

**File Name****Benchmark**

Version	1.1.0	
Width		1280
Height		1024
Anti-Aliasing		None
Anti-Aliasing Quality		0
Texture Filtering		Optimal
Anisotropic Level		1
VS Profile		3.0
PS Profile		3.0
Force full precision		No
Disable HW shadow mapping		No
Disable post-processing		No
Force software vertex shader		No
Color mipmaps		No
Force software FP filtering		No
Repeat tests		Off
Fixed framerate		Off
Comment		
3DMark Score	4695	3DMarks
SM2.0 Score		1667
HDR/SM3.0 Score		2063
CPU Score		1956
Game Score		N/A N/A
GT1 – Return To Proxycon	12.397	FPS SM2.0 Graphics Tests
GT2 – Firefly Forest	15.390	FPS SM2.0 Graphics Tests
CPU1 – Red Valley	0.622	FPS CPU Tests
CPU2 – Red Valley	0.984	FPS CPU Tests
HDR1 – Canyon Flight	18.455	FPS HDR/SM3.0 Graphics Tests
HDR2 – Deep Freeze	22.804	FPS HDR/SM3.0 Graphics Tests
Fill Rate – Single-Texturing	2131.315	MTexels/s Feature Tests
Fill Rate – Multi-Texturing	6352.212	MTexels/s Feature Tests
Pixel Shader		177.947 FPS Feature Tests
Vertex Shader – Simple	313.283	MVertices/s Feature Tests
Vertex Shader – Complex	66.106	MVertices/s Feature Tests
Shader Particles (SM3.0)		38.814 FPS Feature Tests
Perlin Noise (SM3.0)		54.030 FPS Feature Tests
8 Triangles	11.600	MTriangles/s Batch Size Tests
32 Triangles	56.249	MTriangles/s Batch Size Tests
128 Triangles	109.166	MTriangles/s Batch Size Tests
512 Triangles	110.937	MTriangles/s Batch Size Tests
2048 Triangles	111.279	MTriangles/s Batch Size Tests
32768 Triangles	111.422	MTriangles/s Batch Size Tests

**System Info**

Version 3.12

**CPU Info**

Physical Processors 1

Logical Processors 2

**Central Processing Units****Central Processing Unit**

Manufacturer Intel  
Family Genuine Intel(R) CPU 2160 @ 1.80GHz  
Architecture 64-bit  
Internal Clock 2394 MHz  
Internal Clock Maximum 2394 MHz  
External Clock 266 MHz  
Socket Designation Socket 775  
Type Socket 478  
Upgrade 2 Processor Cores  
MultiCore N/A  
HyperThreadingTechnology N/A  
Capabilities MMX, CMov, RDTSC, SSE, SSE2, SSE3, PAE, NX  
Version Genuine Intel(R) CPU 2160 @ 1.80GHz

**Caches**

Level	Capacity	Type
1		64 KB Internal
2		1024 KB Internal

<b>CPUIDs</b>	<b>EAX</b>	<b>EBX</b>	<b>ECX</b>
	0x0000000a	0x756e6547	0x6c65746e
	0x000006f2	0x01020800	0x0000e39d
	0x05b0b101	0x005657f0	0x00000000
	0x00000000	0x00000000	0x00000000
	0x04000121	0x01c0003f	0x0000003f
	0x00000040	0x00000040	0x00000003
	0x00000001	0x00000002	0x00000001
	0x00000000	0x00000000	0x00000000
	0x00000400	0x00000000	0x00000000
	0x00000000	0x00000000	0x00000000
	0x07280202	0x00000000	0x00000000

<b>Ext CPUIDs</b>	<b>EAX</b>	<b>EBX</b>	<b>ECX</b>
	0x80000008	0x00000000	0x00000000
	0x00000000	0x00000000	0x00000001
	0x756e6547	0x20656e69	0x65746e49
	0x55504320	0x20202020	0x20202020
	0x30363132	0x20402020	0x30382e31
	0x00000000	0x00000000	0x00000000
	0x00000000	0x00000000	0x04004040
	0x00000000	0x00000000	0x00000000
	0x00003024	0x00000000	0x00000000

**DirectX Info**  
Version 9.0c  
Long Version 4.09.00.0904

**DirectDraw Info**  
Version 5.03.2600.2180  
Primary Device ATI Radeon HD 2600 XT  
Linked Display Adapters FALSE  
Display Devices

**Display Device**  
Description ATI Radeon HD 2600 XT  
Manufacturer ATI Technologies Inc.  
Total Local Video Memory 520 MB  
Total Local Texture Memory 520 MB  
AGP Aperture Size 500 MB  
Driver File ati2dvag.dll  
Driver Version 6.14.10.6764  
Driver Details 8.451-071220a1-057717C-ATI  
Driver Date 2007/12/20  
Driver WHQL Certified TRUE  
Max Texture Width 8 Kpx  
Max Texture Height 8 Kpx  
Max User Clipping Planes 6  
Max Active Hardware Lights 8  
Max Texture Blending Stages 8  
Fixed Function Textures In Single Pass 8  
Vertex Shader Version 3  
Pixel Shader Version 3  
Max Vertex Blend Matrices 37  
Max Texture Coordinates 8

**PCI**  
Name ATI Radeon HD 2600 XT  
Vendor ID 0x1002  
Device ID 0x9588  
SubSystem ID 0x09901462  
Revision ID 0x0000

**Bus**  
Type PCI Express  
Revision 1  
Enabled TRUE  
Rate 16  
Sideband Addressing Not Supported  
Fast Write Not Supported

**Texture Formats**  
32-bit ARGB [8888]  
32-bit RGB [888]  
16-bit RGB [565]