

nVIDIA GeForce FX5200

Written by Zaatharen

Tuesday, 20 April 2010 22:49 - Last Updated Sunday, 30 December 2012 02:14



Core: NV34 250MHz 256bit **Memory:** 64/128MB DDR 333/400MHz 64/128bit
Year: 2003 **Bus:** AGP 8x **Made:** TSMC 150nm **Vertex shaders:** 1(v2.0+) **Pixel Shaders:** 4 (v2.0+)

DirectX:

9

OpenGL:

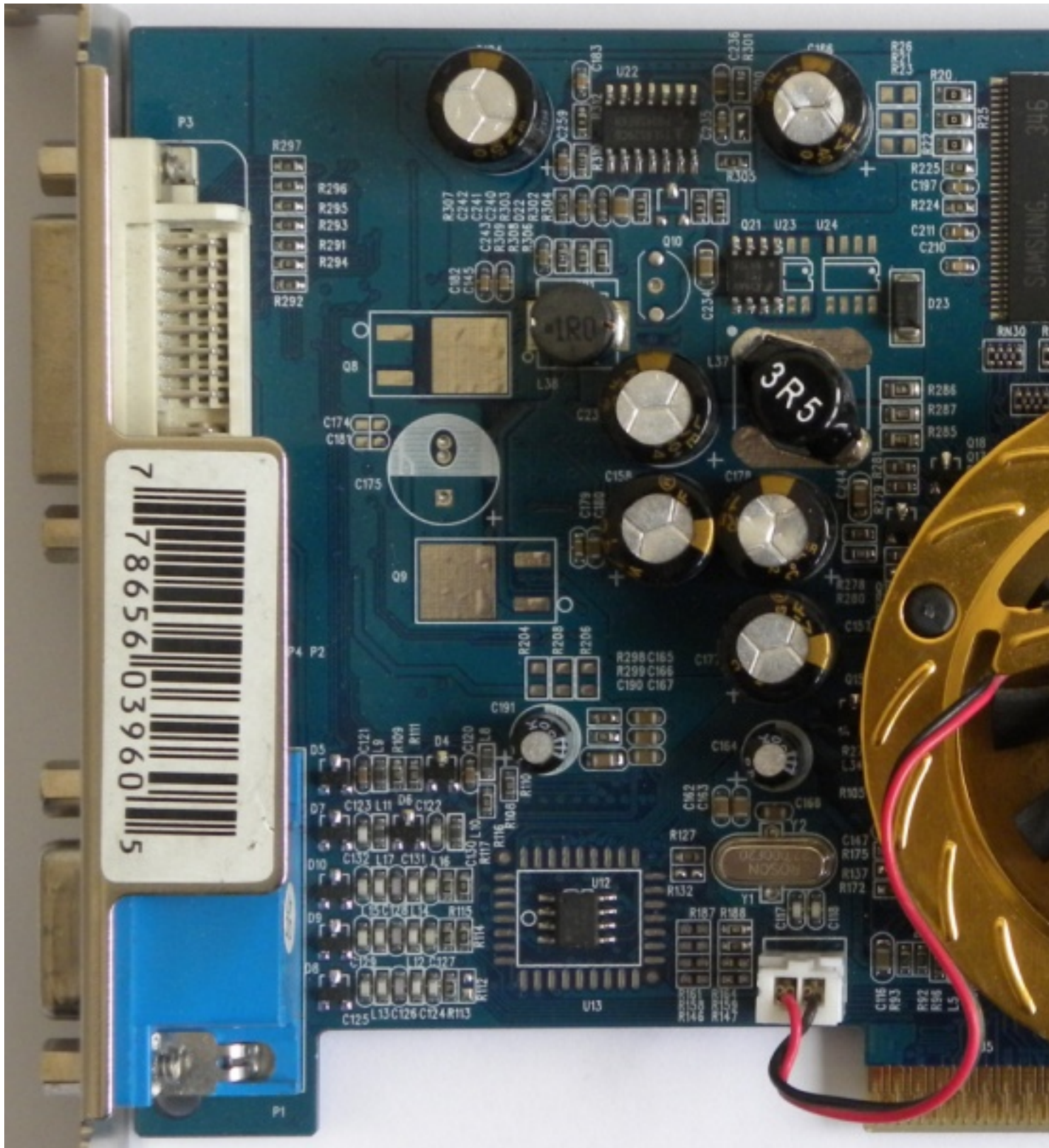
1.4

{webgallery}

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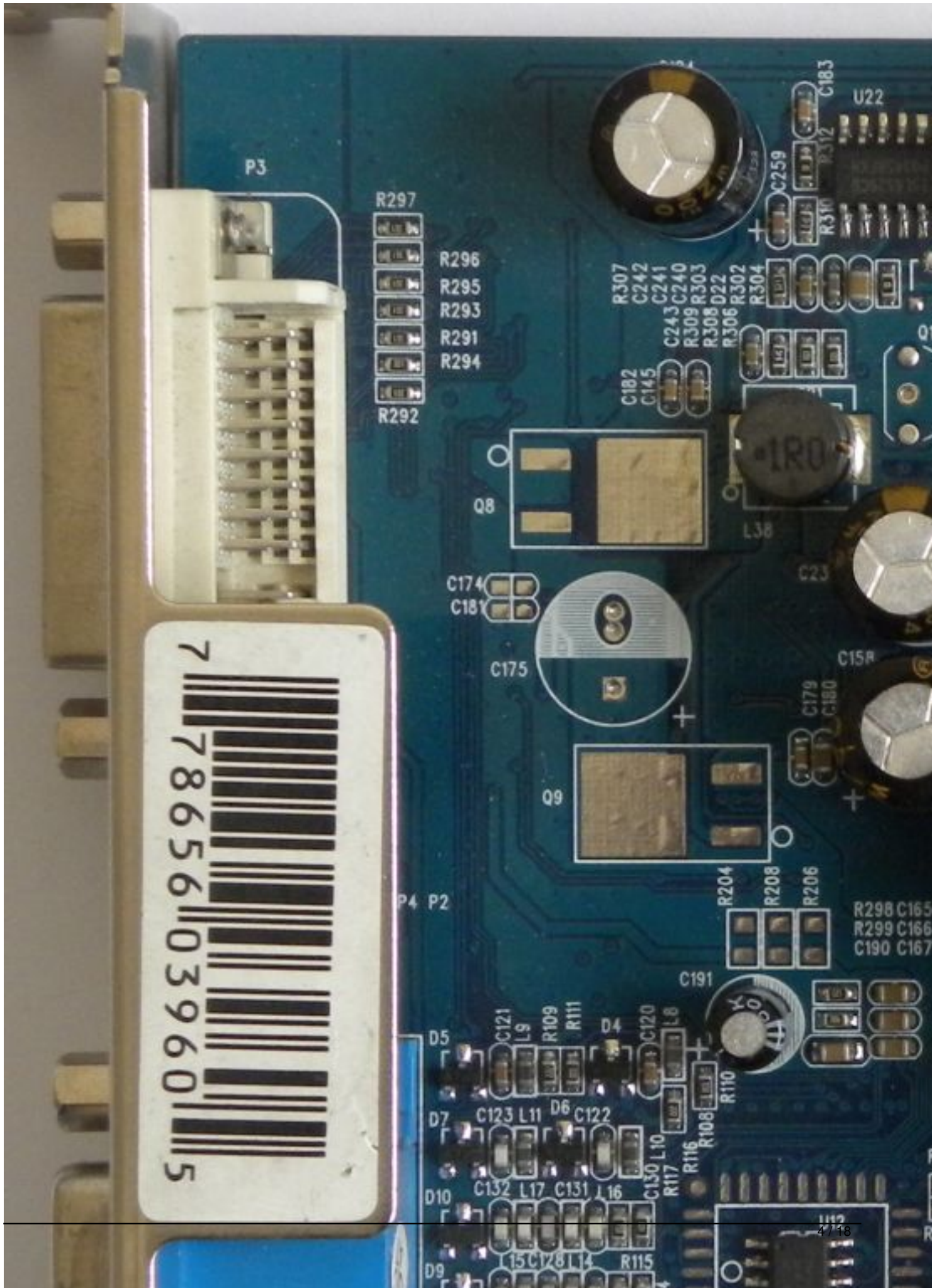
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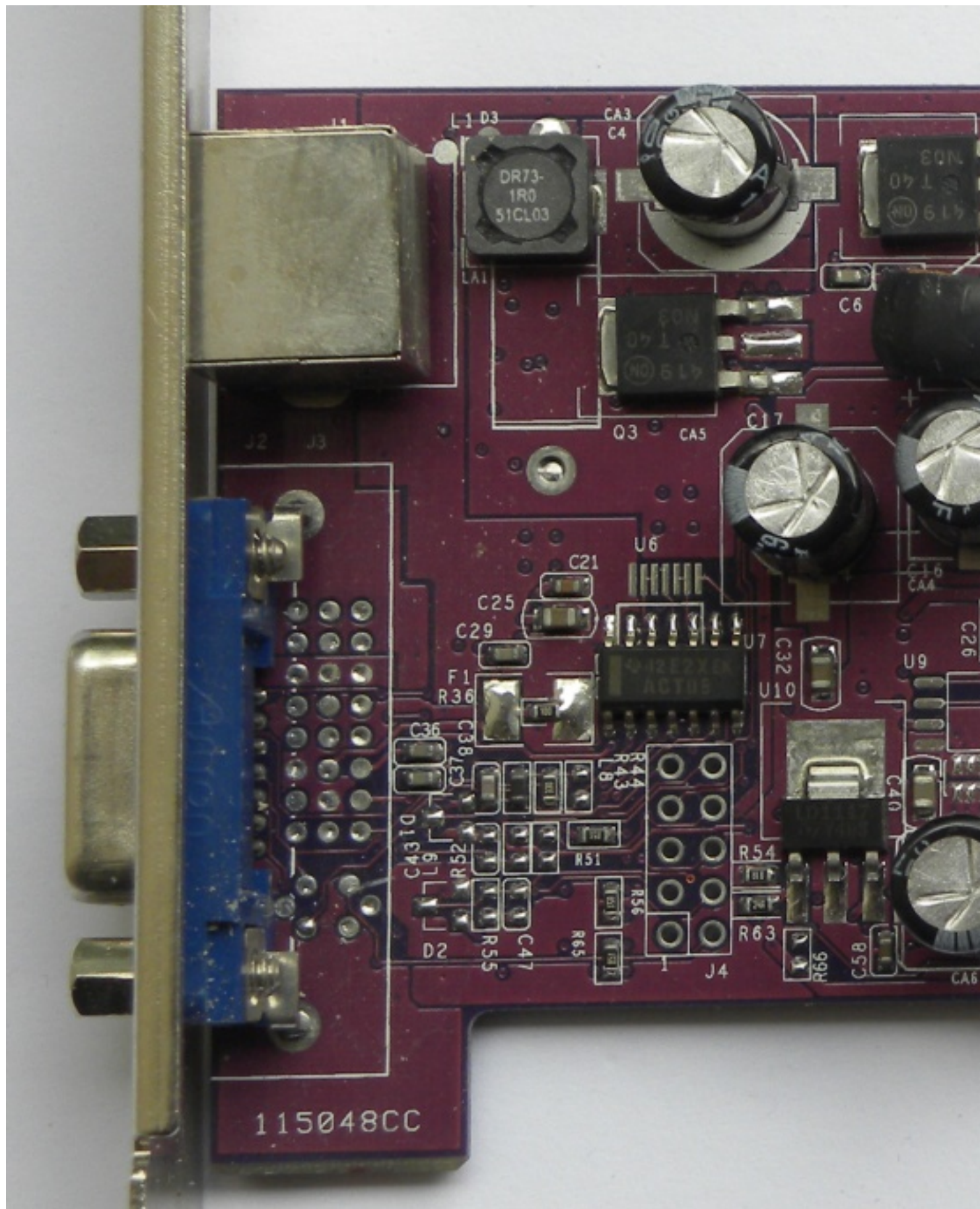
Apparatus Claims of U.S. Patent Nos. 4,631,603;4,577,216; 4,819,098 and 4,907,093 licensed for limited viewing uses only.

Ordering
GF FX5200


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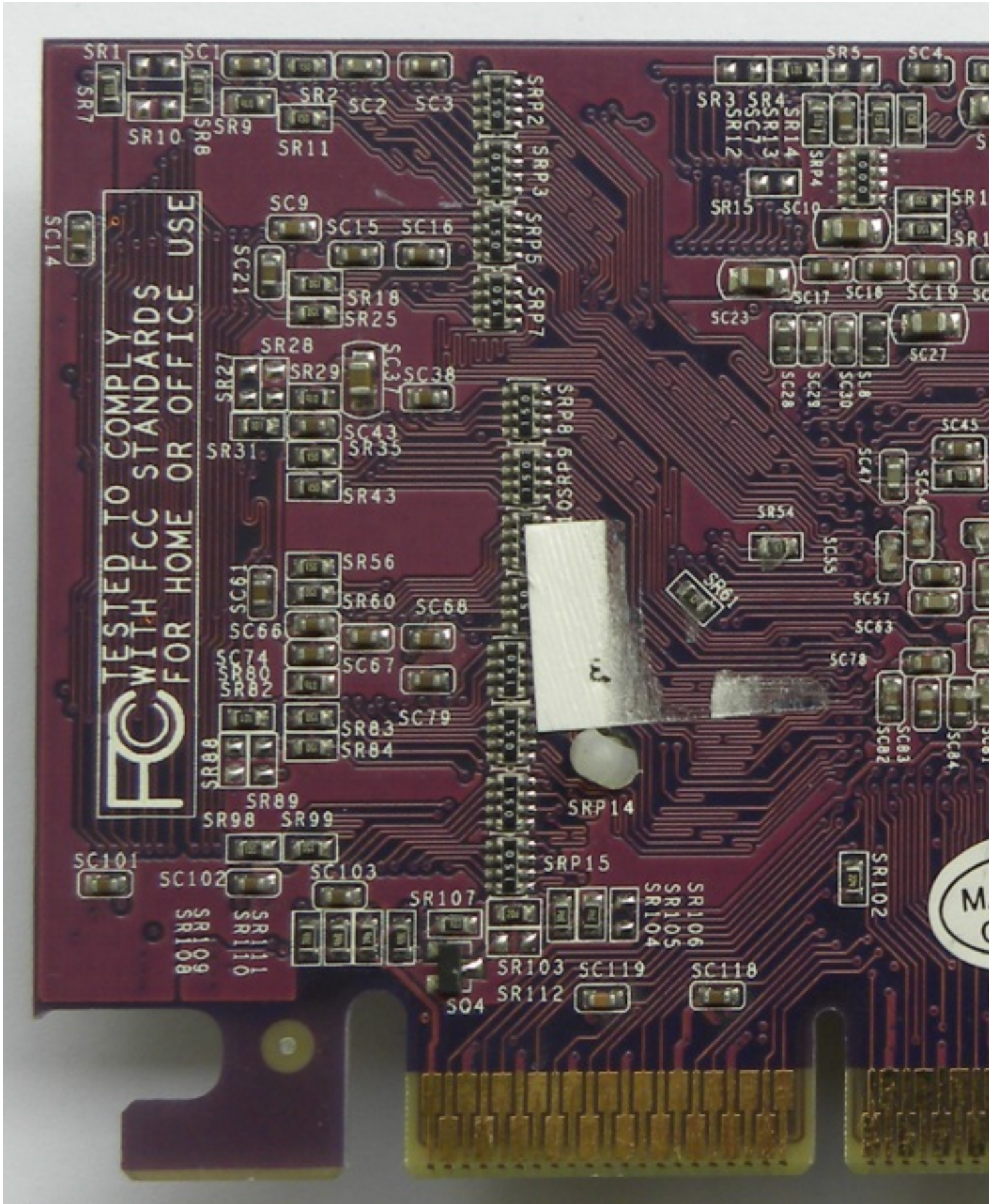
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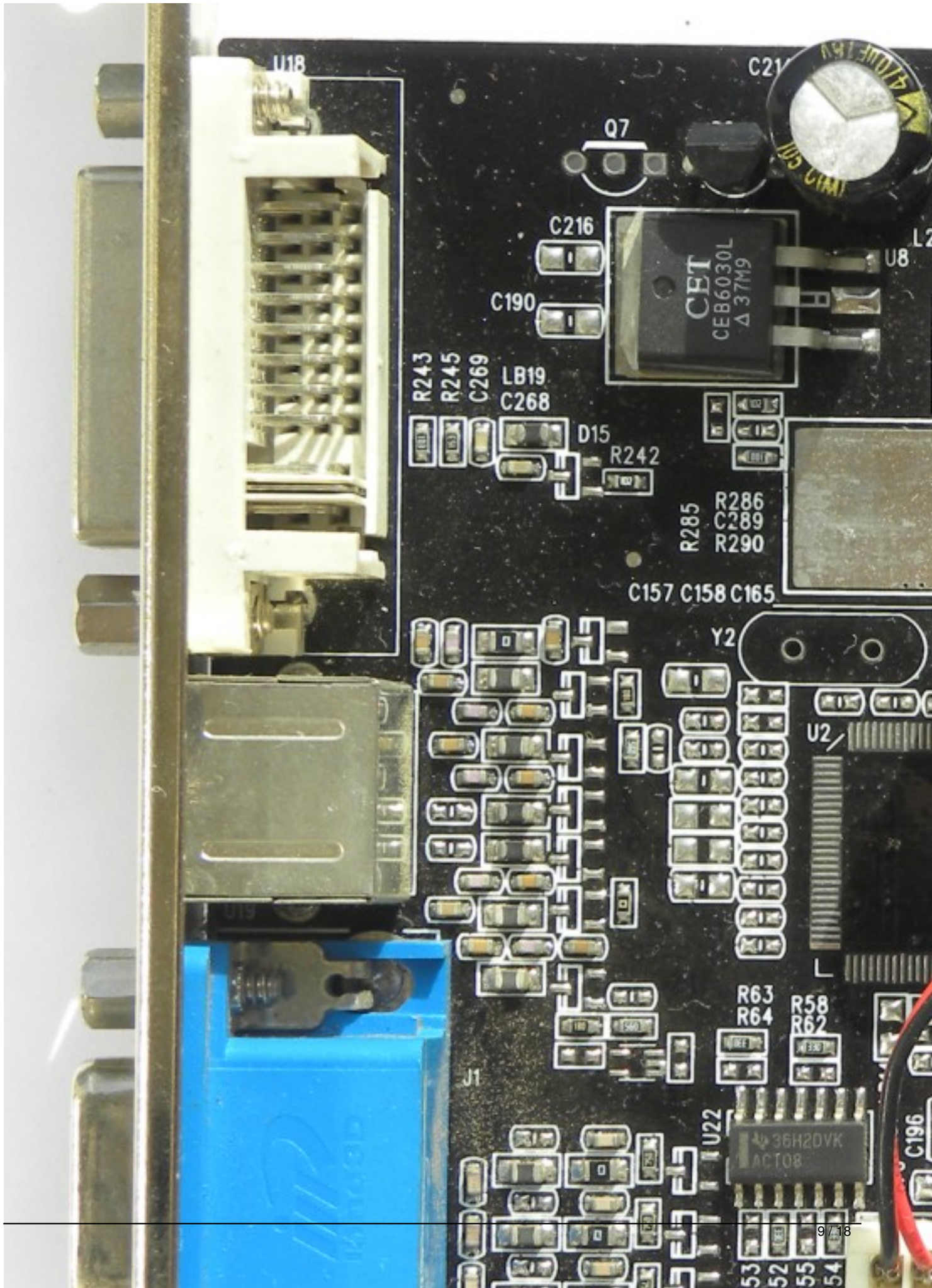
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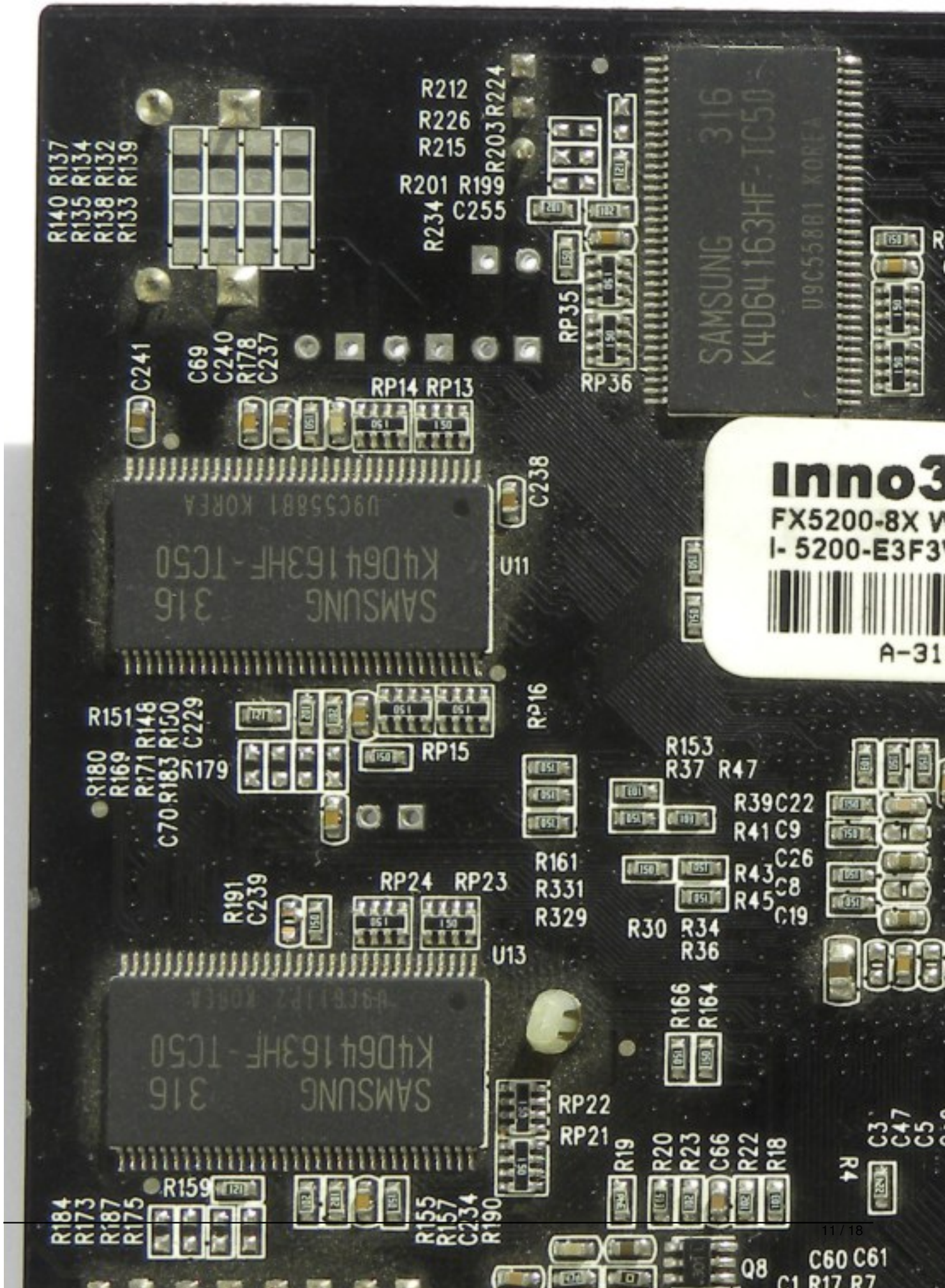
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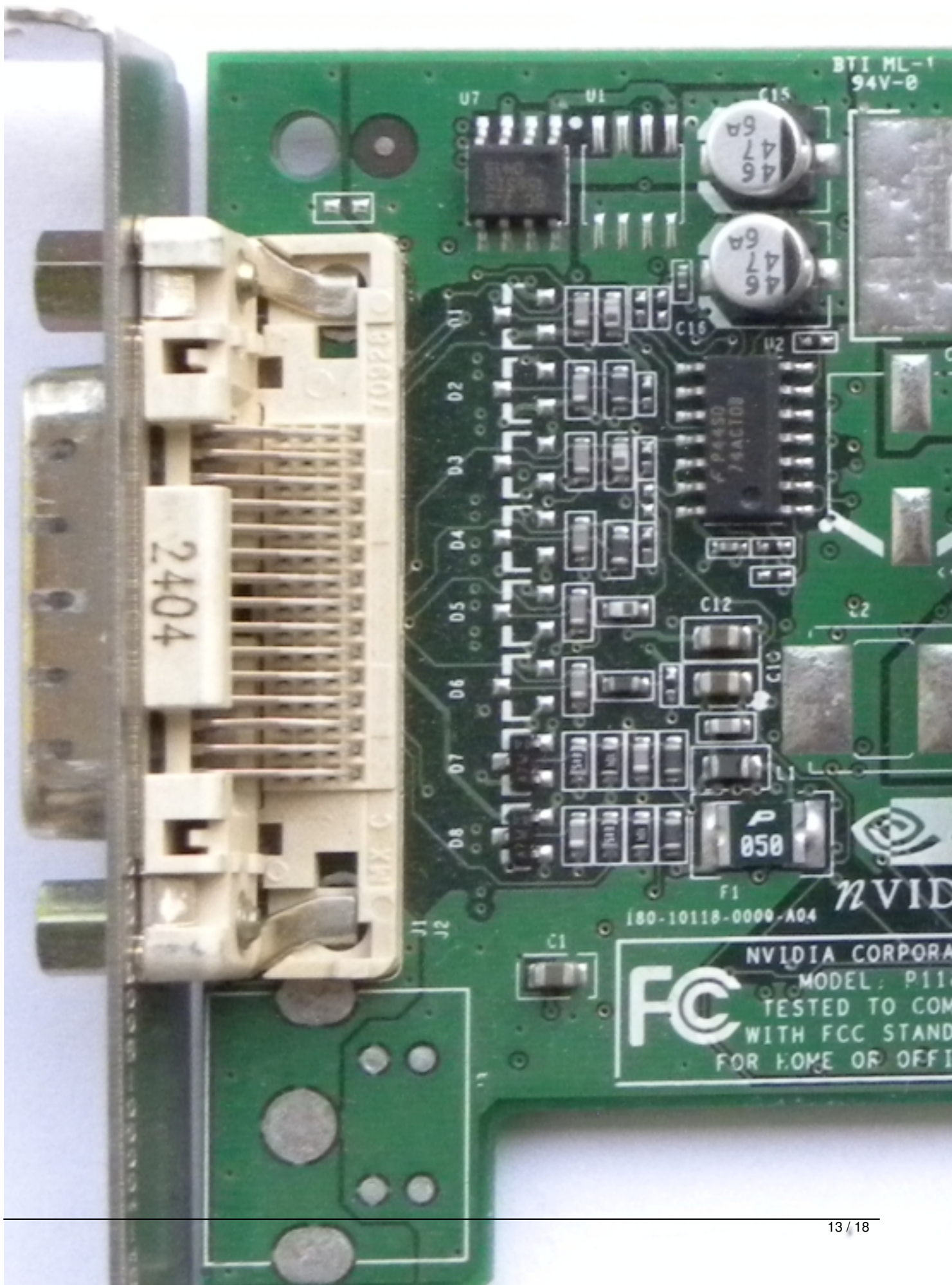
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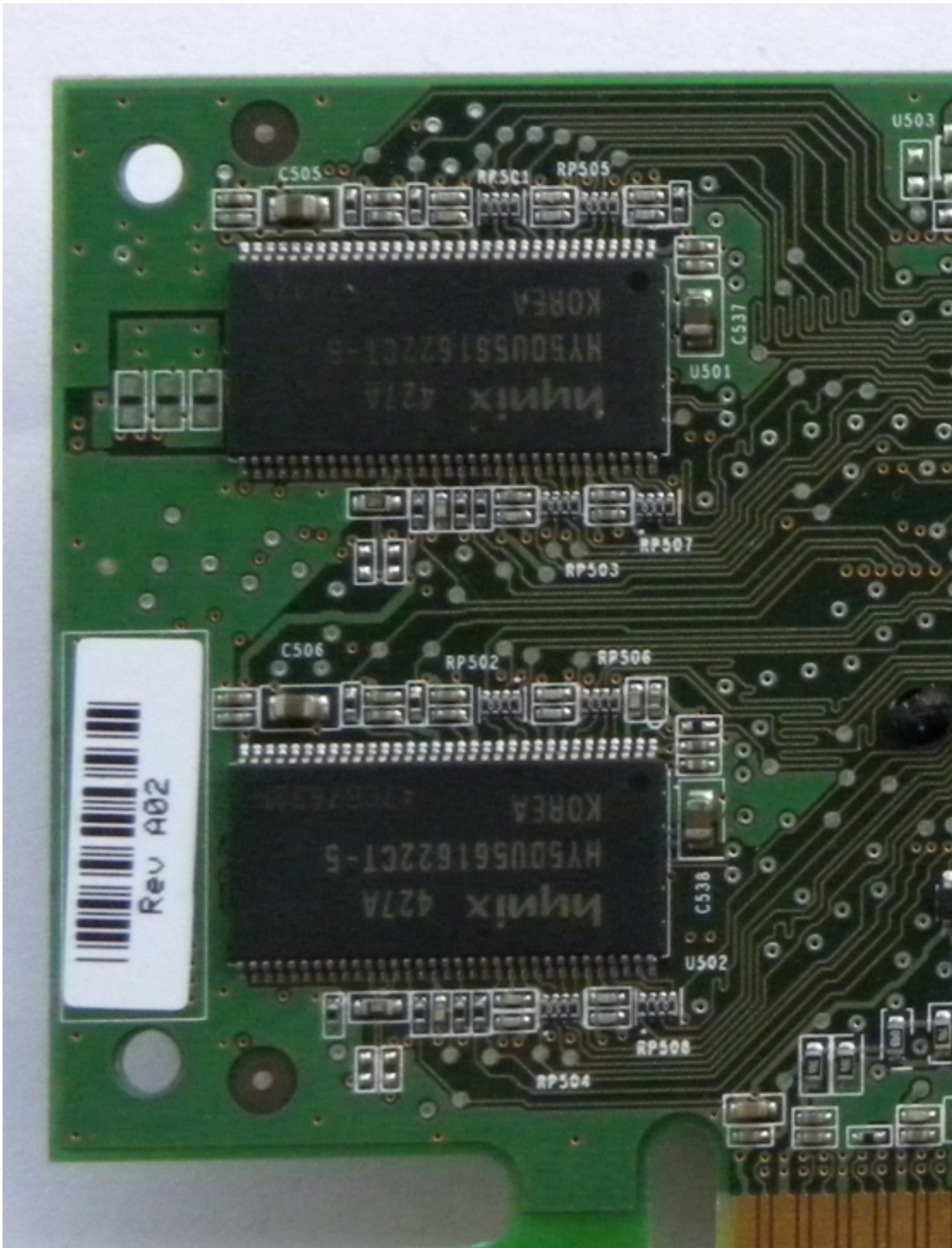
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3DP **Untitled**

1. Project Description


 My Project [Edit...](#)

2. Selected Tests

<input checked="" type="checkbox"/>	Game 1 - Helicopter:	Yes (3 of 3)
<input checked="" type="checkbox"/>	Game 2 - Adventure:	Yes (3 of 3)
<input checked="" type="checkbox"/>	CPU Speed:	Yes
<input checked="" type="checkbox"/>	Fill Rate:	Yes (2 of 2)
<input checked="" type="checkbox"/>	High Polygon Count:	Yes (3 of 3)
<input checked="" type="checkbox"/>	Texture Rendering Speed:	Yes (4 of 4)
<input checked="" type="checkbox"/>	Bump Mapping:	Yes (4 of 4)
<input type="checkbox"/>	Image Quality:	No (0 of 2)


[Change...](#)

3. Testing Options

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



[Change...](#)



4. Display and CPU Settings


 NVIDIA GeForce FX 5200 (Microsoft)
1024 * 768, 16 bit color, 16 bit textures
16-bit Z-Buffer Triple Frame Buffer
Using D3D Hardware T&L optimizations


[Change...](#)

5. Run

 [ResultBrowser](#)  [Help...](#)

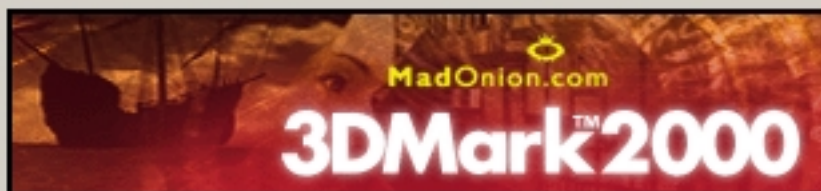
 [Batch Run](#)  [System Info](#)

 [Benchmark](#)

 [Demo Mode](#)

3DMark2000 Overall Score

3DMark Score



Congratulations!

You have successfully run the benchmark. Your score is:

5049 3D marks

View your result details with the Online ResultBrowser



[Online ResultBrowser](#)



[Edit Description](#)



[Save Project](#)



[Settings](#)



[Show Details](#)



[ResultBrowser](#)

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