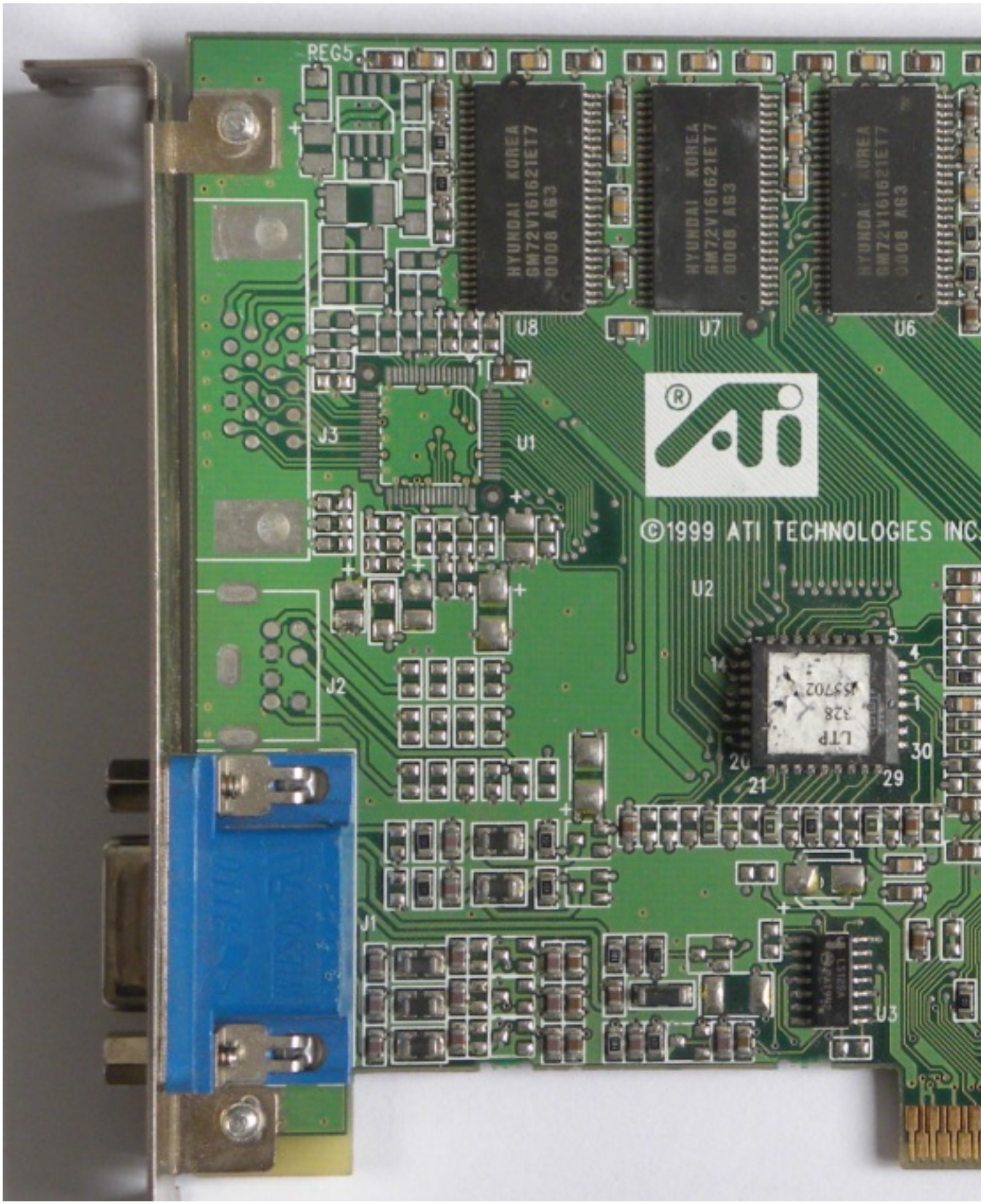
Core: Rage LT PRO AGP 75MHz 64bit
Memory: 8MB SDR 100MHz 64bit **Year:** 1998 **Bus:** AGP 2x **Made:** 350nm
Pixel pipelines: 1 **TMU per pipeline:** 1 **DirectX:** 6.0

{webgallery}


REG5
HYUNDAI KOREA
GM72V16162IET7
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U1
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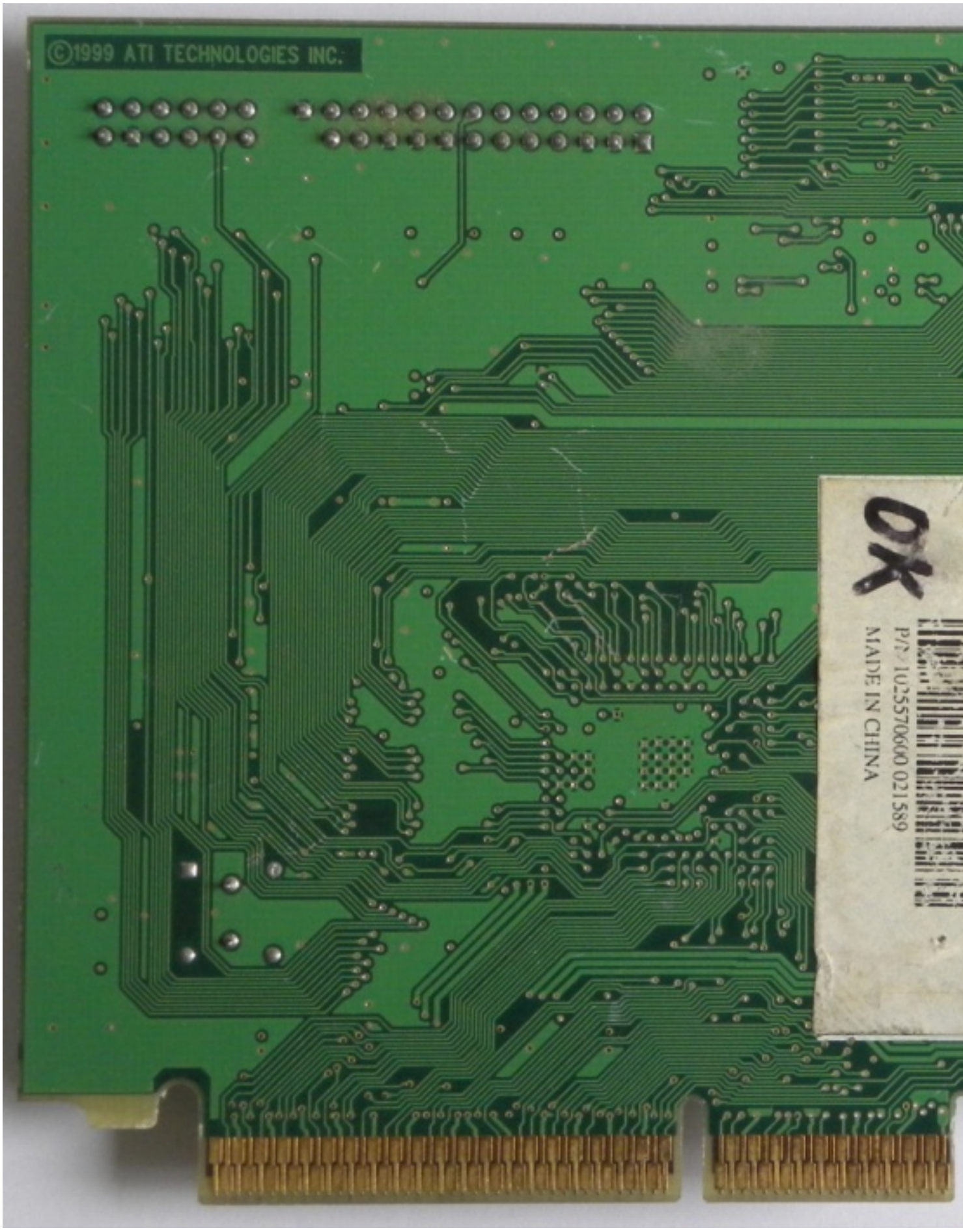
U2
J2
J1
U3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MADE IN CHINA

REG5
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0008 AG3
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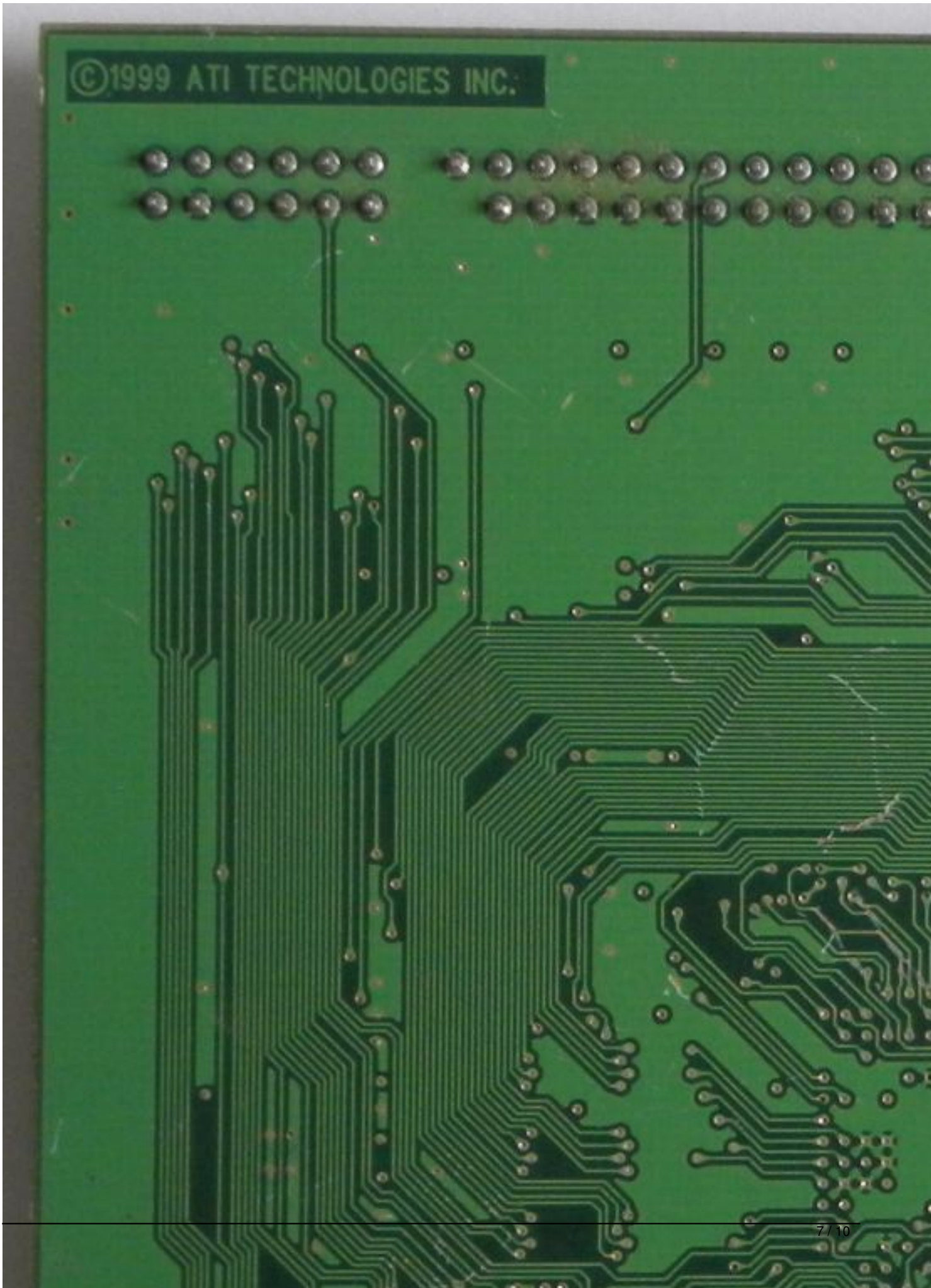
J2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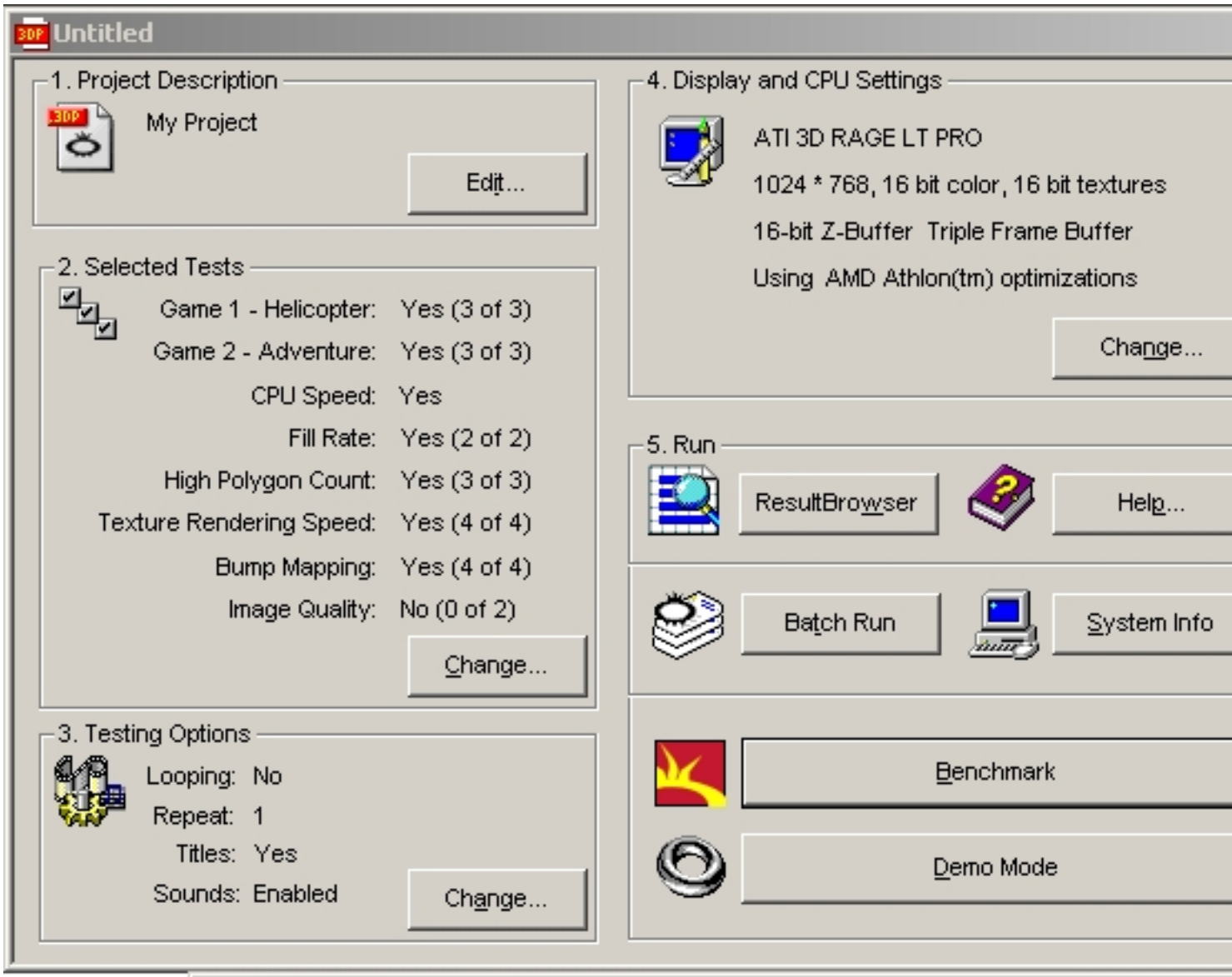
Untitled
1. Project Description
My Project
Edit...
2. Selected Tests
Game 1 - Helicopter: Yes (3 of 3)
Game 2 - Adventure: Yes (3 of 3)
CPU Speed: Yes
Fill Rate: Yes (2 of 2)
High Polygon Count: Yes (3 of 3)
Texture Rendering Speed: Yes (4 of 4)
Bump Mapping: Yes (4 of 4)
Image Quality: No (0 of 2)
Change...
3. Testing Options
Looping: No
Repeat: 1
Titles: Yes
Sounds: Enabled
Change...
4. Display and CPU Settings
ATI 3D RAGE LT PRO
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
MadOnion.com
3DMark™2000
Congratulations!
You have successfully run the benchmark. Your score is:
486 3D marks
View your result details with the Online ResultBrowser
Online ResultBrowser
Online ResultBrowser also gives you information on
Edit Descriptio
Save Project
Settings
Show Details
ResultBrowse

{/webgallery}