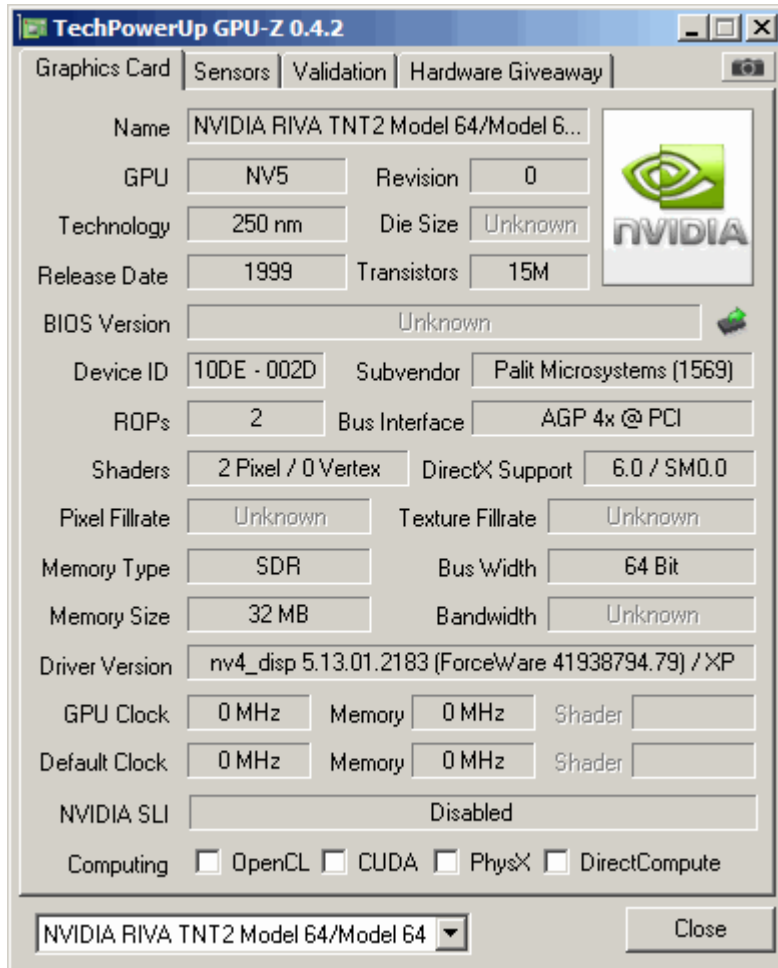


Benchmark nVIDIA e ATI

su Athlon Thunderbird 900 Mhz

- Athlon Thunderbird@900 Mhz
- Via KT133A
- 256 MB PC133 SDR
- Audio AC97
- Windows XP SP3 (Faster Edition)

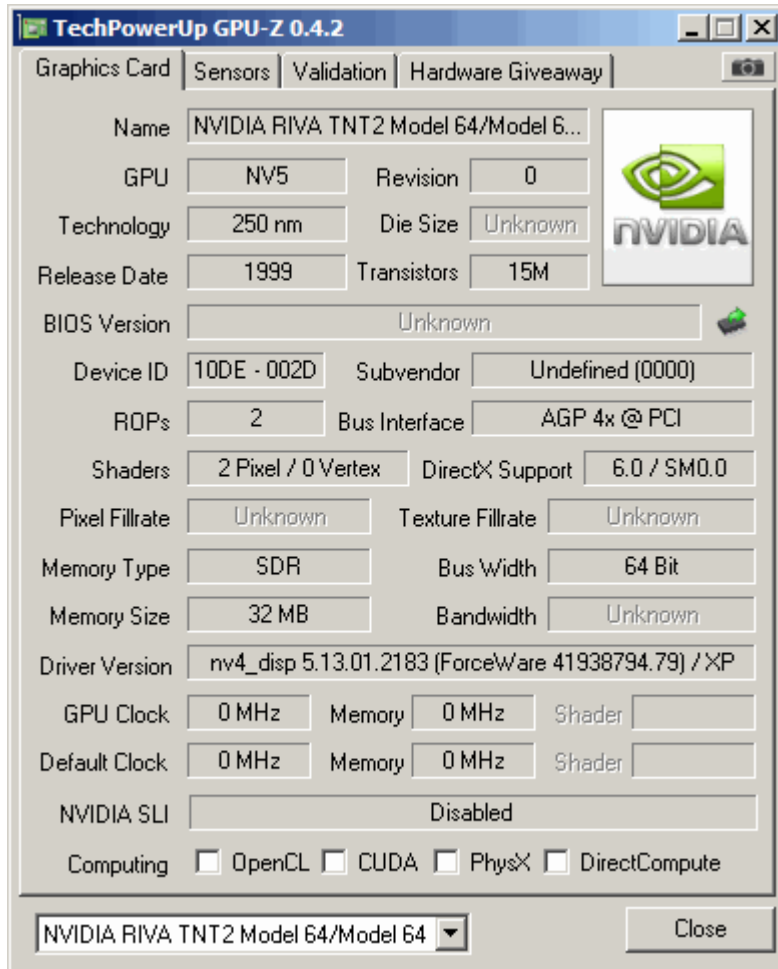
Queste sono le schede video in prova oggi:



Palit TNT2m64 32MB

Gpu=125 Mhz

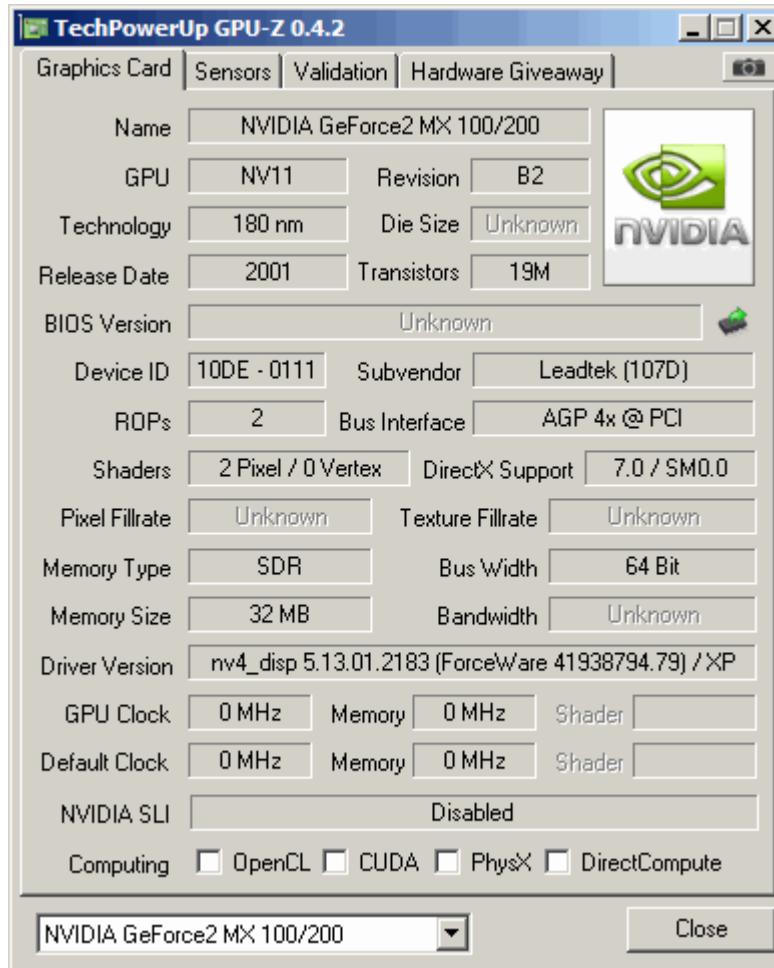
Memory = 130 Mhz



Sparkle TNT2m64 32 MB

GPU = 120 Mhz

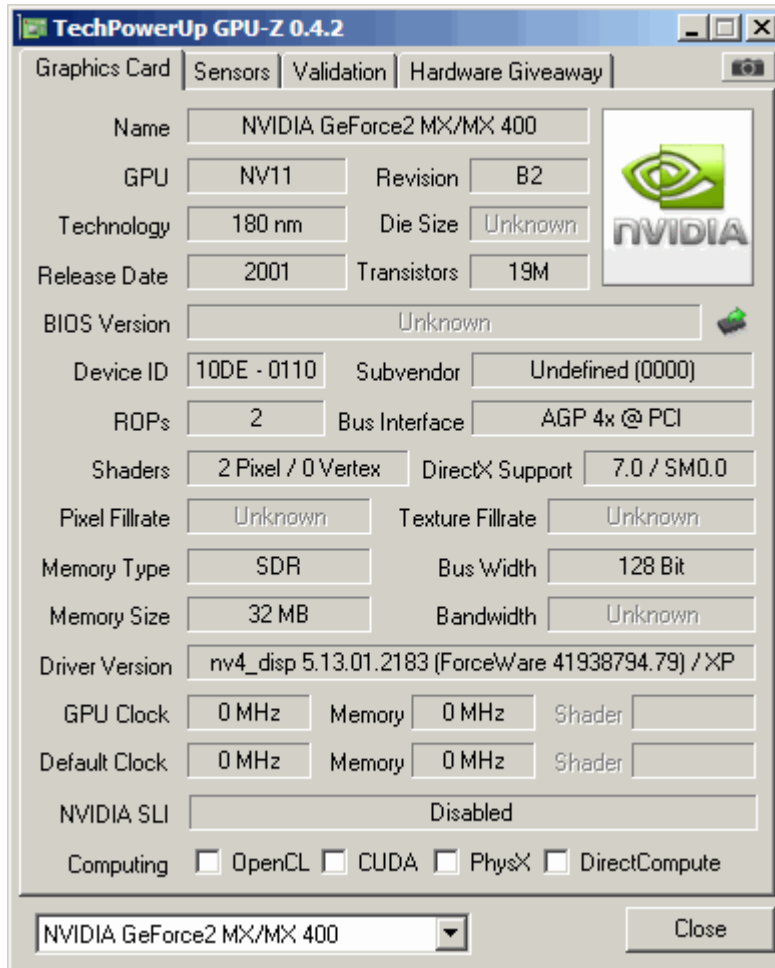
Memory = 125 Mhz



LeadTek Geforce2 MX100/200 32MB

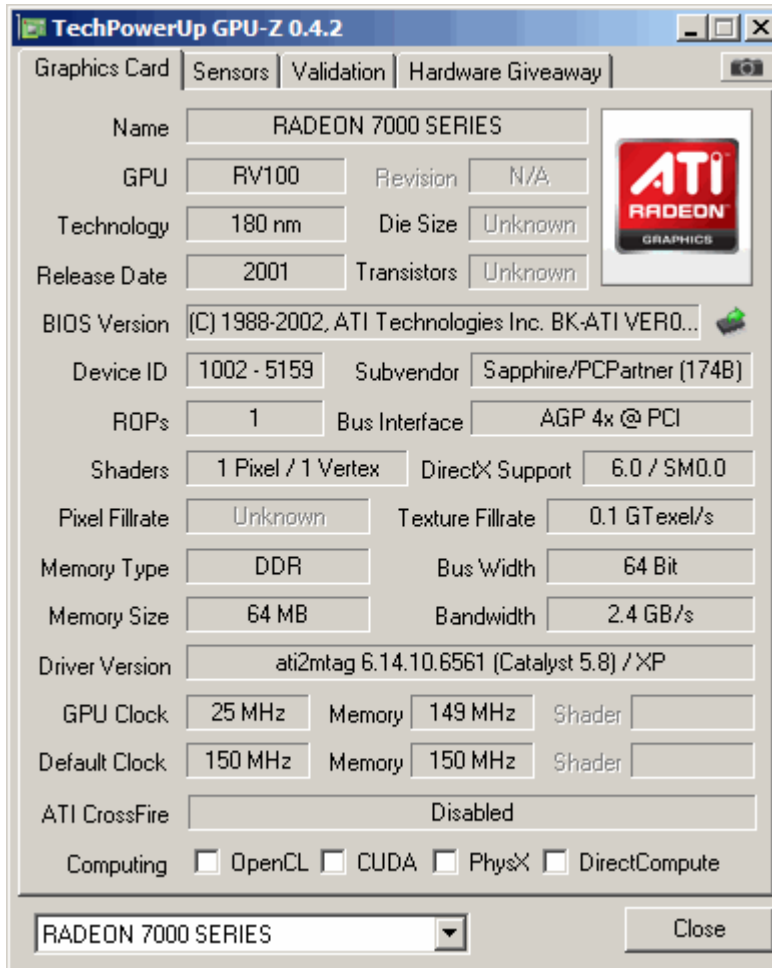
GPU = 175 Mhz

Memory = 167 Mhz



PowerColor Geforce2 MX 32 MB

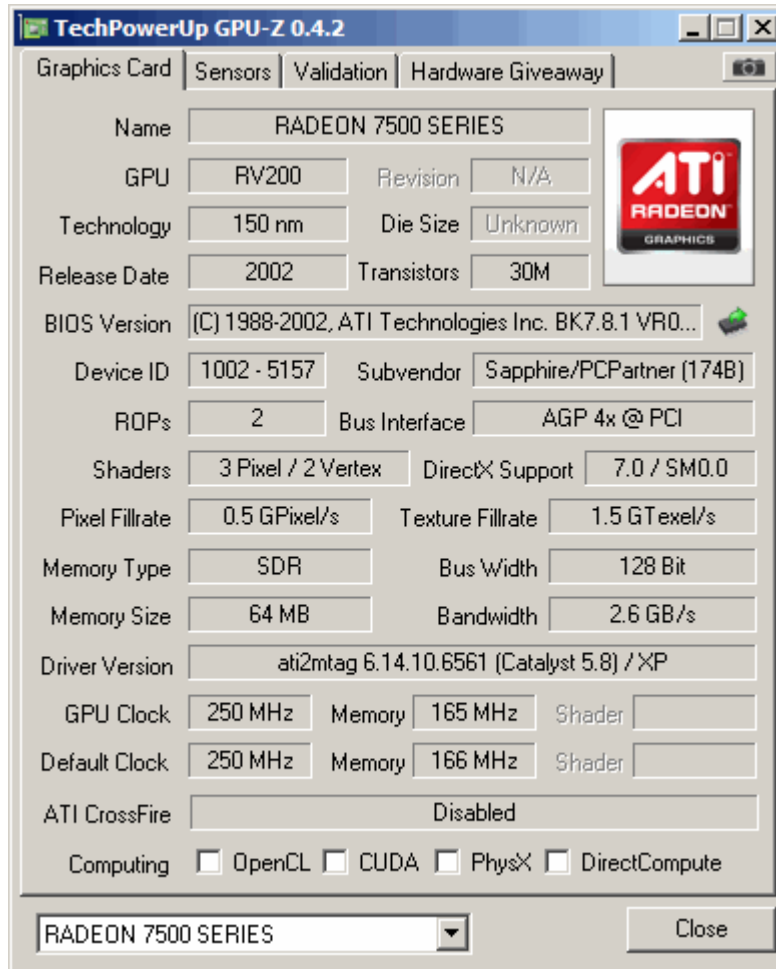
**Gpu = 175
Memory = 166**



Sapphire Radeon 7000VE 64 MB

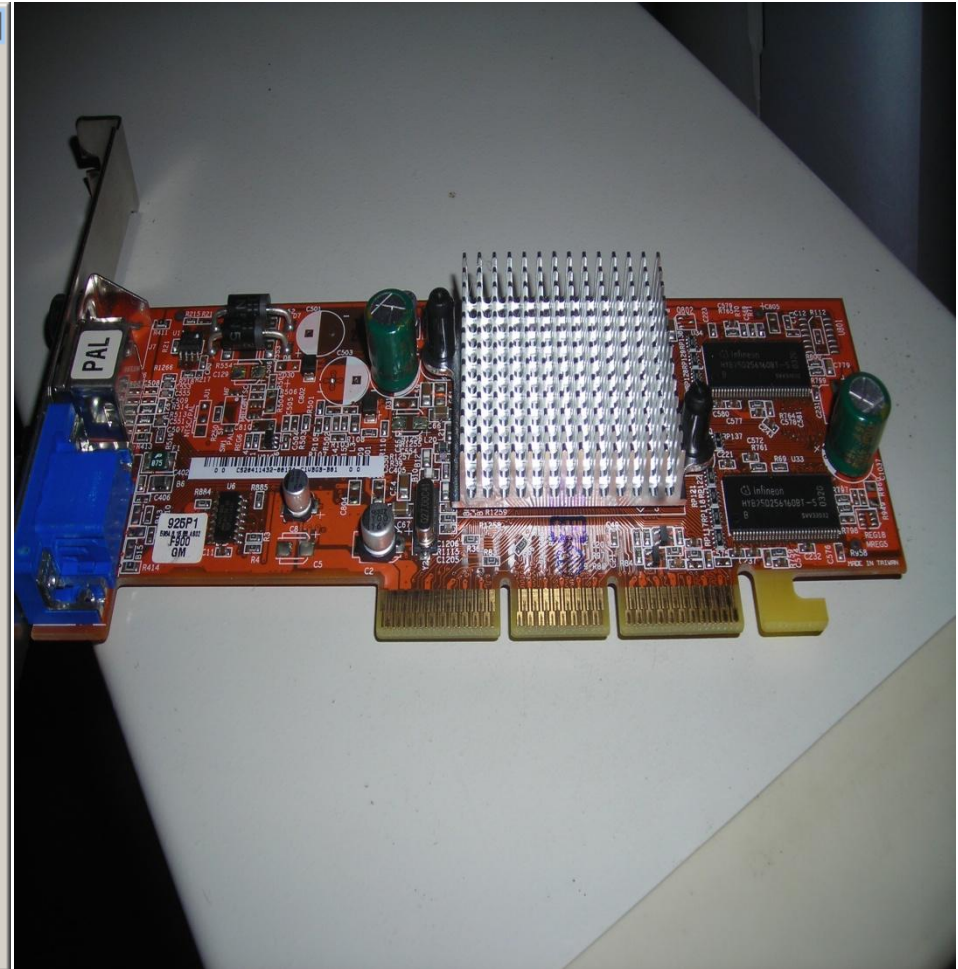
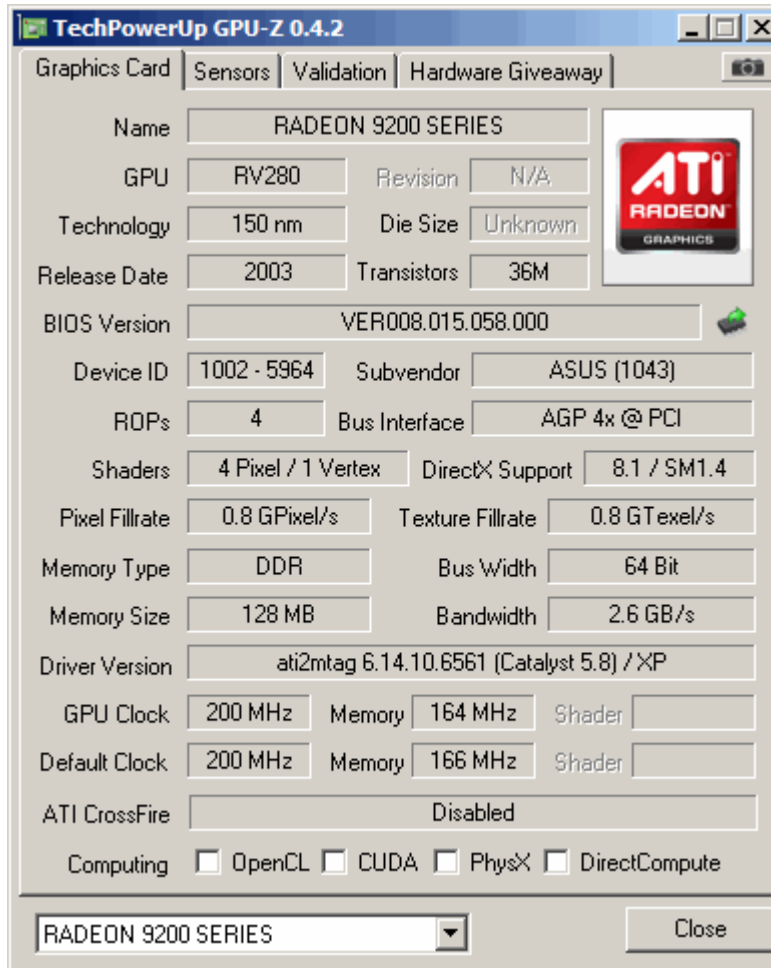
Gpu = 150

Memory = 150



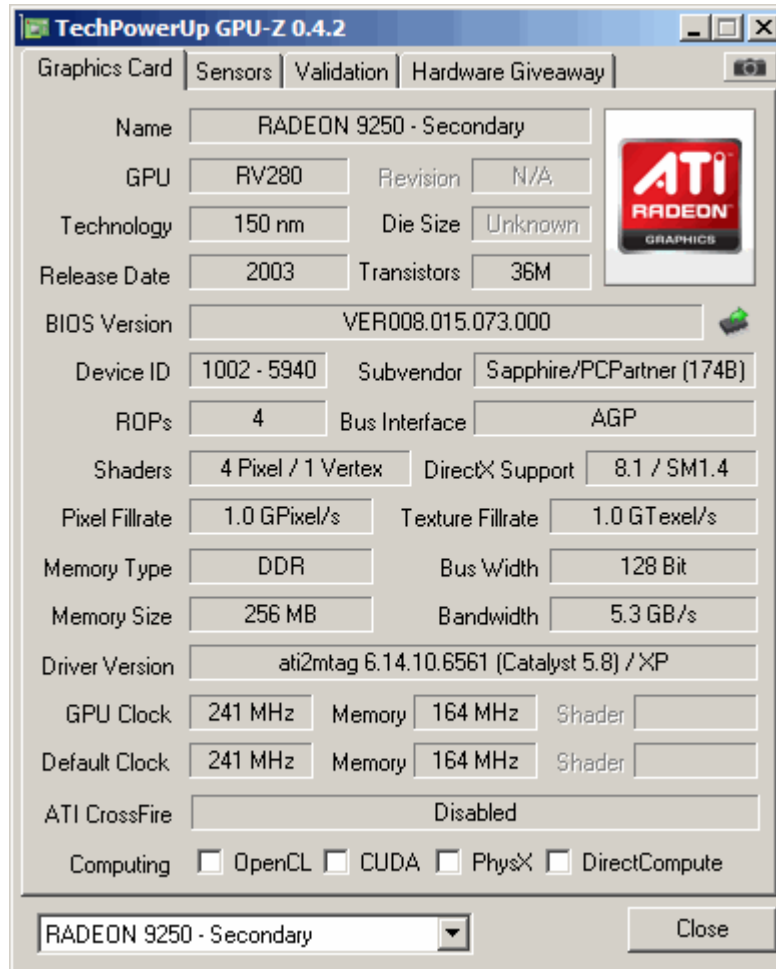
Sapphire Radeon 7500LE 64MB

**Gpu = 250
Memory = 165**



Asus Radeon 9200SE 128 MB

**Gpu = 200
Memory = 164**



Sapphire Radeon 9250 256 MB

**Gpu = 241
Memory = 164**

Configurazione benchmark

3DMark 2000 v1.1

3DMark 2001 SE
WinQuake (1.09)
GLQuake (0.97)
Quake II (3.05)
Quake Arena (1.11)

WinQuake: gira in fullscreen e fatto il test 1 volta sola subito appena caricato il gioco aprendo la console e scrivendo "timedemo demo2"

GLquake: stessa procedura e per cambiare le risoluzioni bisogna usare da Eseguì o da un prompt ms-dos:

- Glquake.exe -width 800 -eight 600
- GLquake.exe -width 1024 -eight 768
- GLquake.exe -width 1280 -eight 1024

Quake 2: si sceglie la risoluzione voluta sia in modalità software che GL usando da console: "timedemo 1" e poi "map demo1.dm2"

Quake Arena: tutti i dettagli al massimo con il lightmap su Vertex usando dalla console: "timedemo 1" e poi "demo demo001"

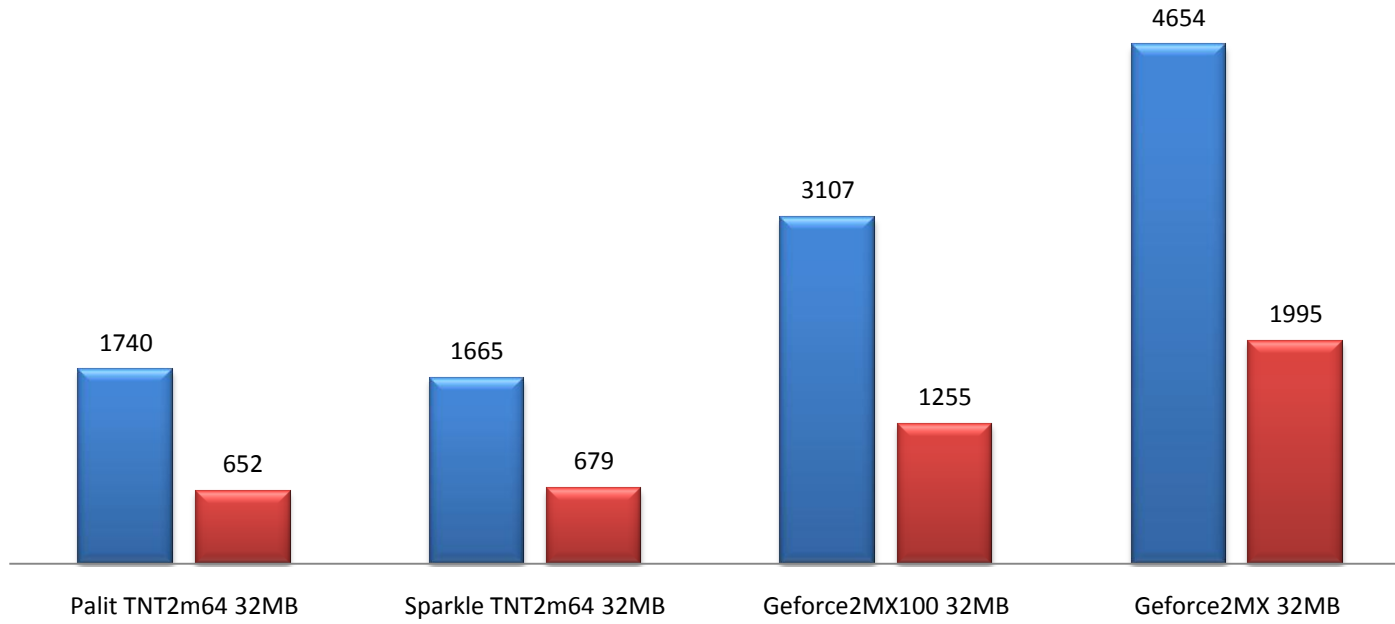
Gli apici non si deve mettere, mi raccomando ☺

Benchmark

Serie nVIDIA

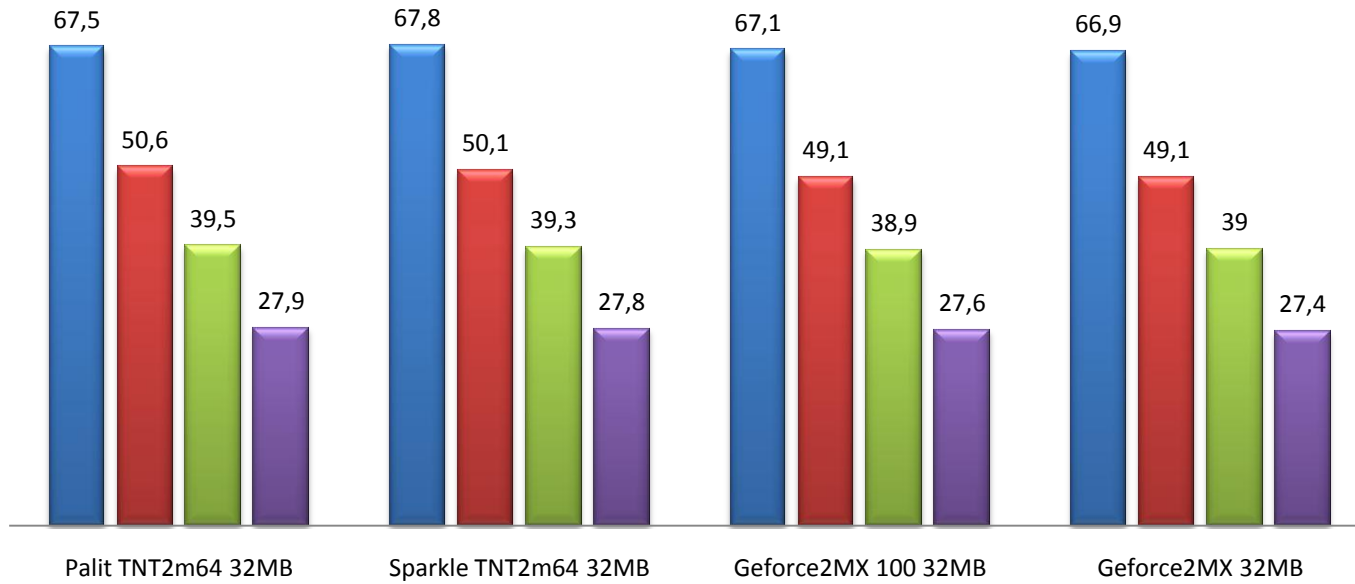
3DMark

■ 3DMark 2000 ■ 3DMark 2001



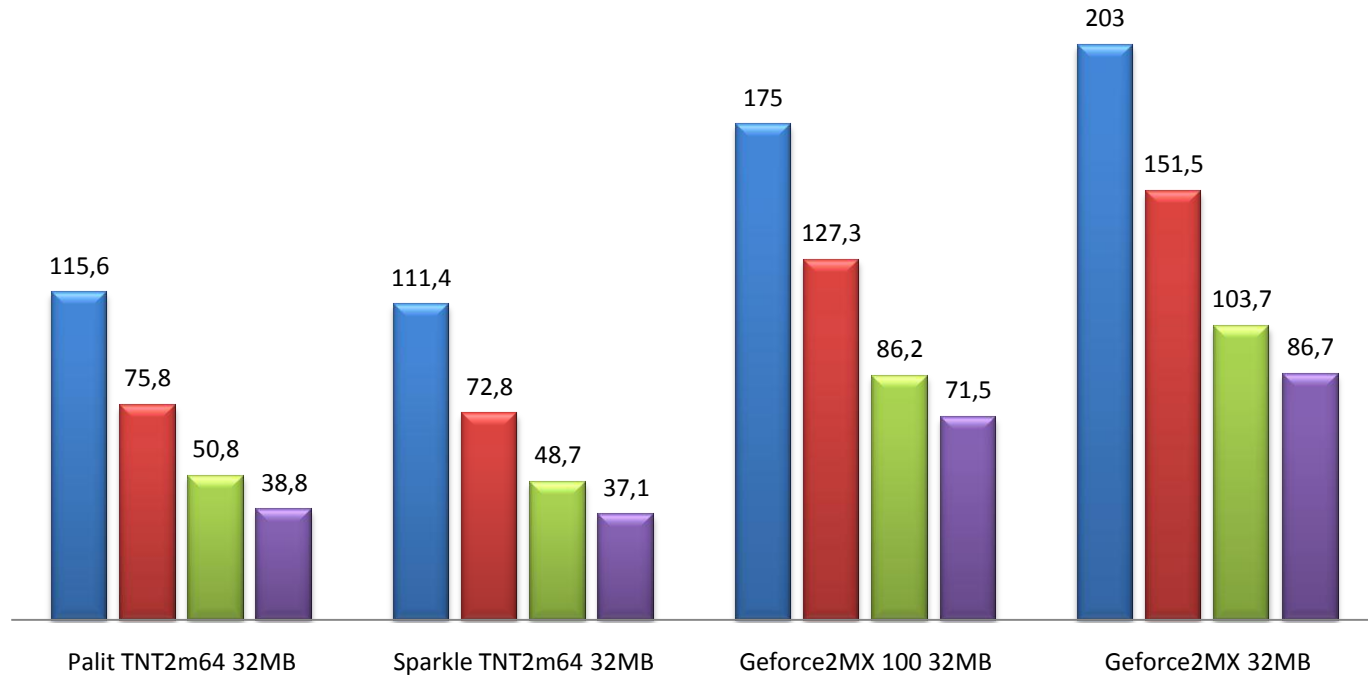
WinQuake 1.09

640x480 800x600 1024x768 1280x1024



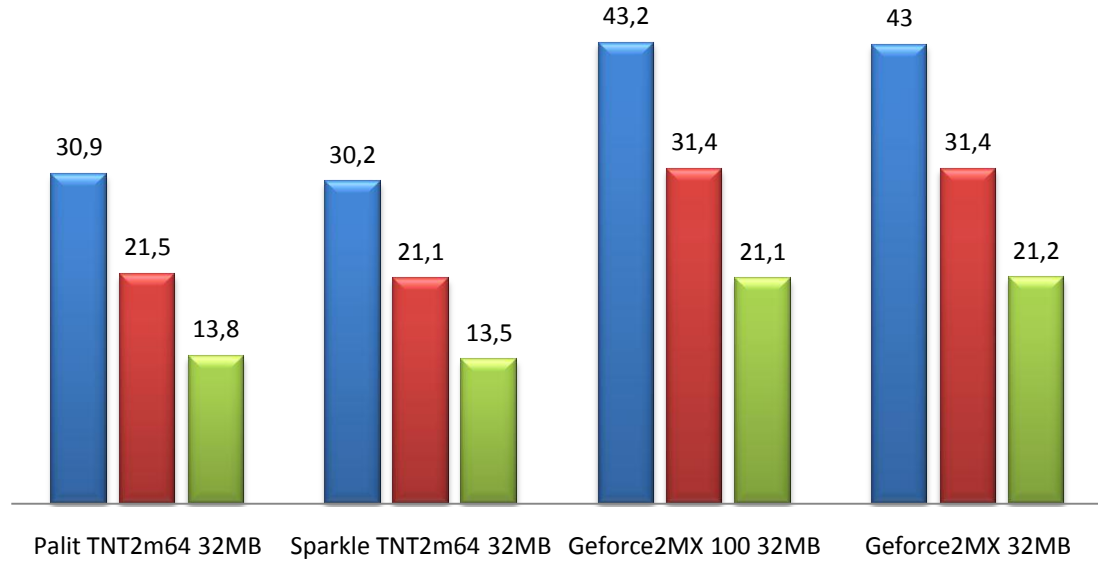
GLQuake 0.97

640x480 800x600 1024x768 1280x1024



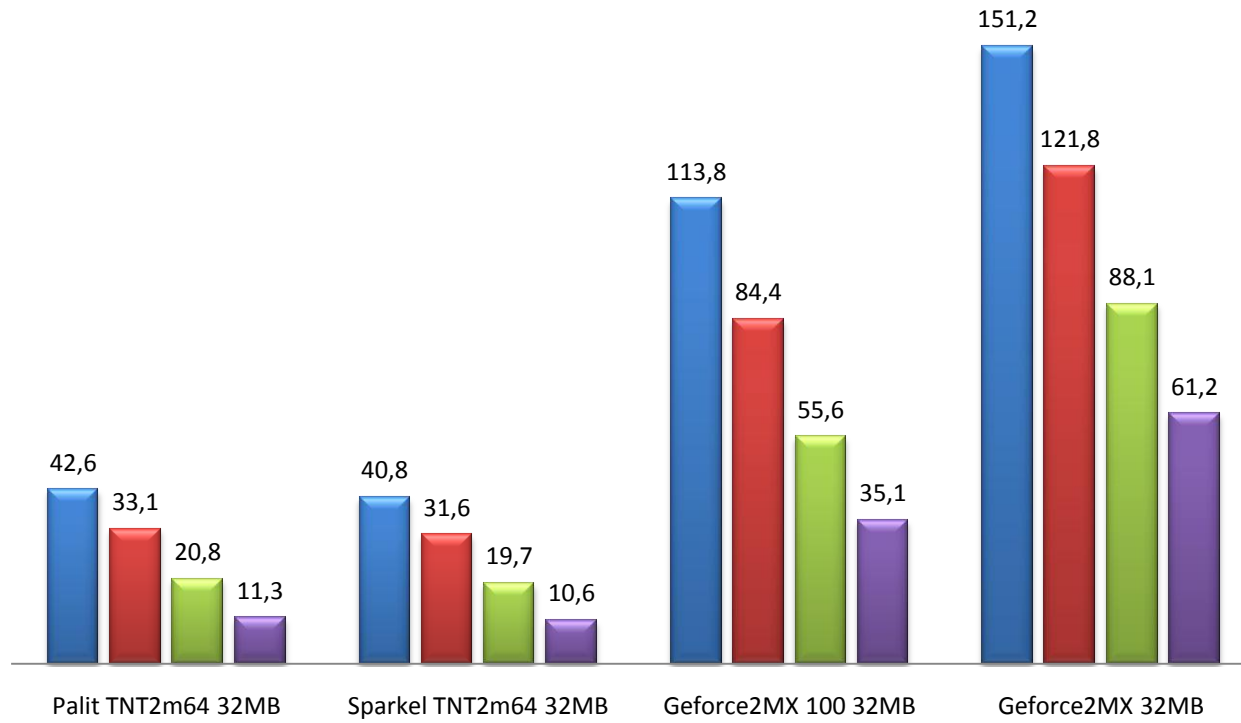
Quake 2 3.05

■ 640x480 ■ 800x600 ■ 1024x768



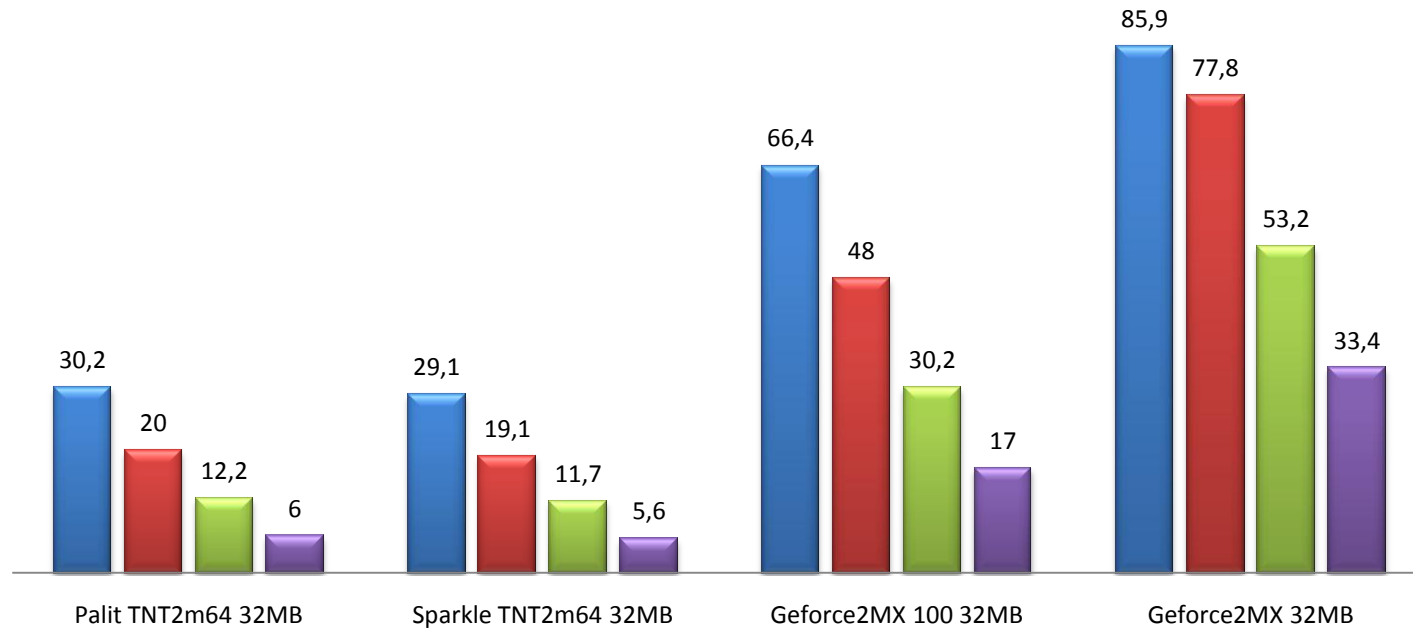
GLQuake II 3.05

640x480 800x600 1024x768 1280x960



Quake Arena 1.11

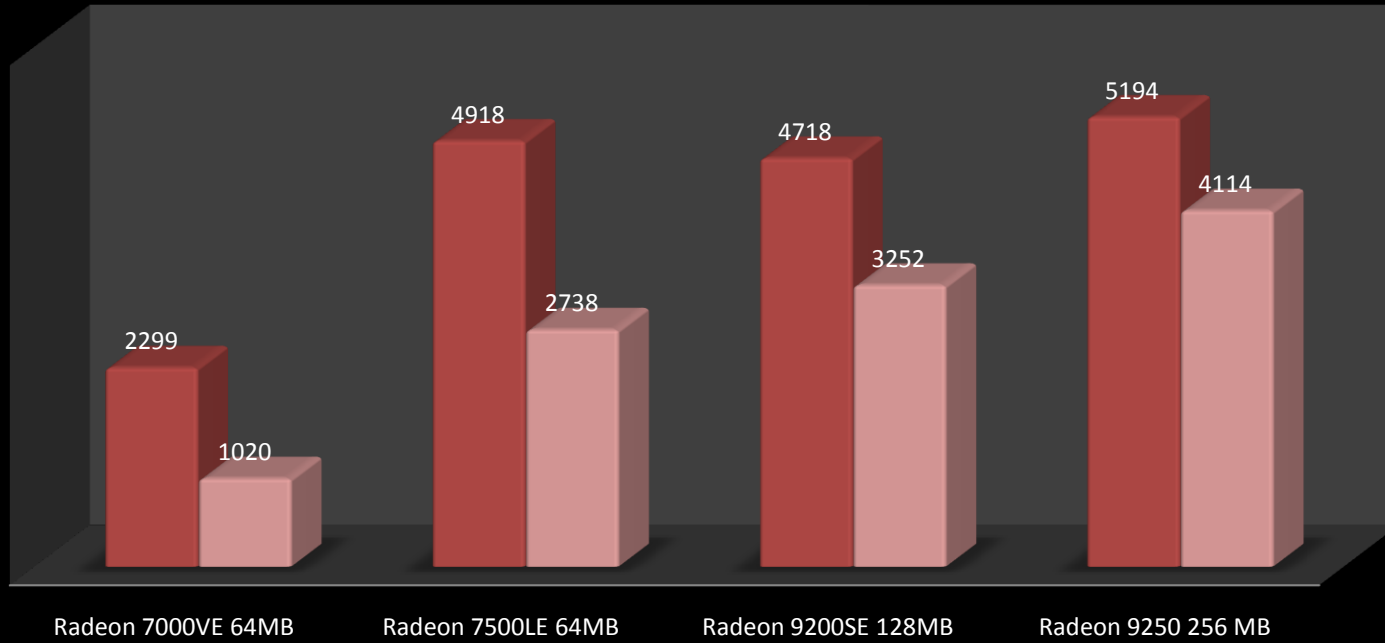
640x480 800x600 1024x768 1280x1024



Serie ATI

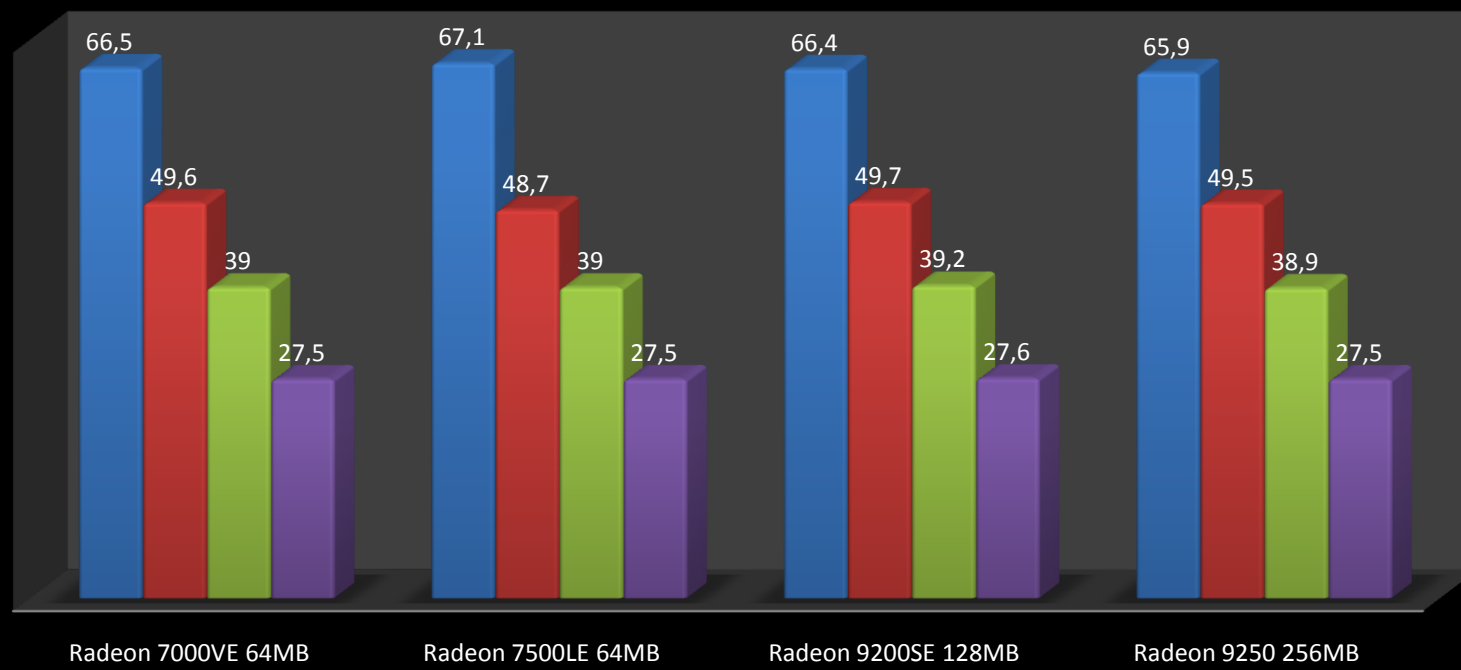
3D Mark 2000 v1.1

3DMark 2000 3DMark 2001



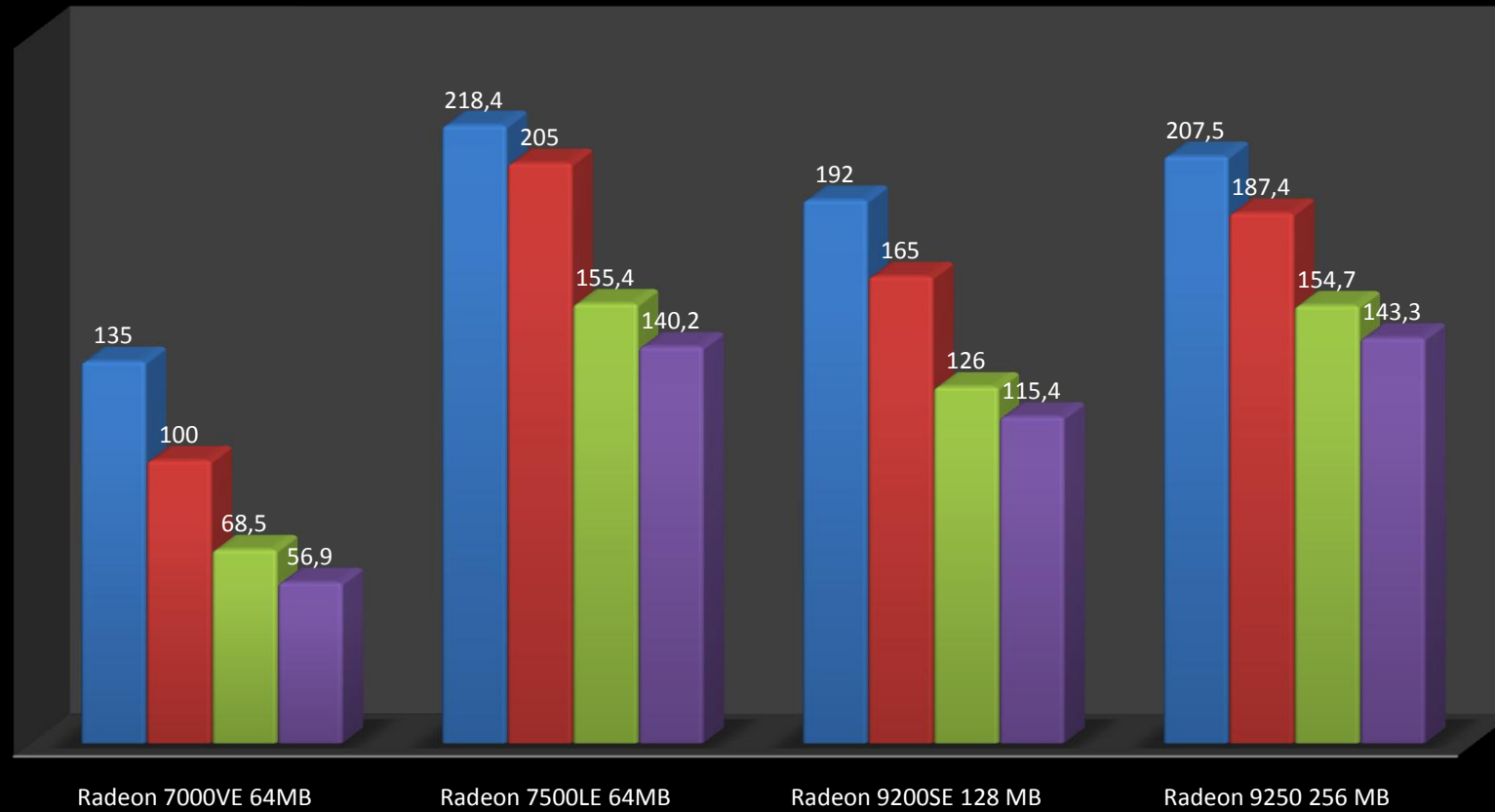
WinQuake 1.09

640x480 800x600 1024x768 1280x1024



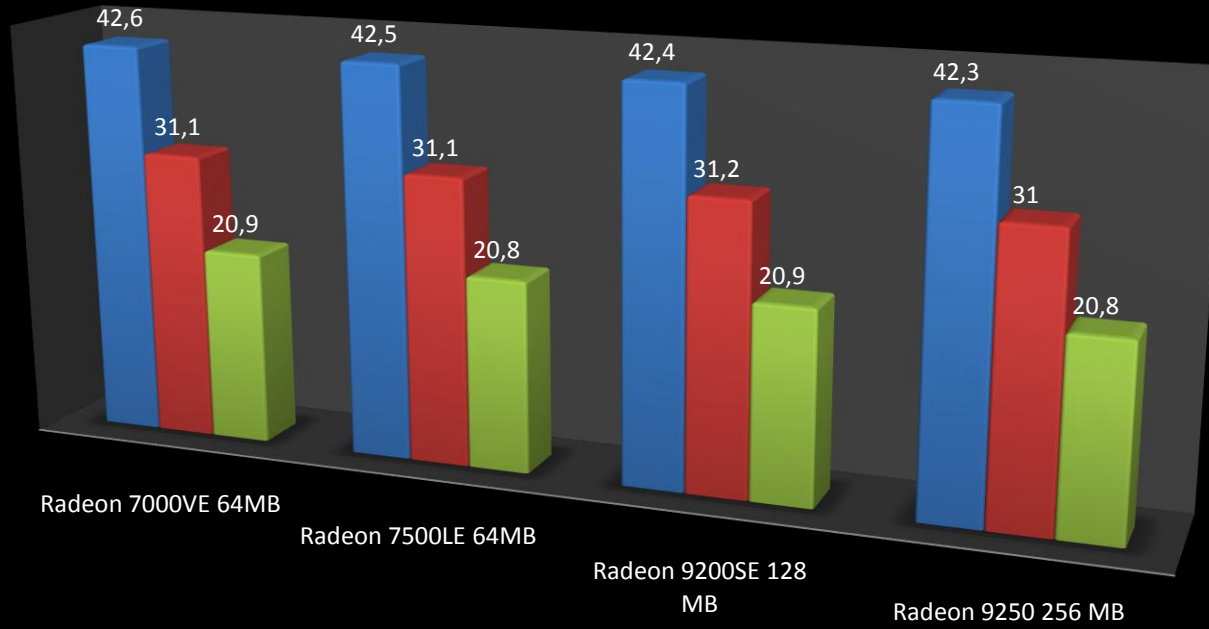
GL Quake 0.97

640x480 800x600 1024x768 1280x1024



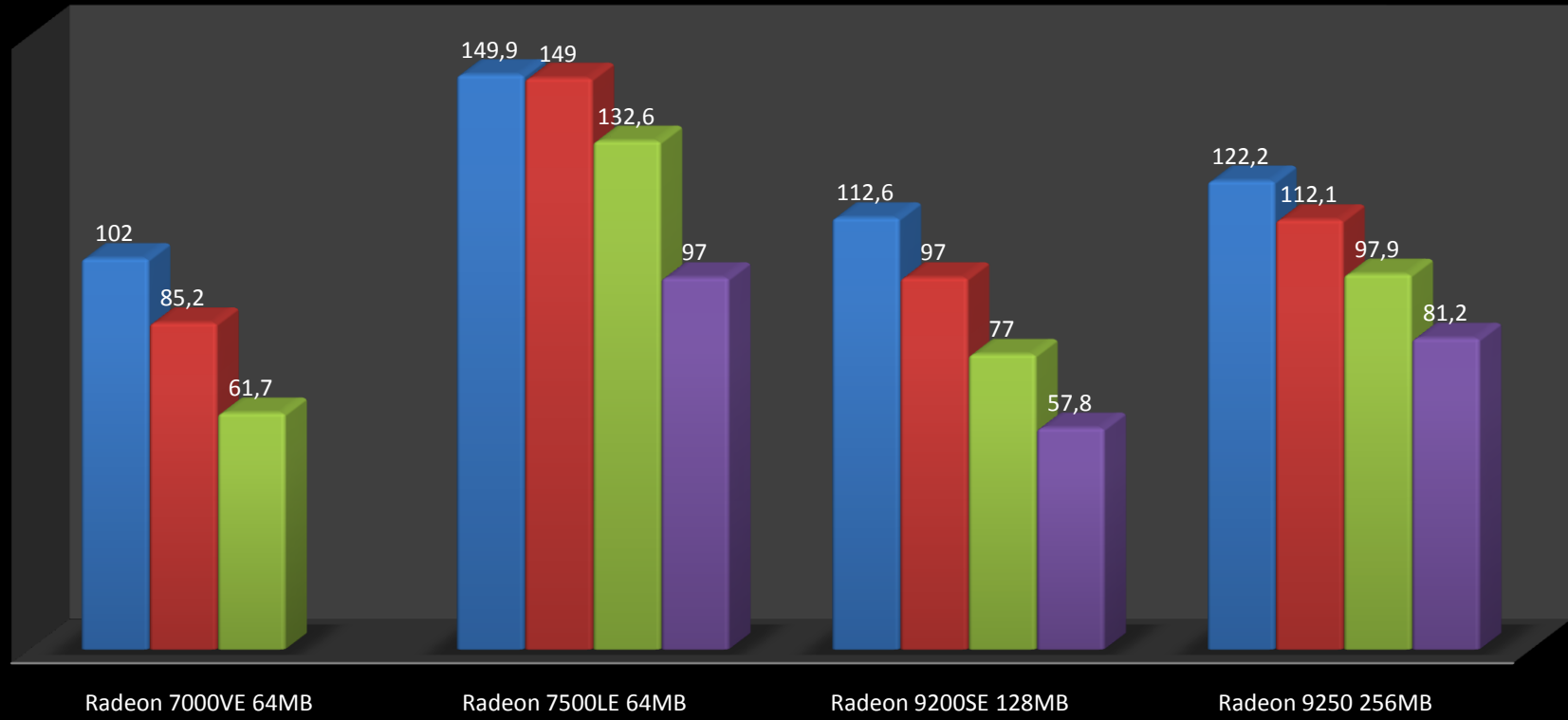
Quake II 3.05

640x480 800x600 1024x768



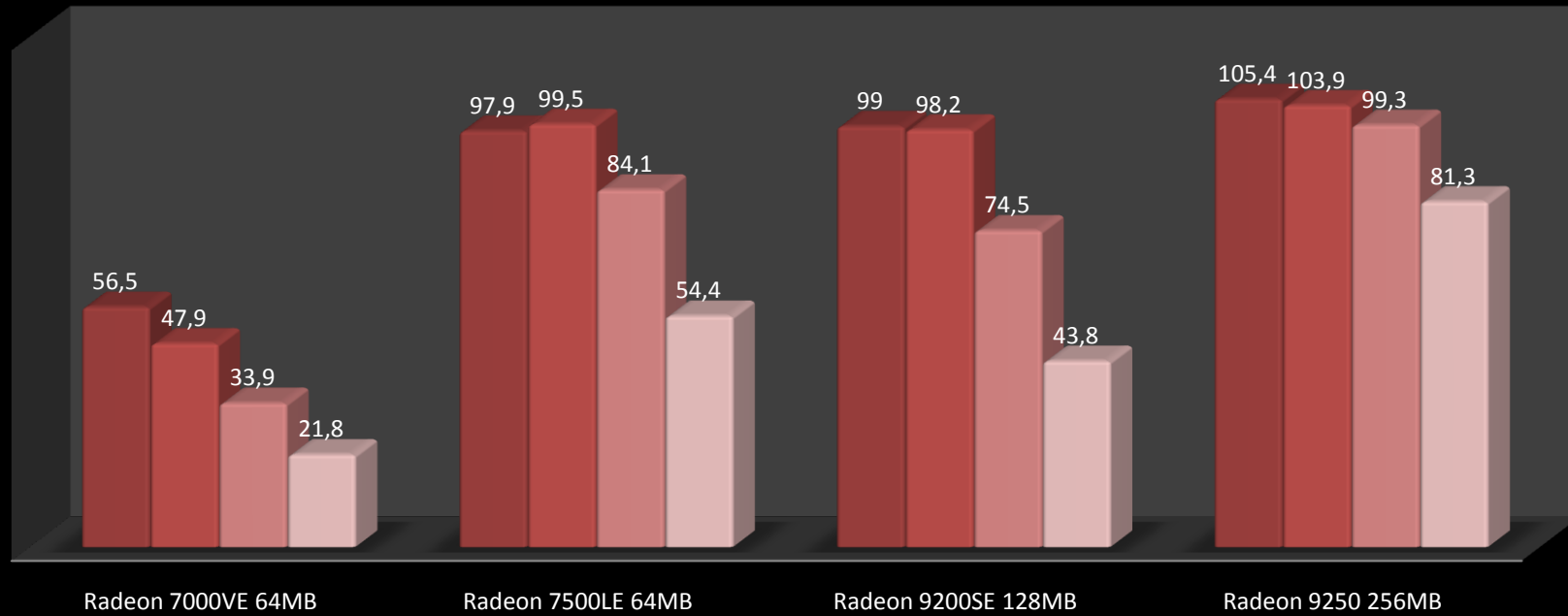
GL Quake II 3.05

640x480 800x600 1024x768 1280x960



Quake Arena

640x480 800x600 1024x768 1280x1024

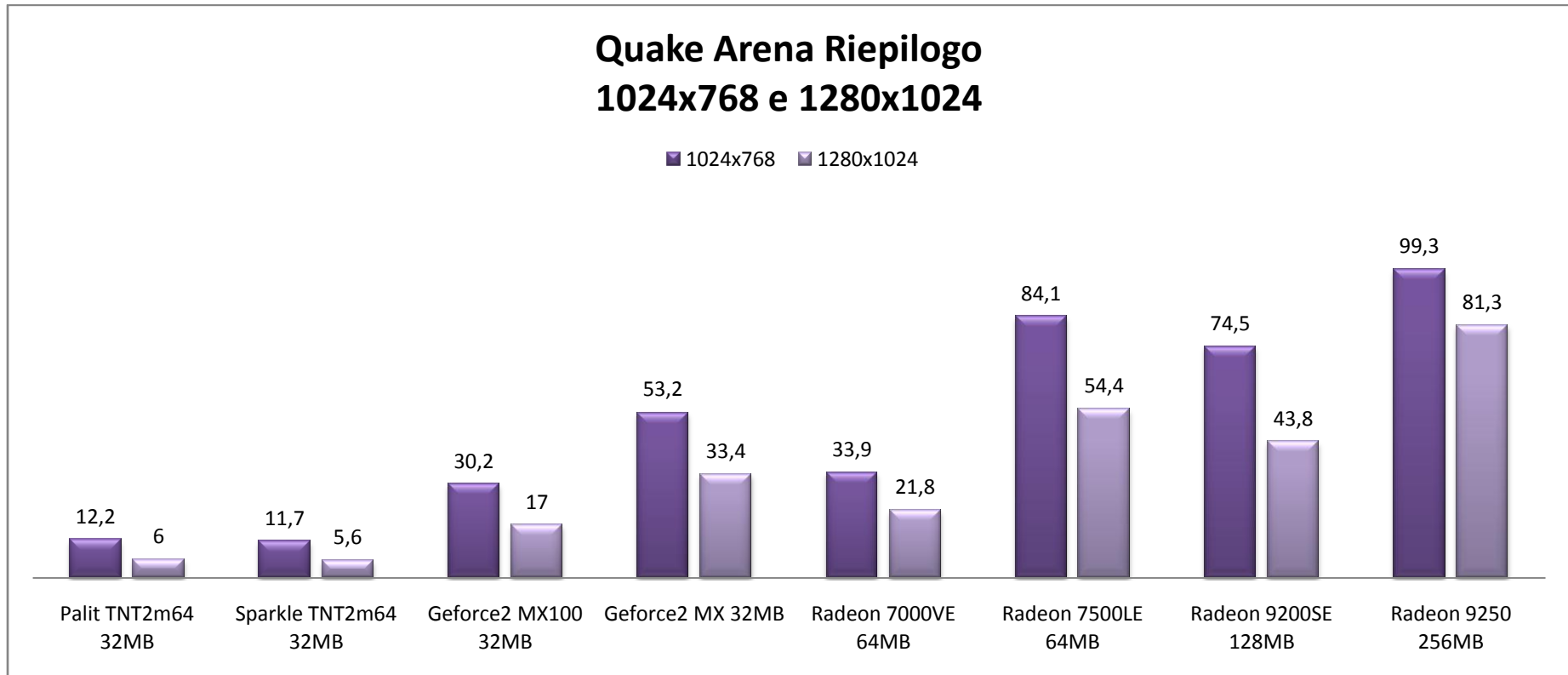


Benchmark CPU e DVD

Blender 2.49b dynamic

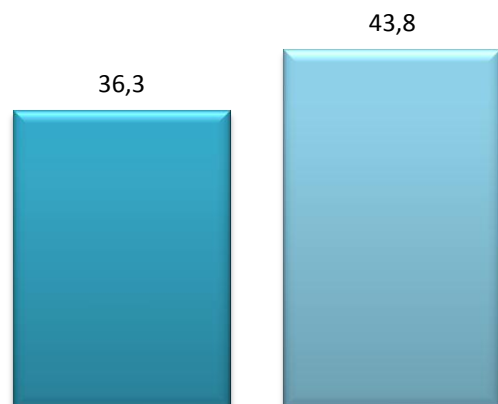
Test.Blend: **11:36:49**

SMPlayer 0.6.8 e Mplayer SVN r29355
Trailer Tomb Raider Dolby Digital 5.1
Cpu occupata **50%**



Quake Arena 1280x1024

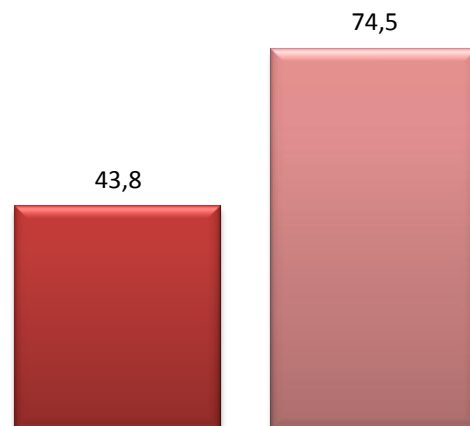
■ P2 350 ■ Athlon 900



Radeon 9200SE 128MB

Quake Arena 1024x768

■ P2 350 ■ Athlon 900



Radeon 9200SE 128MB

Quake Arena

■ 1024x768 ■ 1280x1024

