SiS 305

Written by Zaatharen
Monday, 19 April 2010 07:26 - Last Updated Monday, 29 August 2011 22:54

Core: 305 **Clock:** 134MHz 128bit
**Memory:** 16MB SDR 125MHz 64bit
Year: 2000 **Bus:** PCI
Made: 0,22 µm **Manufacturer:** ST Lab **Links:** none known

{webgallery}

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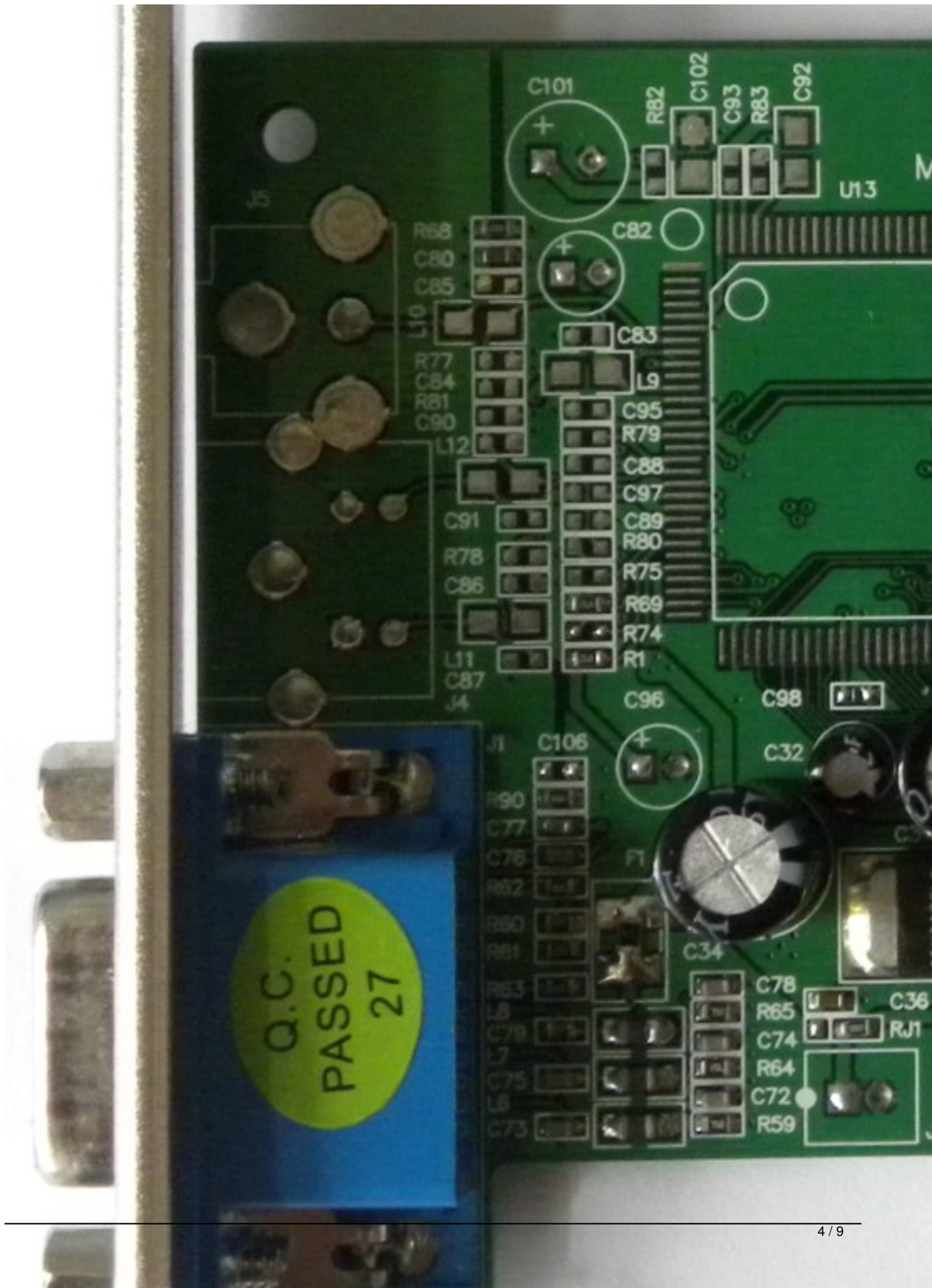
Untitled

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

SiS 300/305/630/540/730
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
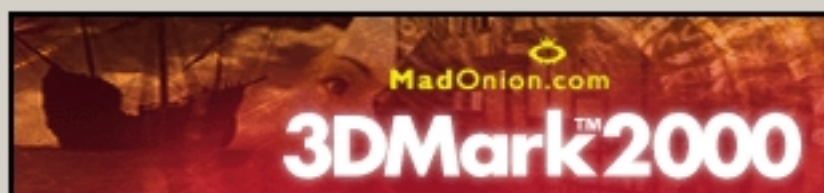
Congratulations!
You have successfully run the benchmark. Your score is:

668   3D marks

View your result details with the Online ResultBrowser

Online ResultBrowser

Edit Description

Save Project

Settings

Show Details

ResultBrowser

Online ResultBrowser also gives you information on
the best upgrade choices for your system

SiS 305

{/webgallery}