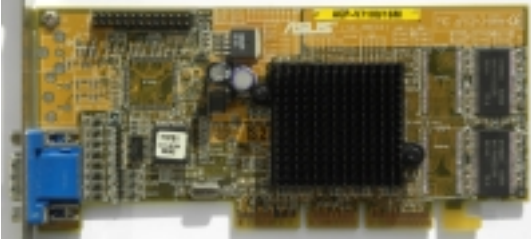


nVIDIA GeForce2 MX

Written by Zaatharen

Thursday, 18 November 2010 22:49 - Last Updated Monday, 04 November 2013 00:00



Core: NV11 175MHz 256bit

Memory: 16/32MB SDR 166MHz 64bit **Year:** 2001 **Bus:** AGP 4x **Made:** 180nm **Transistors:** 19 milion

Pixel pipelines: 2 **TMU per pipeline:** 2 **Pixel shaders:** 2 (v 0.5) **DirectX:** 7 **Memory bandwidth:** 1328 MB/s

Pixel write speed:

350 MPixel/s

Texel write speed:

700

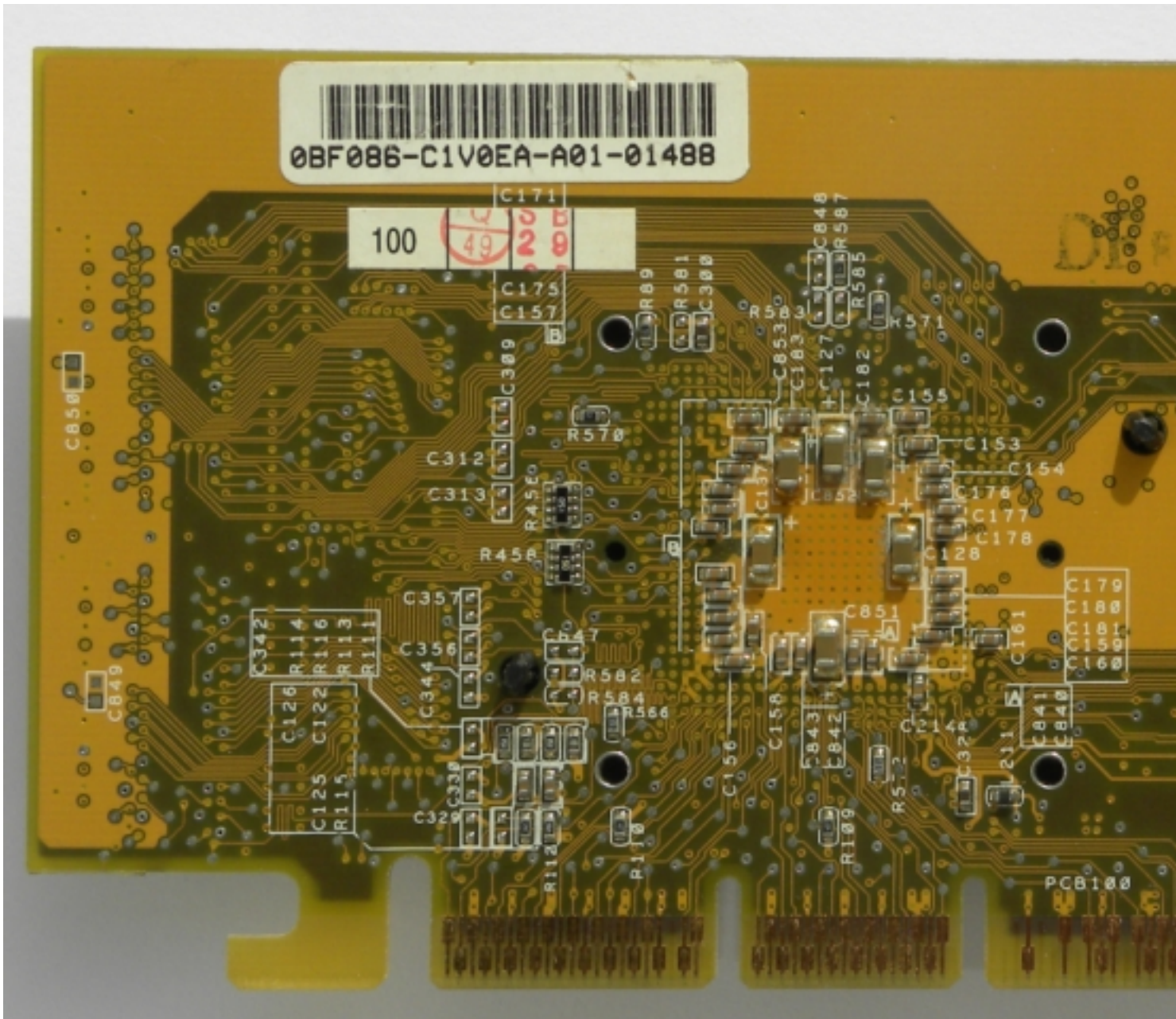
MTexel/s

{webgallery}

nVIDIA GeForce2 MX

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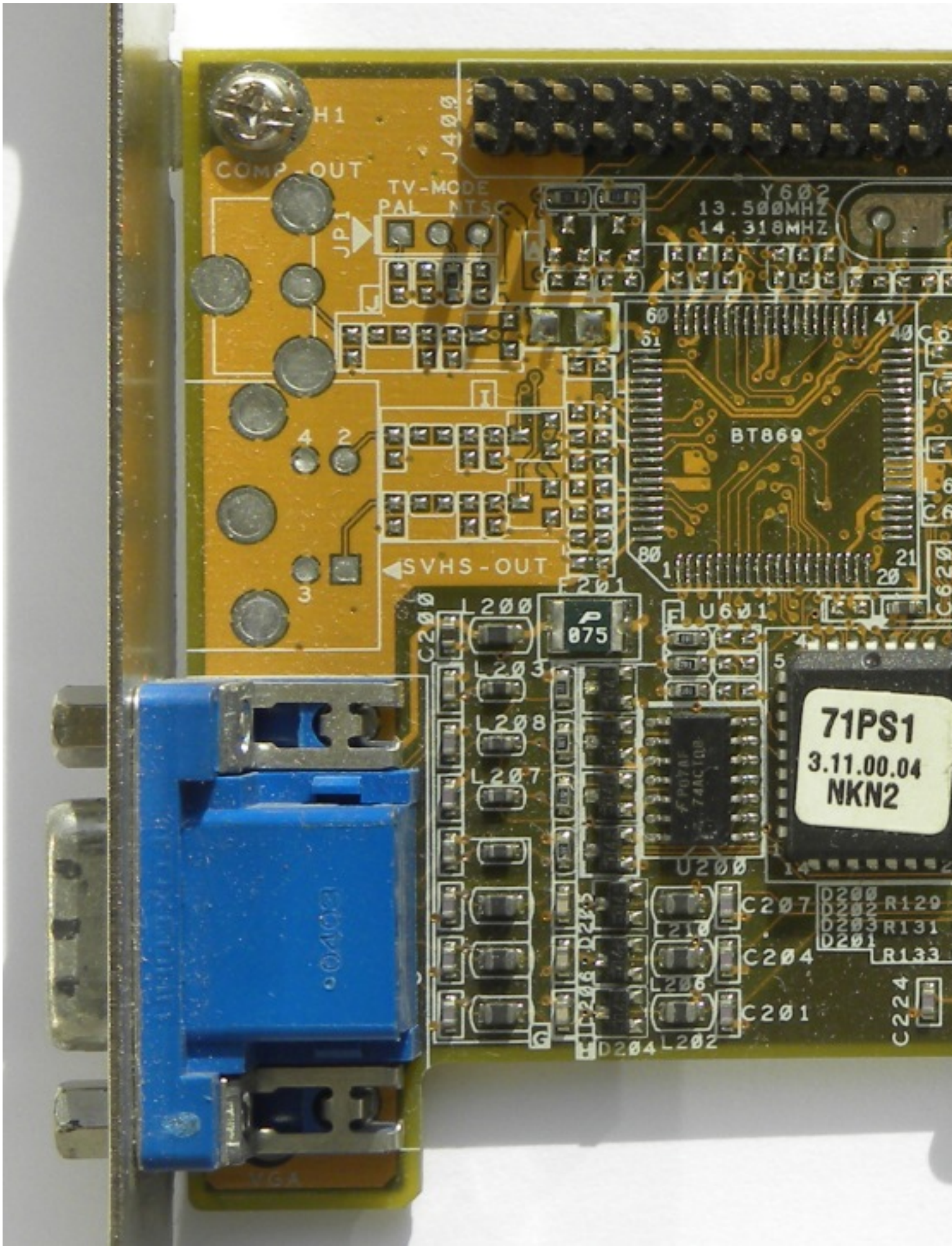
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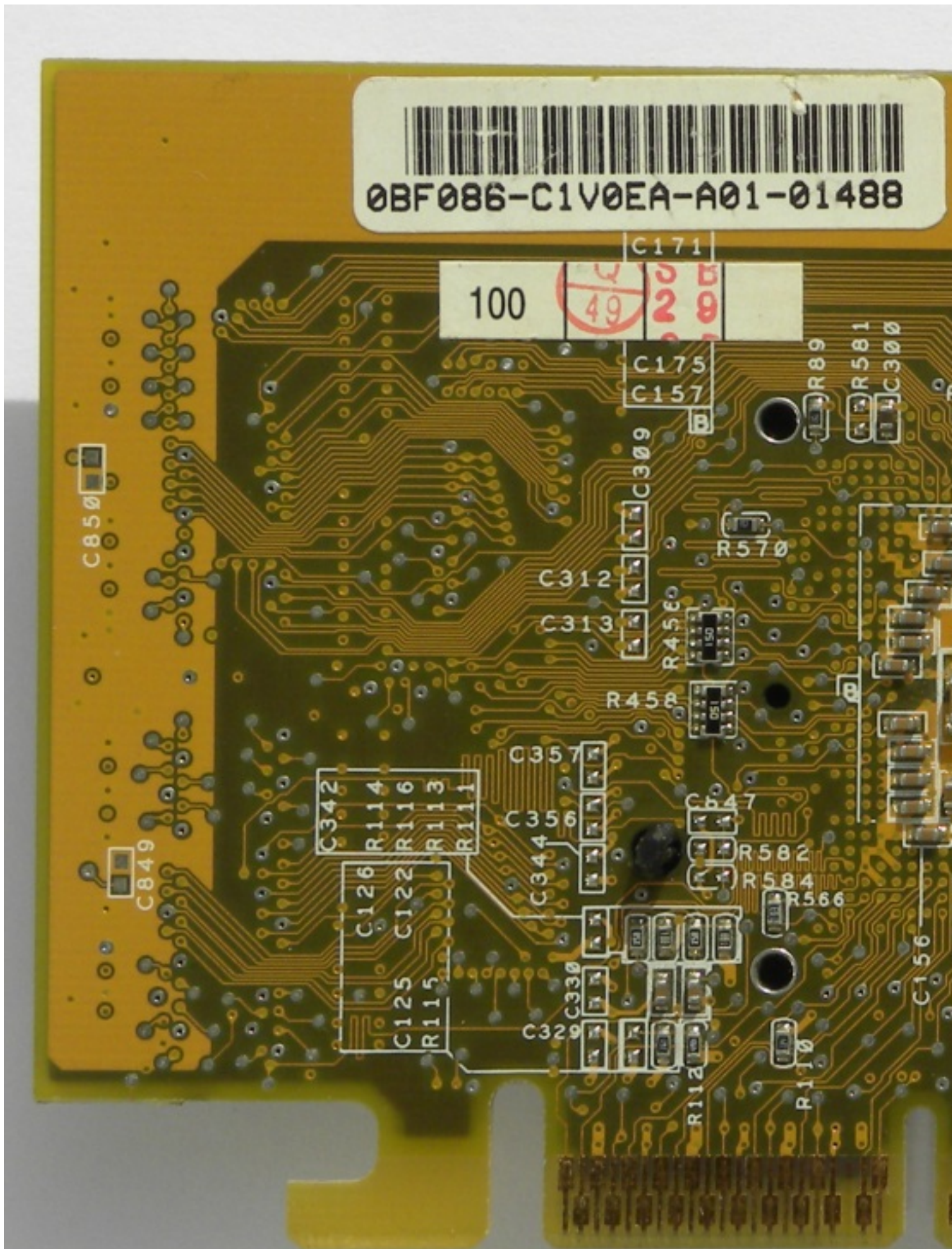
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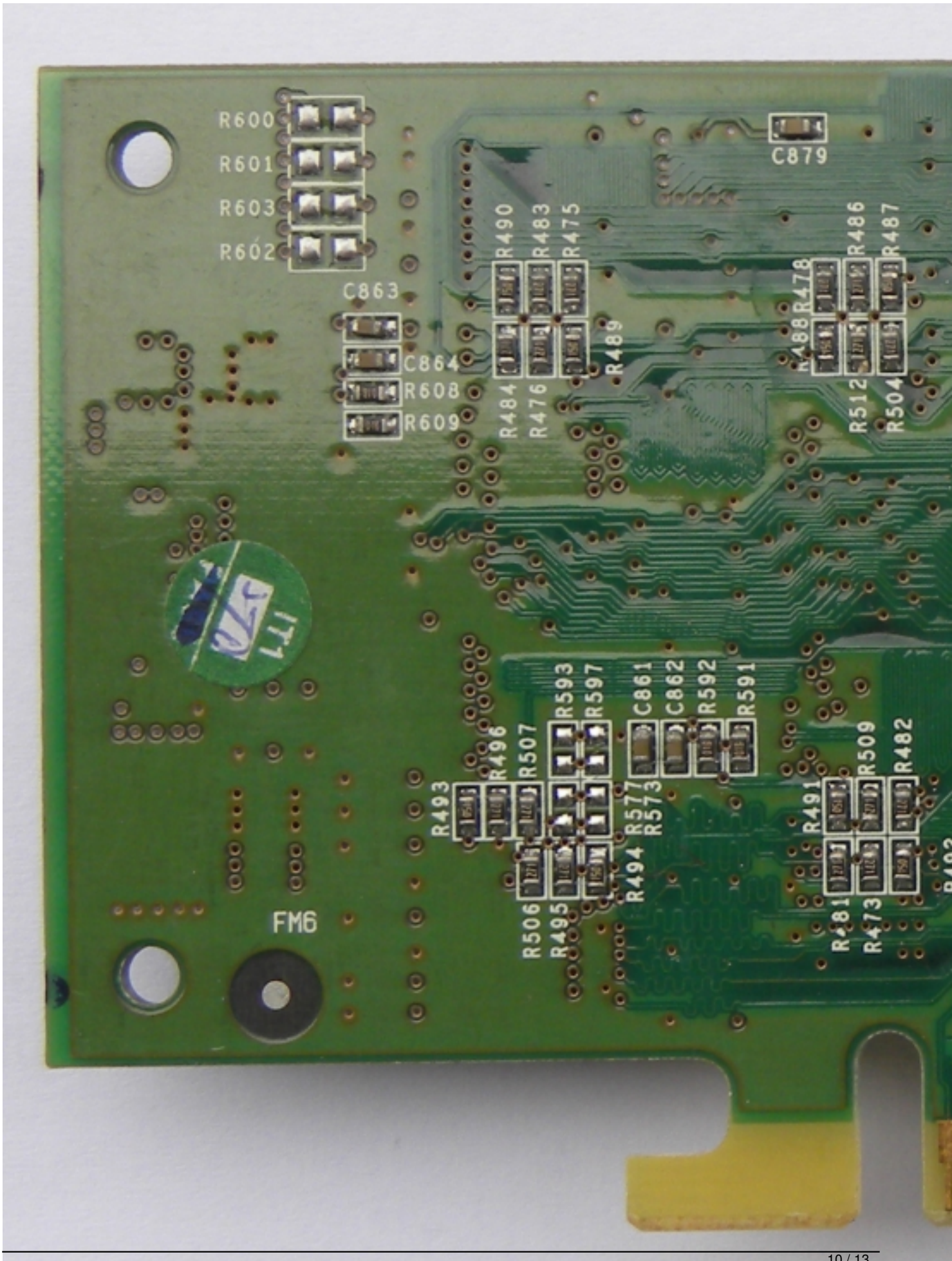
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3DP **Untitled**

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
	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


 NVIDIA GeForce2 MX/MX 400 (Microsoft)
1024 * 768, 16 bit color, 16 bit textures
16-bit Z-Buffer Triple Frame Buffer
Using D3D Software T&L optimizations


Change...

5. Run

 ResultBrowser  Help...

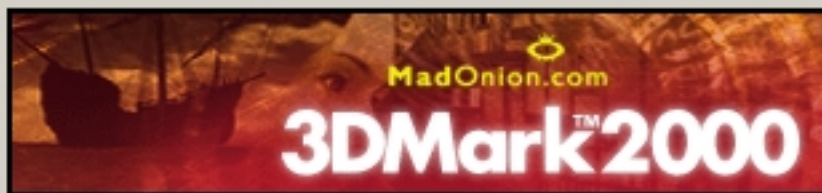
 Batch Run  System Info

 Benchmark

 Demo Mode

3DMark2000 Overall Score

3DMark Score



Congratulations!
You have successfully run the benchmark. Your score is:

2677 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}