

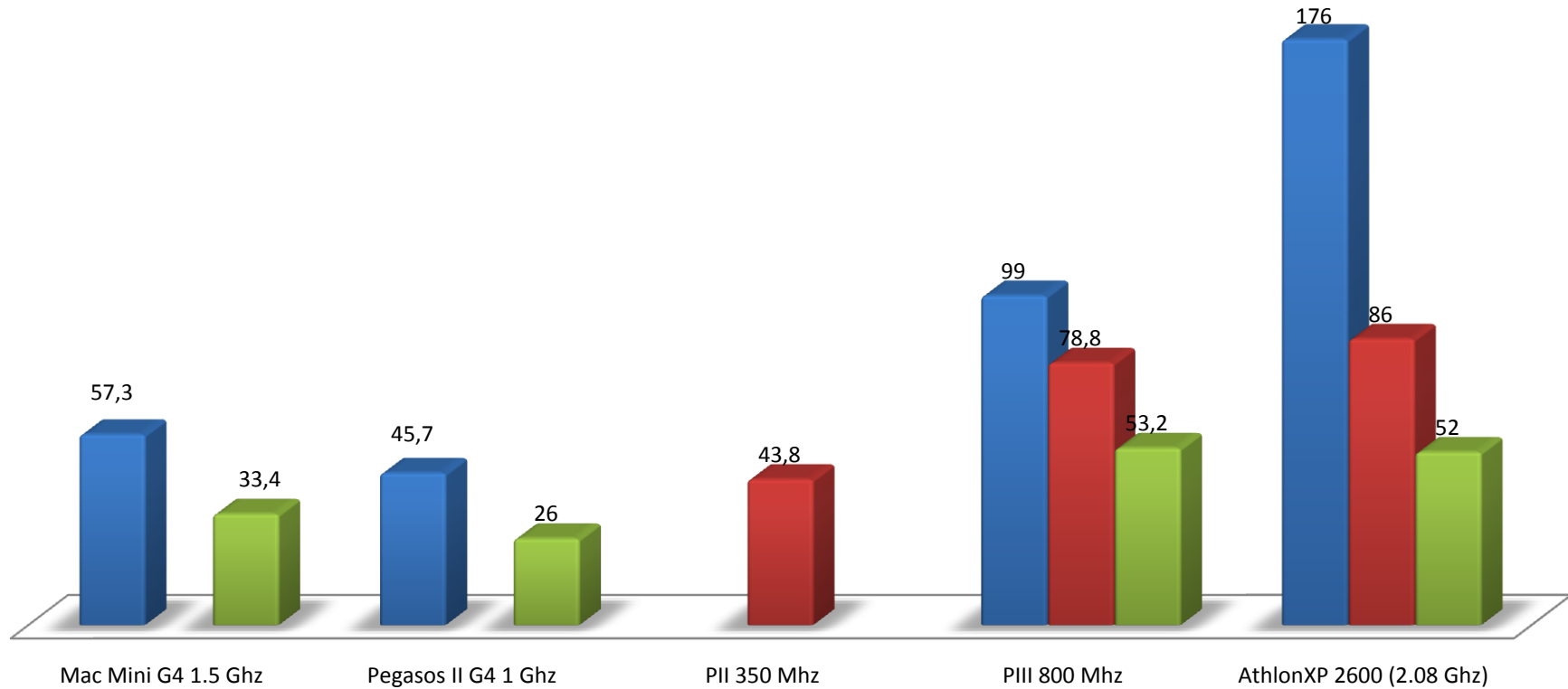
Quake Arena Radeon 9200/9200SE



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Quake Arena

■ 640x480 ■ 1024x768 ■ 1280x1024



- **Mini Mac G4 1,5 Ghz** run on MorphOS 2.4 PPC with TinyGL and **Radeon 9200**
- **Pegasos II G4 1.0 Ghz** run on MorphOS 2.3 PPC with TinyGL and **Radeon 9250 128MB**
- **Pentium 2@350 mhz** on Windows XP SP3 (faster edition) and **Radeon 9200SE 64bit 128MB** catalyst 5.8
- **Pentium 3@800 mhz** run on Windows 98SE and **Radeon 9200SE 64bit 128MB** catalyst 5.8
- **athlonXP 2600** run on Windows XP SP3 and **Radeon 9200SE 64bit 128MB** catalyst 5.8

In this test of Quake Arena you can see an interesting value.

Radeon 9200SE in 1280x1024 has the same performance on 800 mhz and 2,08 Ghz.

This 64bit card with Quake Arena reaches maximum speed in 1280x1024 with 800 mhz system, so higher cpu are not able to increase performances.

At this high resolution and on Quake Arena and 9200SE a cpu faster than 800 mhz is useless

Also in 1024x768 there is a small difference within 800 mhz and 2 Ghz (8 fps)

On MorphOS side, there are other problems I think.

G4@1,5 ghz probably it is not enough powerful to improve the performances of the video card or driver are not so good.

it would be very interesting to see the performances of one 9200 with Quake Arena on a mini mac with OSX

these tests are not official, therefore they are only personal evaluations

Mini Mac bench is made by a morphOS user, Pegasos II bench is made by an Amiga site and Pentium and Athlon test are made by me.



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