

Matrox Millenium G200

Written by Zaatharen

Wednesday, 21 April 2010 15:17 - Last Updated Tuesday, 15 November 2011 22:30



Core: MGA-G200 85MHz 128bit **Memory:** 8MB(16MB max) SGR 124MHz 64bit **Year:** 1998

Bus:
AGP2x
Made:
250 nm

Vertex shaders:
not supported
Pixel Shaders:
not supported
DirectX:
6.0

Pixel Pipelines:
1
TMU per pipeline:
1

RAMDAC clock:
250MHz

Pixel write speed:
85 MPixel/s
Texel write speed:
85 MTexel/s

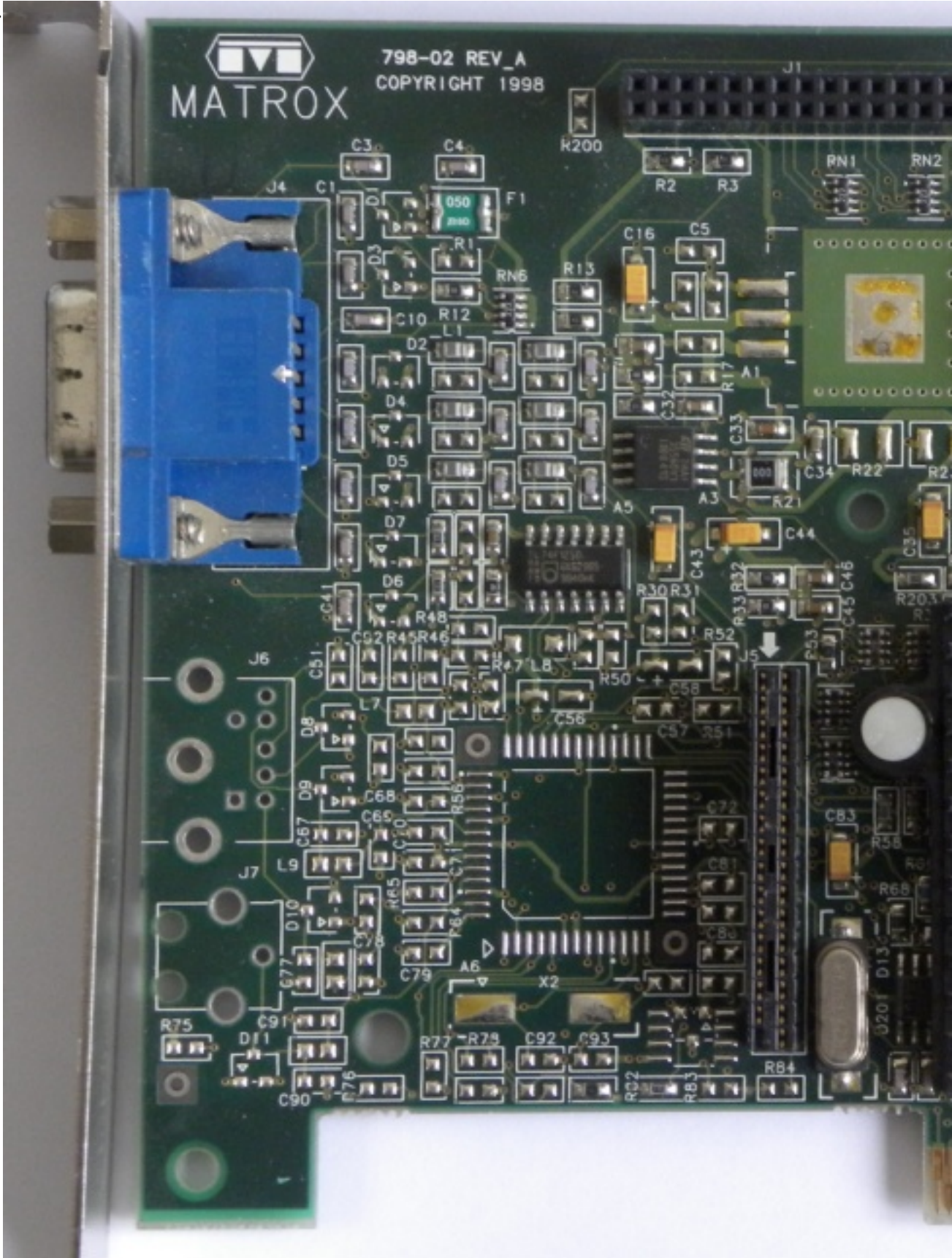
Memory bandwidth:
1020 MB/s

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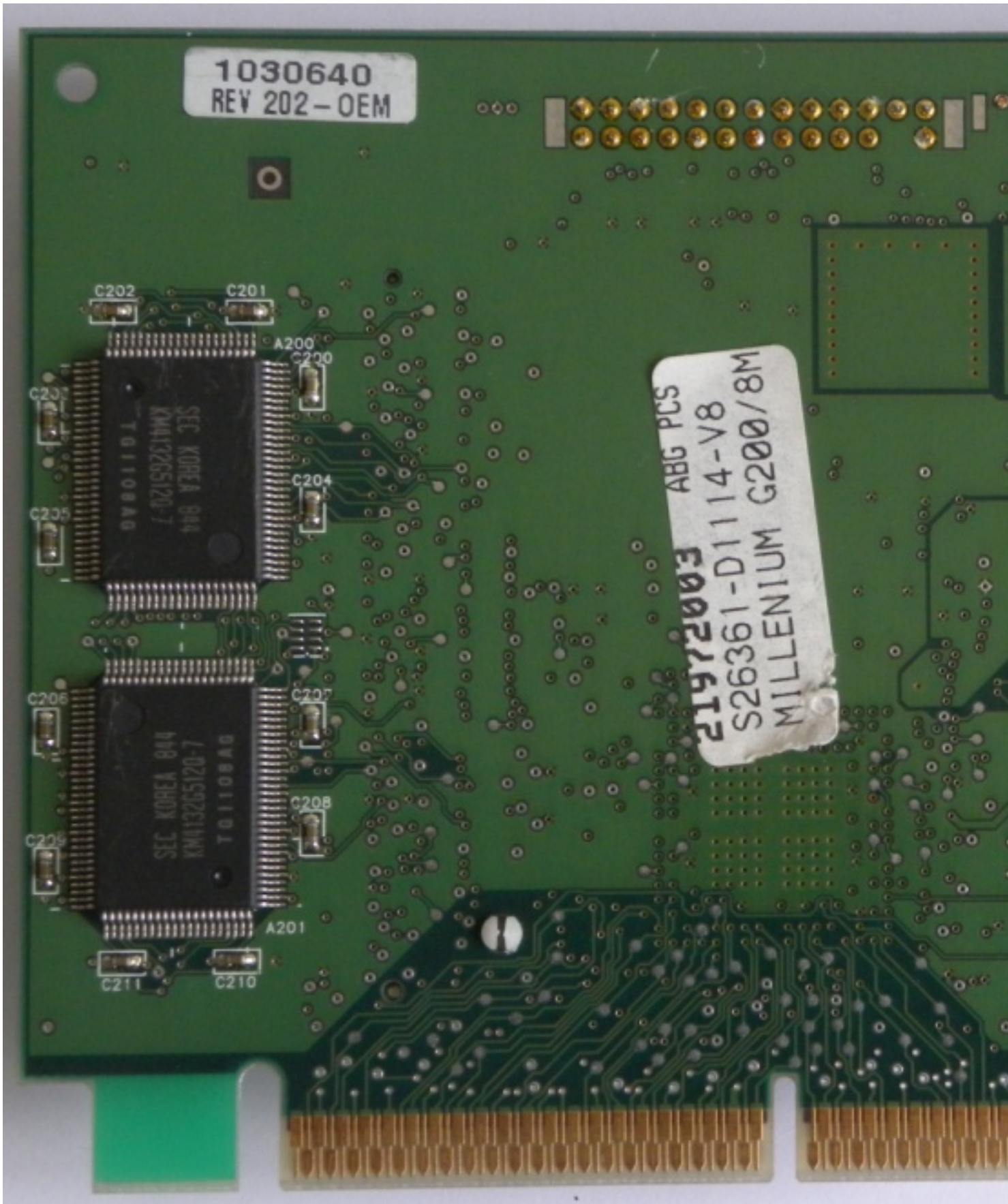
{webgallery}



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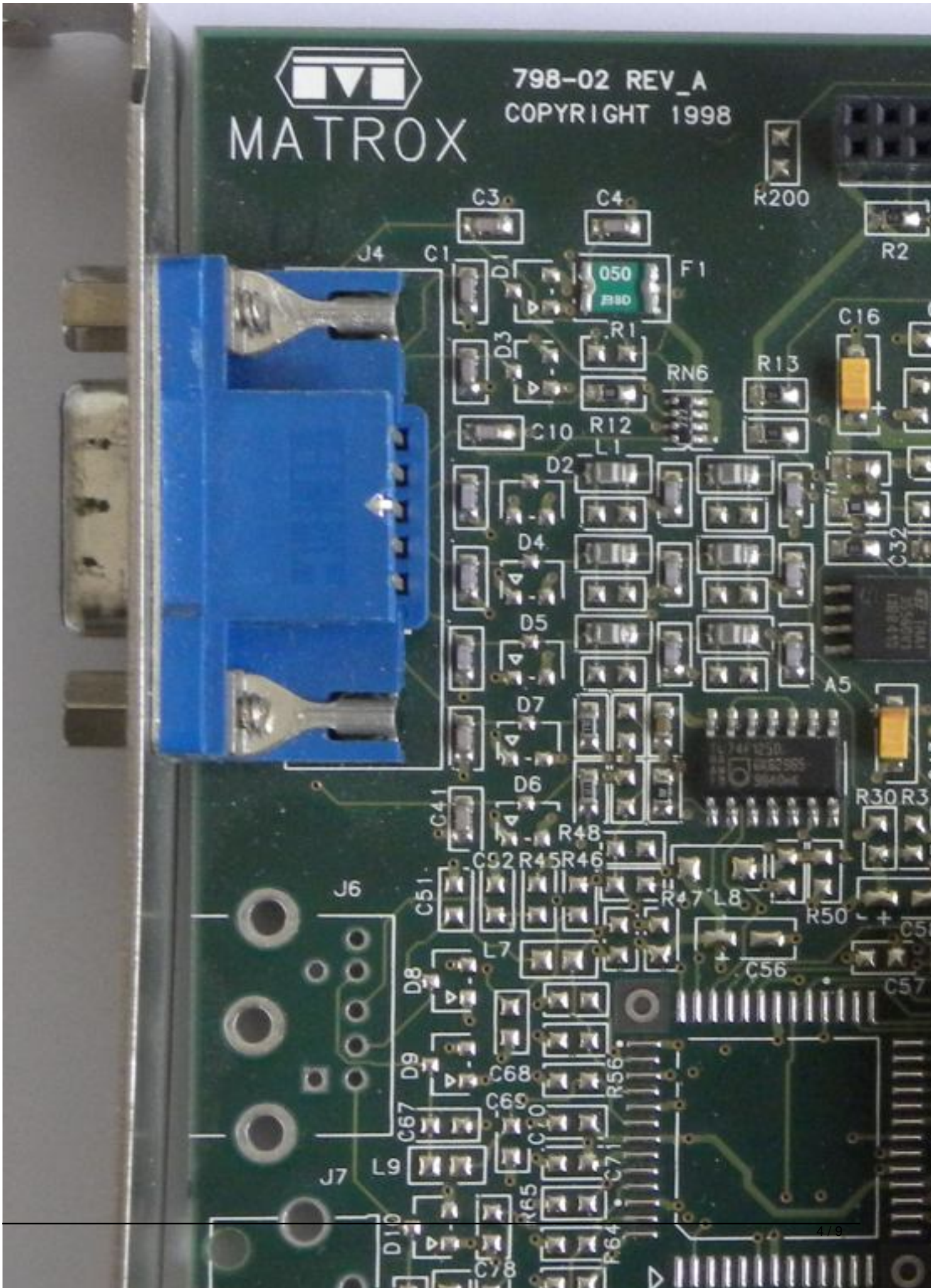
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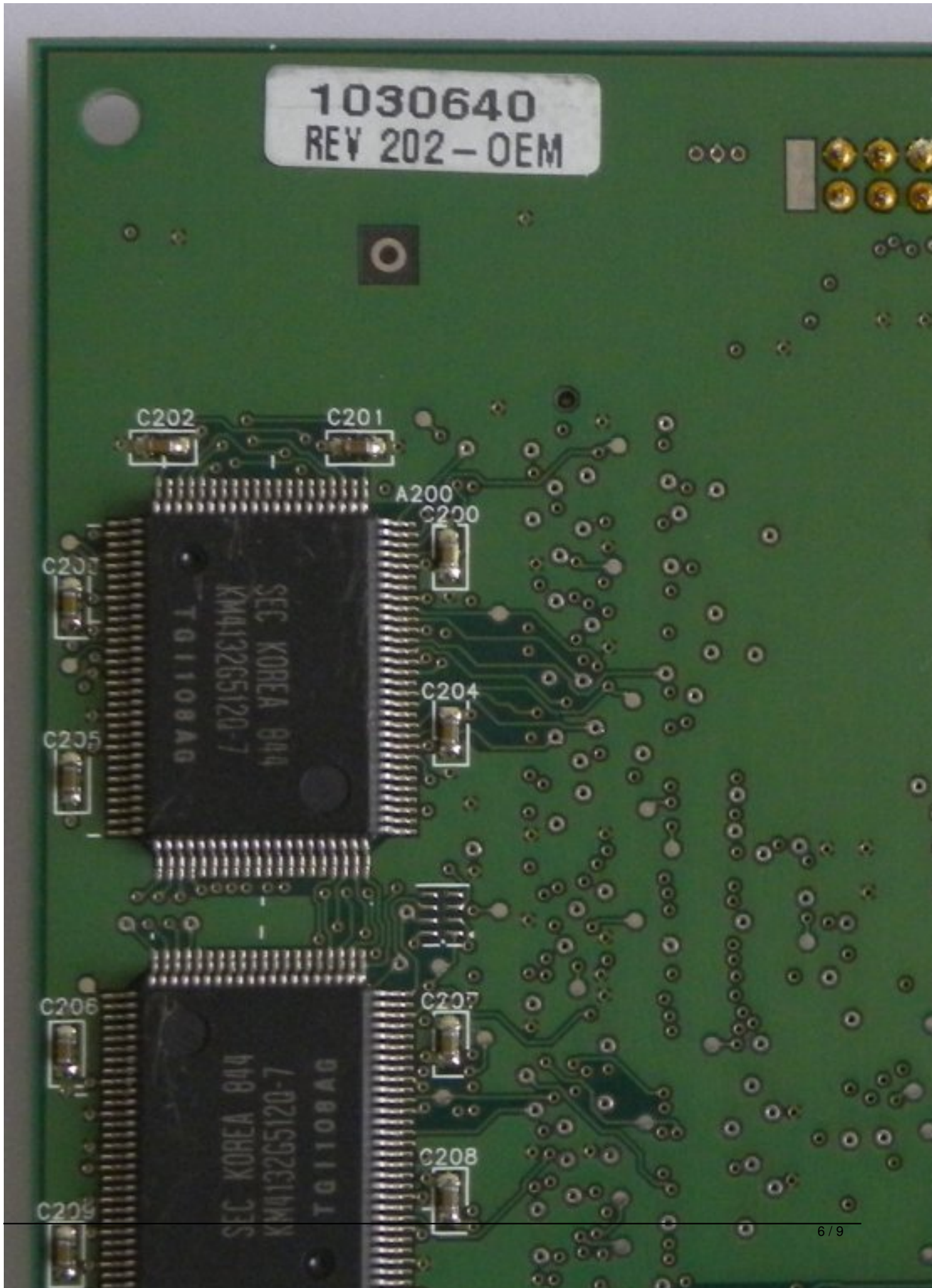
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3DP **Untitled**

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


 Matrox Graphics Millennium G200 AGP
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...

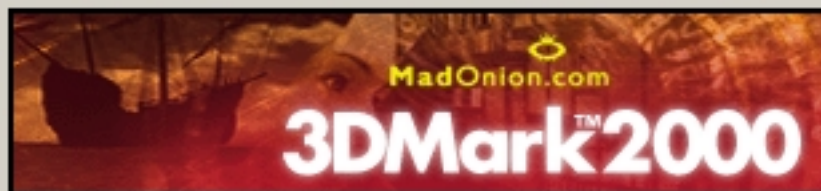
 Batch Run  System Info

 Benchmark

 Demo Mode

3DMark2000 Overall Score

3DMark Score



Congratulations!

You have successfully run the benchmark. Your score is:

878 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}