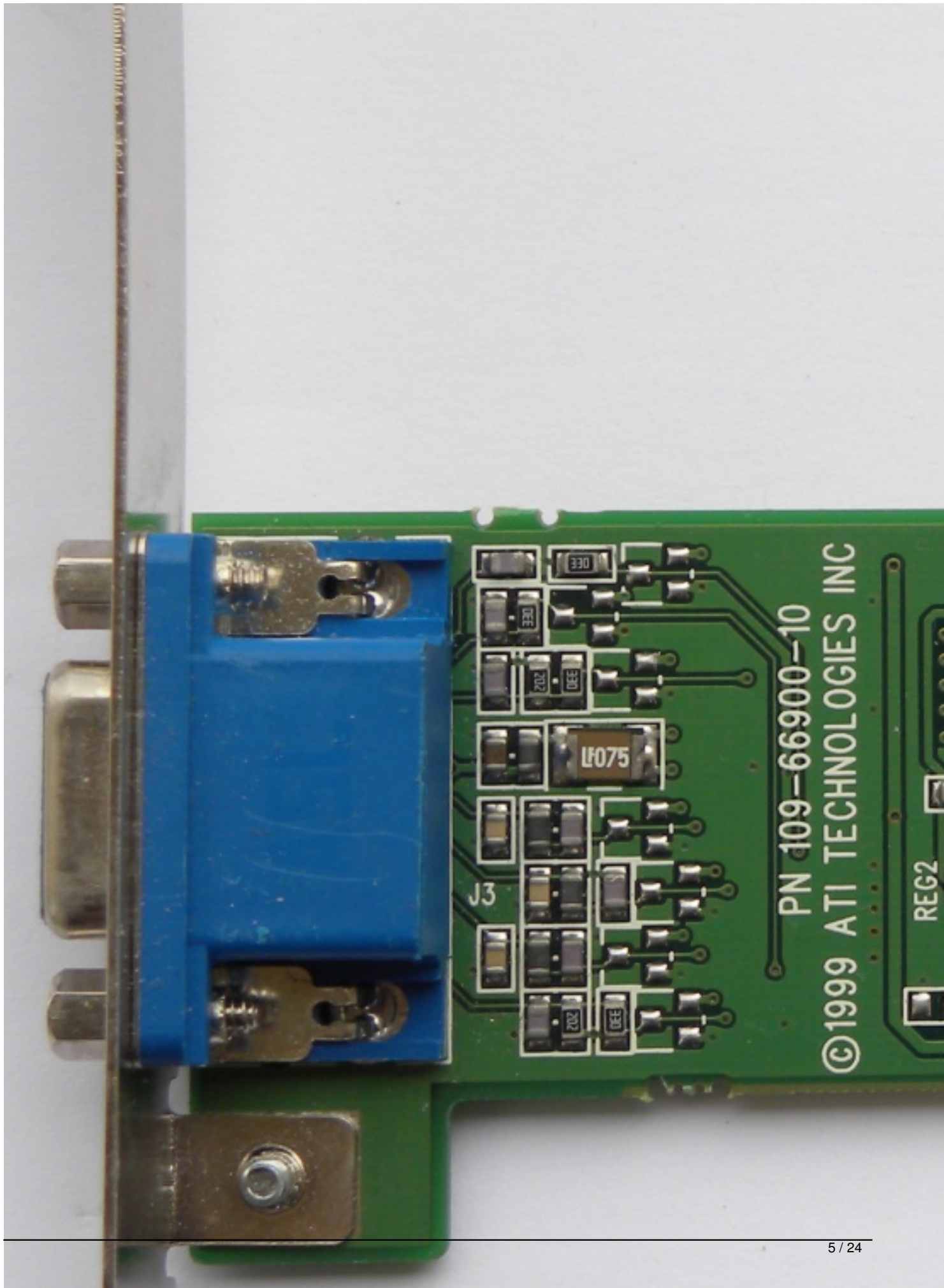
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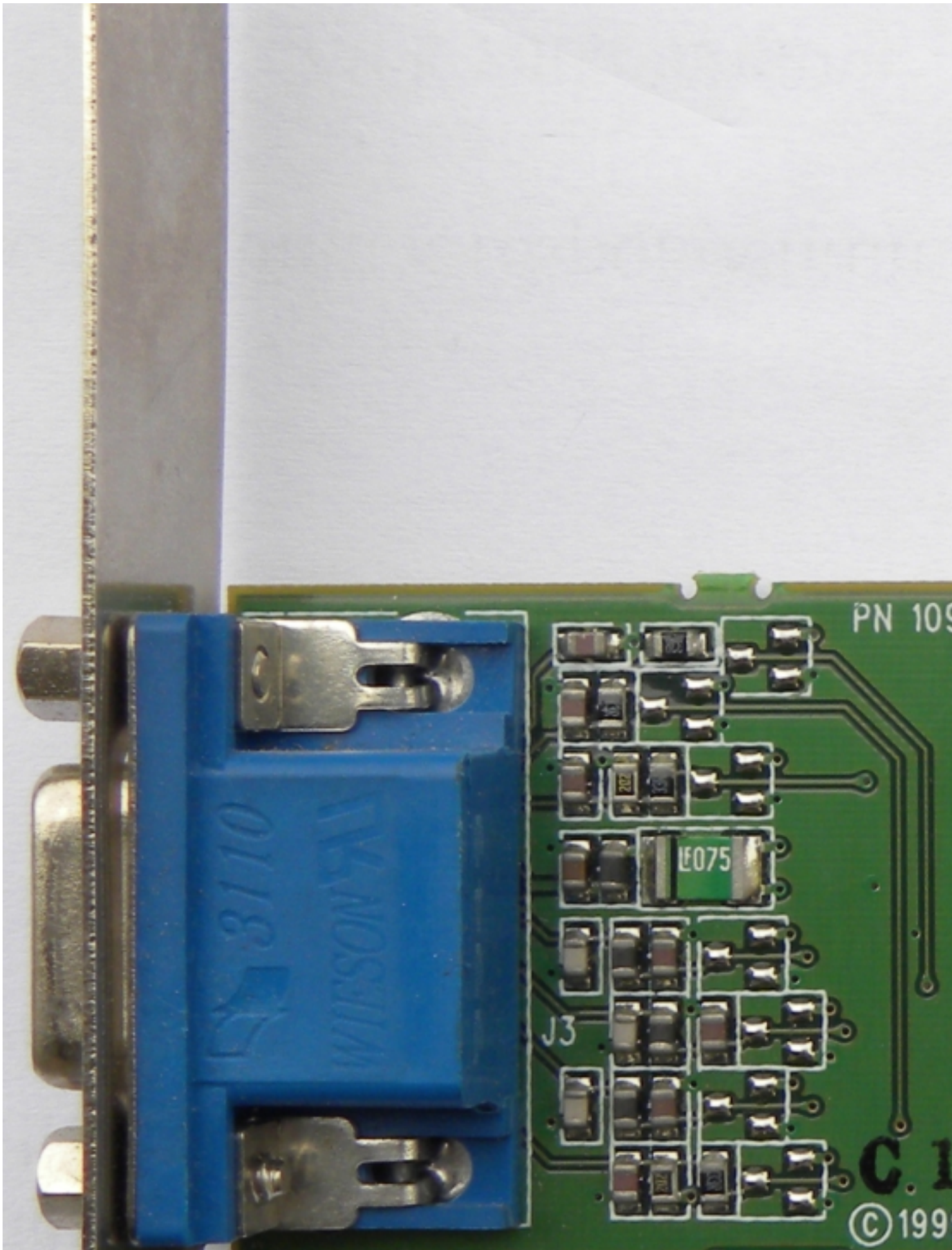
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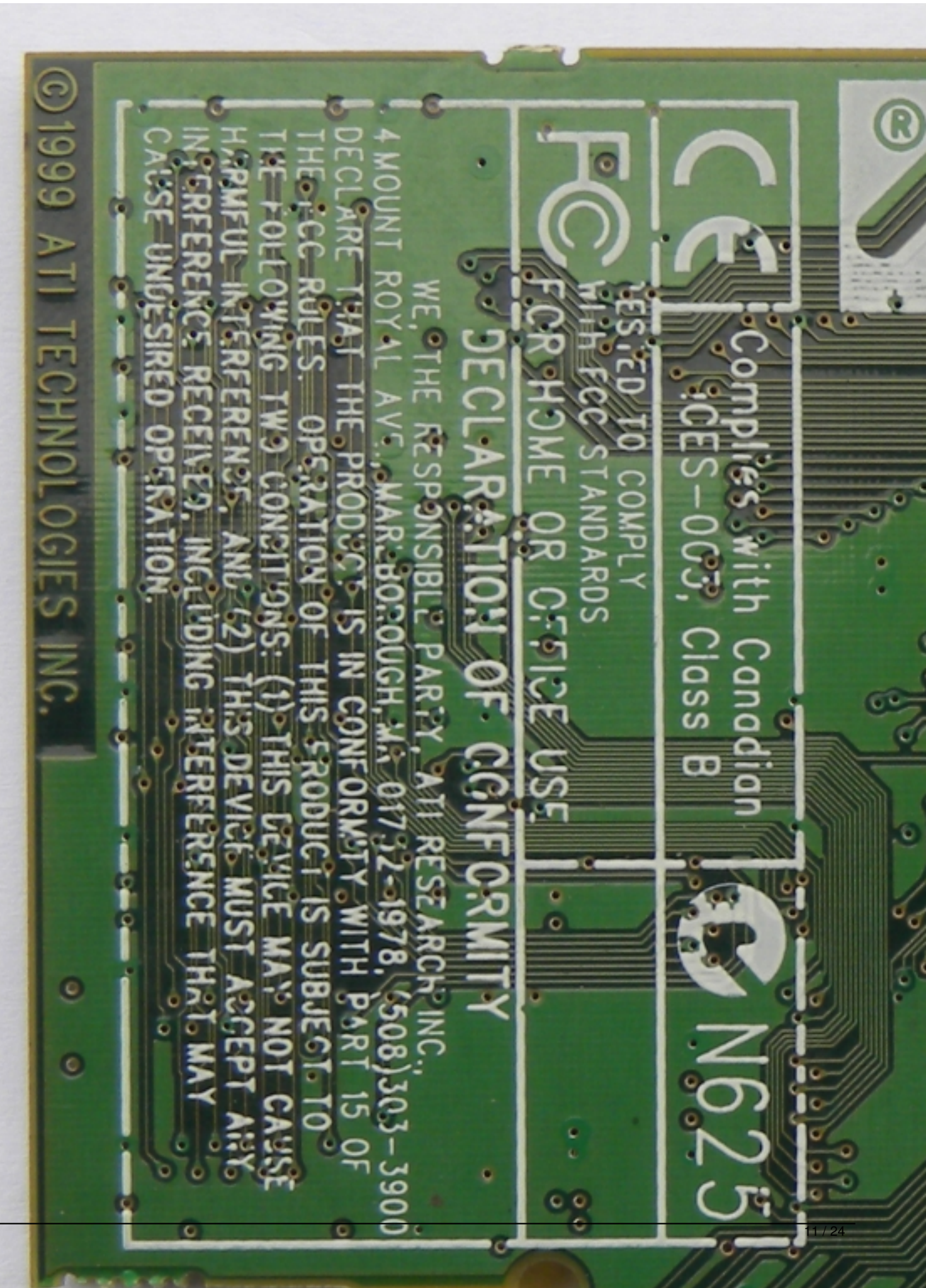
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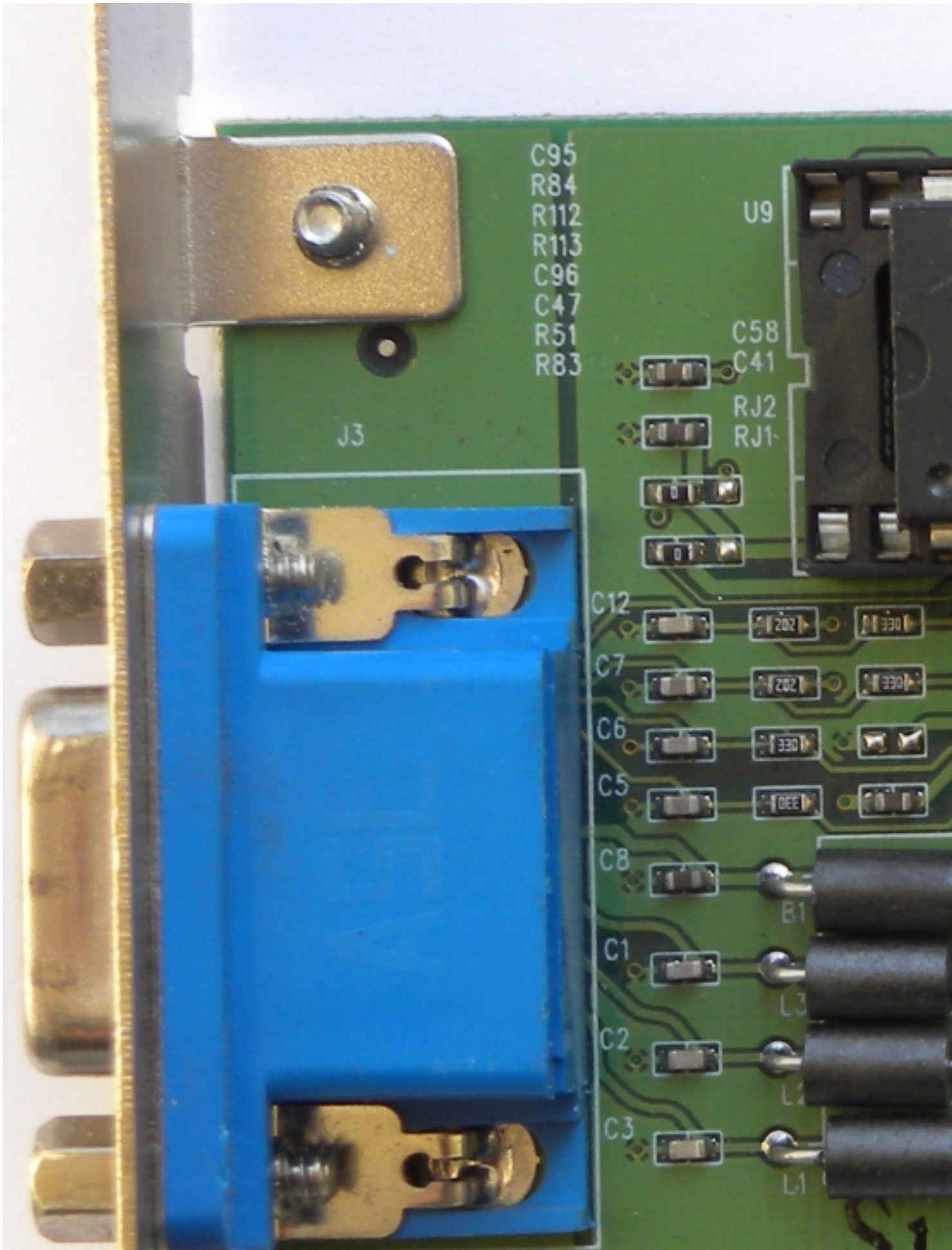
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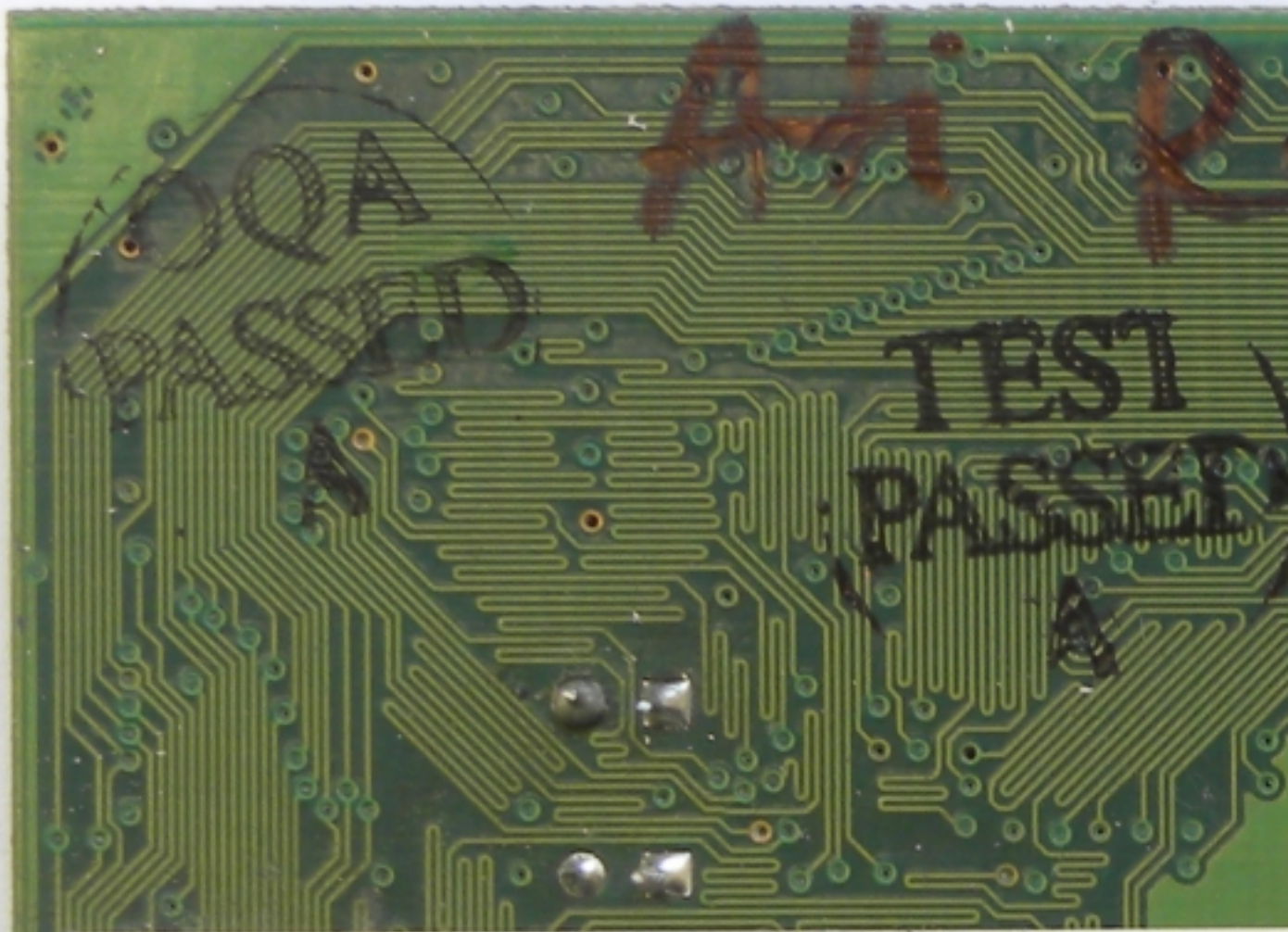
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P/N 102-G0101-0



S/N 452552

MADE IN CHINA

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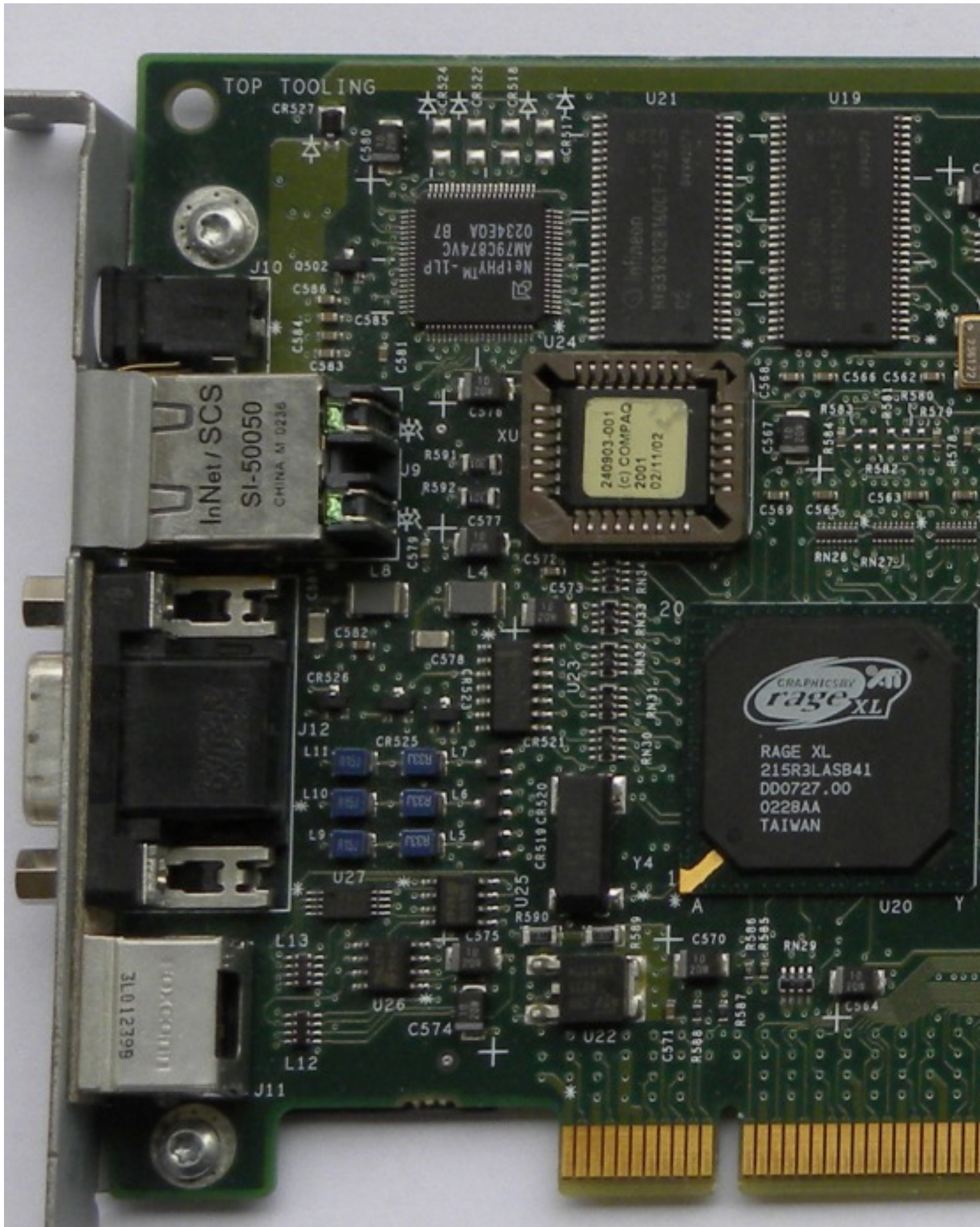
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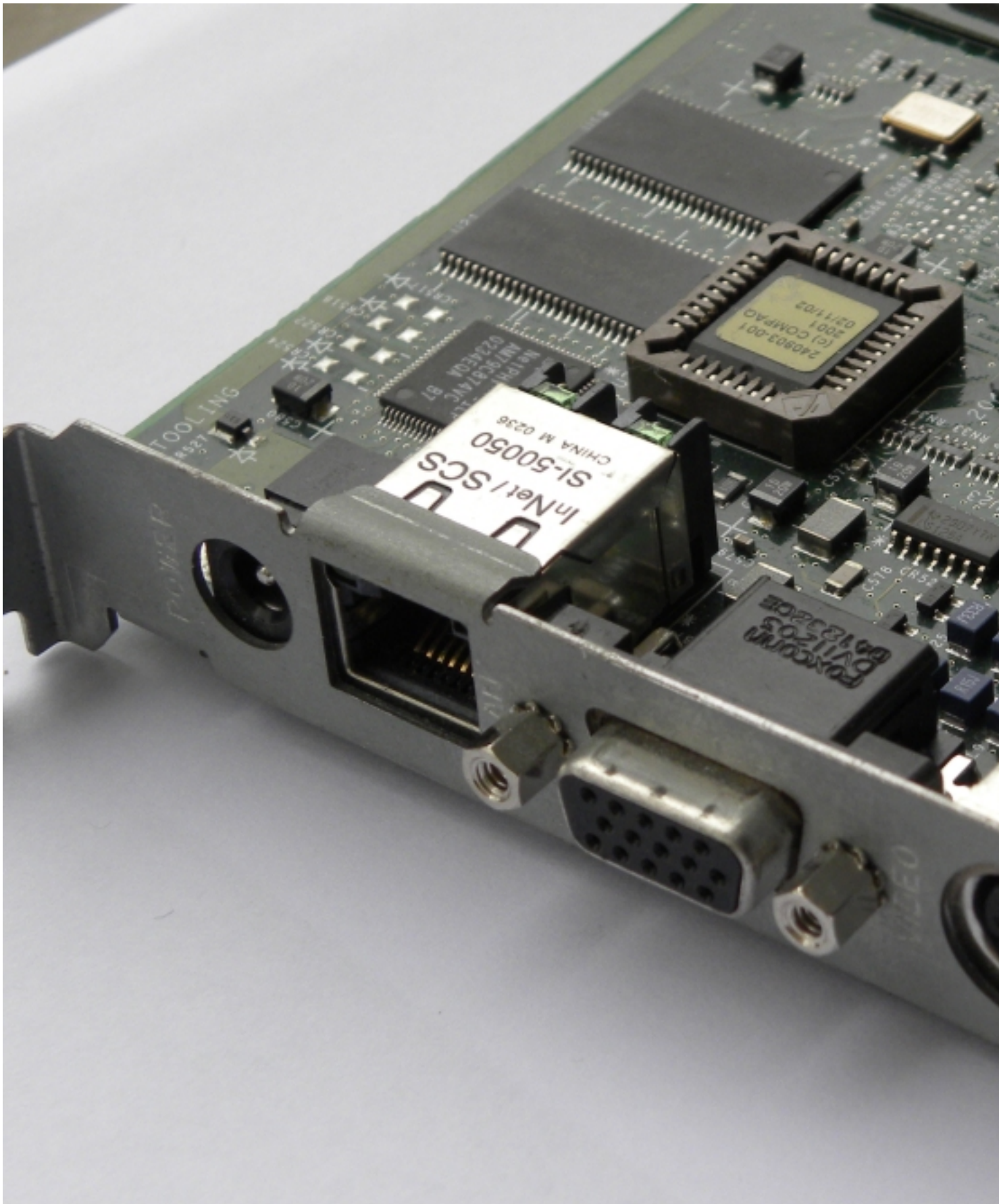
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The screenshot displays the TechPowerUp GPU-Z 0.4.8 application window. The 'Graphics Card' tab is active, showing the following specifications:

| Field | Value |
|------------------|---|
| Name | XPERT 98 RXL AGP 2X |
| GPU | Rage |
| Revision | N/A |
| Technology | 350 nm |
| Die Size | Unknown |
| Release Date | 1995 |
| Transistors | Unknown |
| BIOS Version | |
| Device ID | 1002 - 474D |
| Subvendor | ATI (1002) |
| ROPs | 1 |
| Bus Interface | AGP 2x @ 2x |
| Shaders | 0 Pixel / 0 Vertex |
| DirectX Support | 6.0 / SM0.0 |
| Pixel Fillrate | 37853.8 GPixel/s |
| Texture Fillrate | 37853.8 GTexel/s |
| Memory Type | SDR |
| Bus Width | 64 Bit |
| Memory Size | 0 MB |
| Bandwidth | 302830.4 GB/s |
| Driver Version | ati2mtag 5.10.2600.6009 / XP |
| GPU Clock | 7853799 MH |
| Memory | 7853799 MH |
| Shader | |
| Default Clock | 0 MHz |
| Memory | 0 MHz |
| Shader | |
| ATI CrossFire | Disabled |
| Computing | <input type="checkbox"/> OpenCL <input type="checkbox"/> CUDA <input type="checkbox"/> PhysX <input type="checkbox"/> DirectCompute |

At the bottom of the window, there is a dropdown menu showing 'XPERT 98 RXL AGP 2X' and a 'Close' button.

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

-  XPERT 98 RXL AGP 2X
- 1024 * 768, 16 bit color, 16 bit textures
- 16-bit Z-Buffer Triple Frame Buffer
- Using AMD Athlon(tm) optimizations

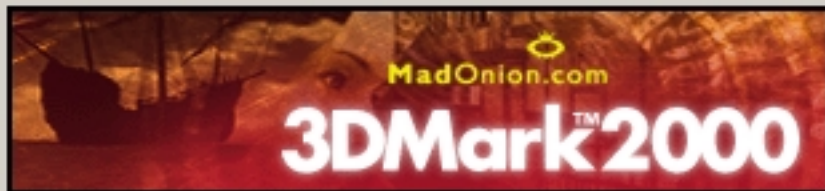
Change...

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:

460 3D marks

View your result details with the Online ResultBrowser



[Online ResultBrowser](#)



[Edit Description](#)



[Save Project](#)



[Settings](#)



[Show Details](#)



[ResultBrowser](#)

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{/webgallery}