

**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	5578 3DMarks	
SM2.0 Score	2402	
HDR/SM3.0 Score	2138	
CPU Score	2034	
Game Score	N/A N/A	
GT1 - Return To Proxycon	18.887 FPS	SM2.0 Graphics Tests
GT2 - Firefly Forest	21.148 FPS	SM2.0 Graphics Tests
CPU1 - Red Valley	0.647 FPS	CPU Tests
CPU2 - Red Valley	1.023 FPS	CPU Tests
HDR1 - Canyon Flight	19.143 FPS	HDR/SM3.0 Graphics Te
HDR2 - Deep Freeze	23.625 FPS	HDR/SM3.0 Graphics Te
Fill Rate - Single-Texturing	2724.634 MTexels/s	Feature Tests
Fill Rate - Multi-Texturing	7311.018 MTexels/s	Feature Tests
Pixel Shader	151.624 FPS	Feature Tests
Vertex Shader - Simple	228.991 MVertices/s	Feature Tests
Vertex Shader - Complex	108.369 MVertices/s	Feature Tests
Shader Particles (SM3.0)	59.809 FPS	Feature Tests
Perlin Noise (SM3.0)	40.923 FPS	Feature Tests
8 Triangles	27.249 MTriangles/s	Batch Size Tests
32 Triangles	70.322 MTriangles/s	Batch Size Tests
128 Triangles	211.924 MTriangles/s	Batch Size Tests
512 Triangles	233.215 MTriangles/s	Batch Size Tests
2048 Triangles	235.833 MTriangles/s	Batch Size Tests
32768 Triangles	237.987 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  
Upgrade Socket 478  
MultiCore 2 Processor Cores  
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

<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 NVIDIA GeForce 8600 GTS  
 Linked Display Adapters FALSE  
 Display Devices

**Display Device**

Description NVIDIA GeForce 8600 GTS  
 Manufacturer NVIDIA  
 Total Local Video Memory 256 MB  
 Total Local Texture Memory 624 MB  
 AGP Aperture Size 0 B  
 Driver File nv4\_disp.dll  
 Driver Version 6.14.11.6375

**Driver Details**

Driver Date 2007/10/4  
 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 0  
 Max Texture Coordinates 8

**PCI**

Name NVIDIA GeForce 8600 GTS  
 Vendor ID 0x10de  
 Device ID 0x0400  
 SubSystem ID 0x00000000  
 Revision ID 0x00a1

**Bus**

Type PCI Express  
 Revision 1  
 Enabled TRUE  
 Rate 16  
 Sideband Addressing Not Supported