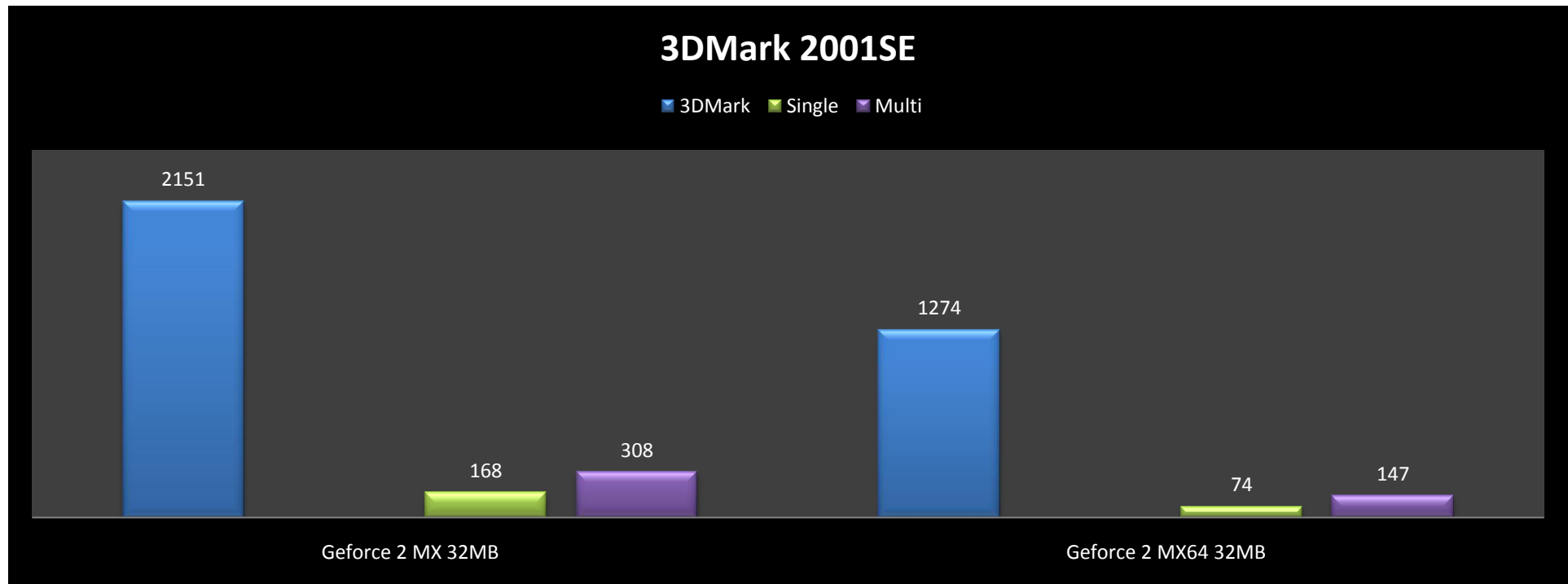


# Geforce 2 MX 64bit

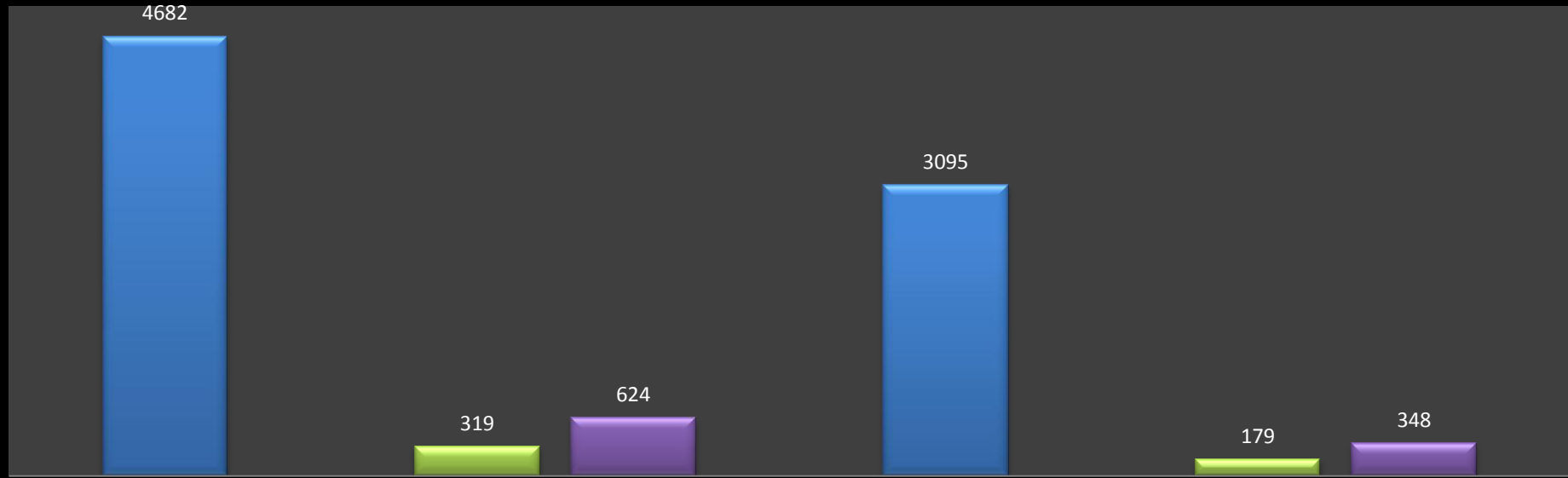
## Geforce2MX64

Pentium III 800Mhz  
256MB (128MB PC133 + 128MB PC100)  
Driver 4.13  
Audio integrato  
Windows 98SE



# 3DMark 2000 v1.1

3DMark single multi

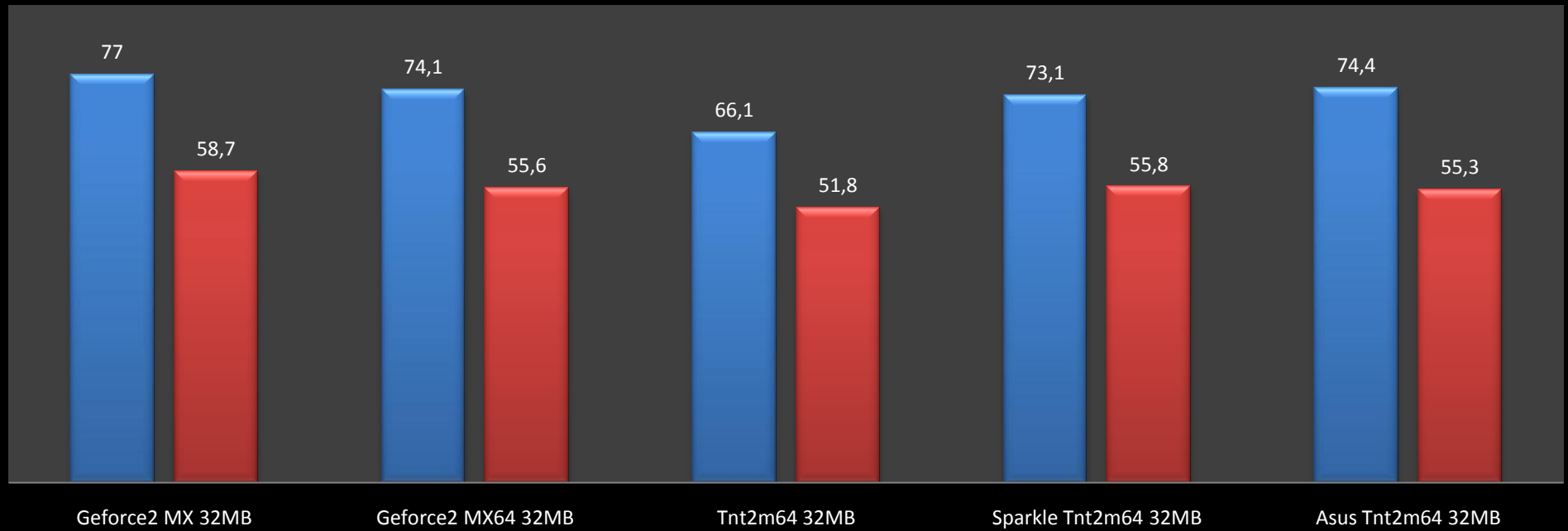


Geforce2 MX 32MB

Geforce2 MX64 32MB

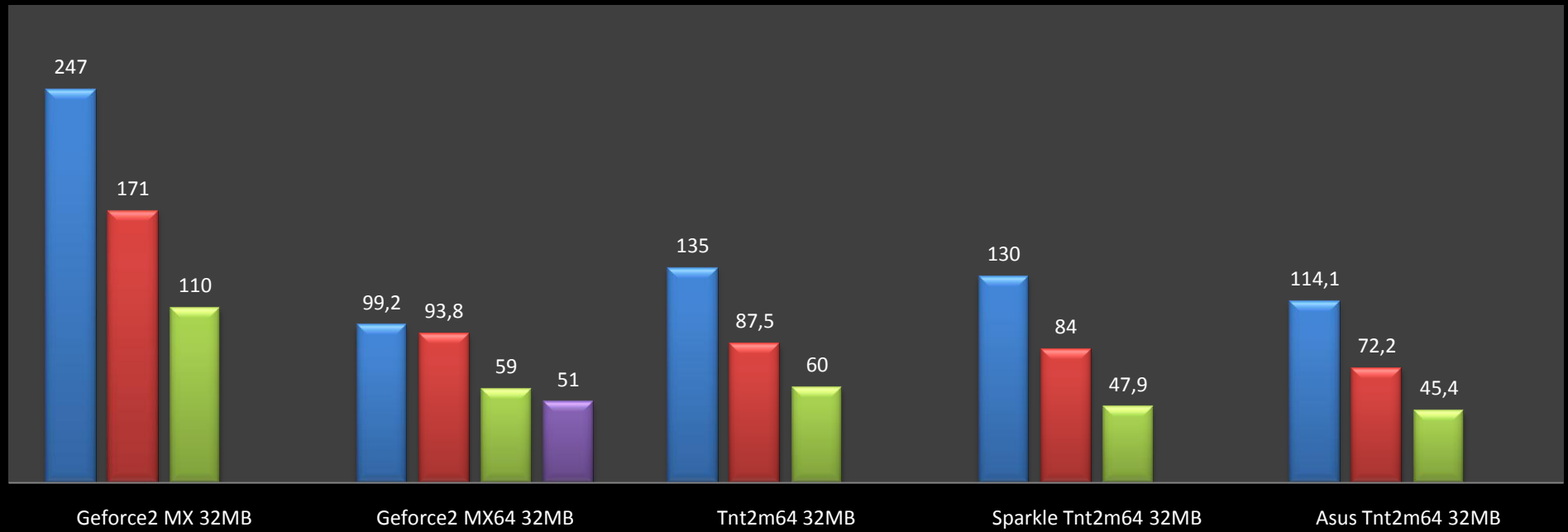
# Quake 1.08

640x480 800x600



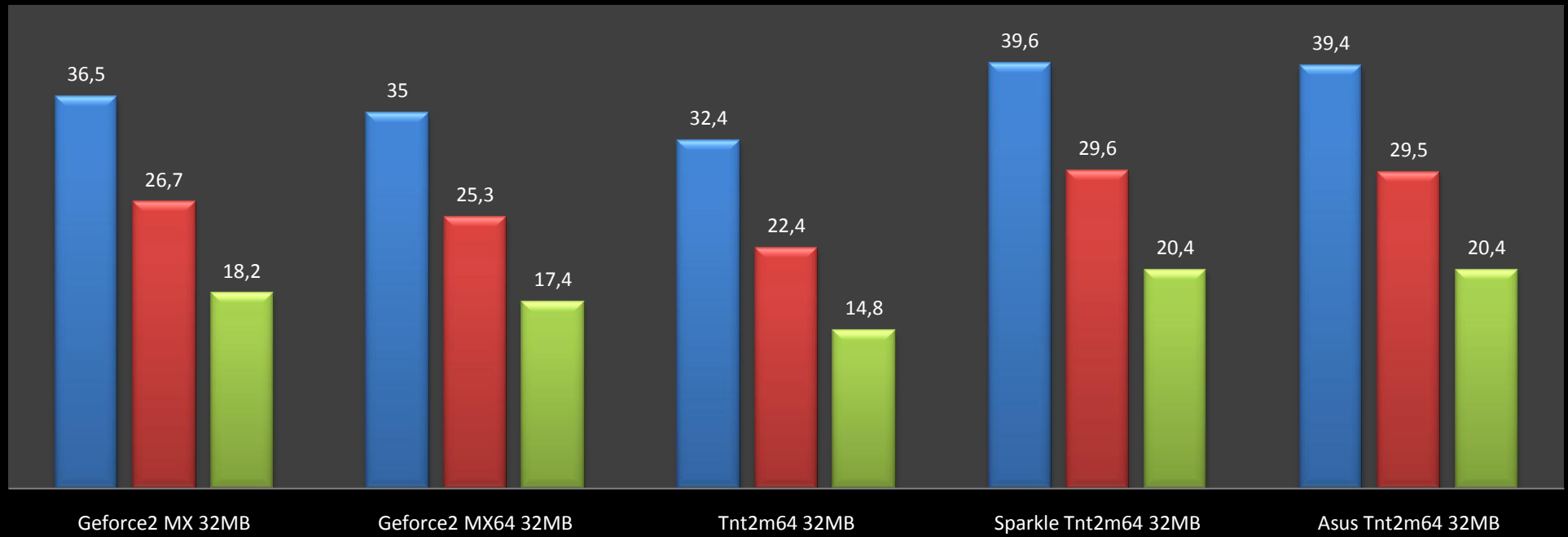
# GLQuake

640x480 800x600 1024x768 1280x1024



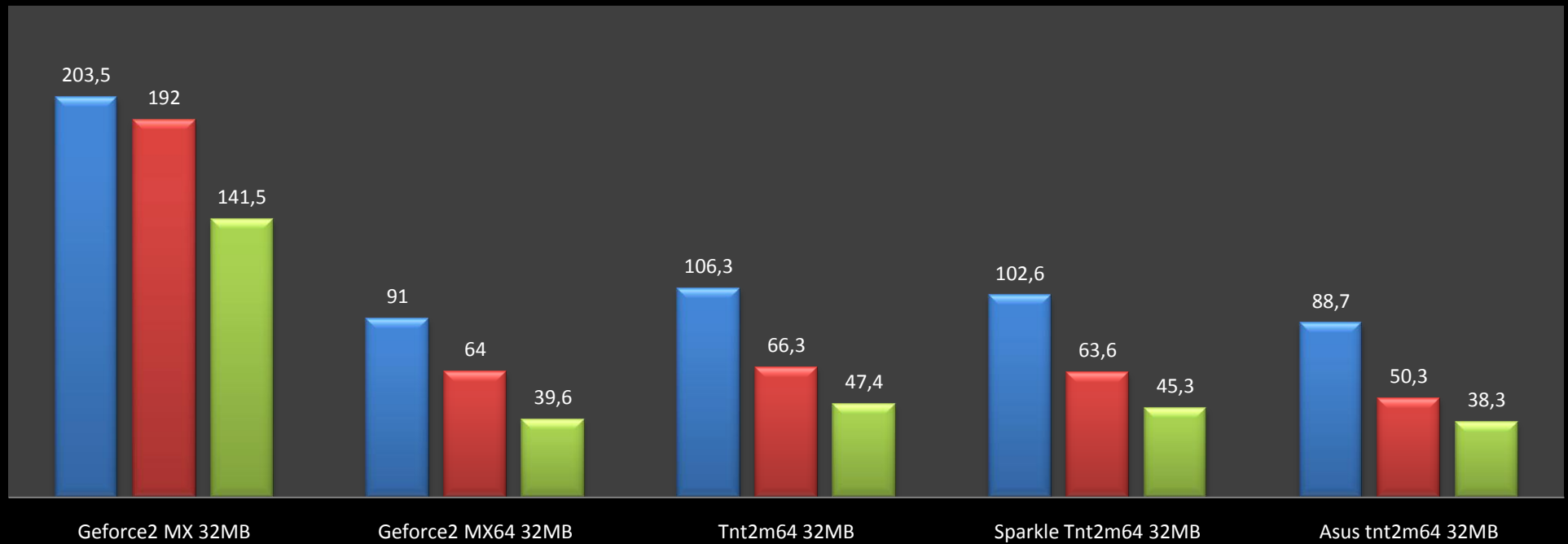
# Quake 2 software

640x480 800x600 1024x768



# Quake 2 GL

640x480 800x600 1024x768



# Quake III Arena

640x480 800x600 1024x768 1280x1024

