

Benchmark

Width	1024
Height	768
Anti-Aliasing	None
Post-Processing	No
Texture Filtering	Optimal
Max Anisotropy	4
Vertex Shaders	Optimal
Force PS 1.1 in GT2 & GT3	No
Repeat Tests	Off
Fixed Framerate	Off
Comment	

3DMark Score	2892 3DMarks	Game Tests
GT1 - Wings of Fury	90.2 FPS	Game Tests
GT2 - Battle of Proxycon	16.1 FPS	Game Tests
GT3 - Troll's Lair	15.5 FPS	Game Tests
GT4 - Mother Nature	23.5 FPS	Game Tests
CPU Score	370 CPUMarks	CPU Tests
CPU Test 1	42.1 FPS	CPU Tests
CPU Test 2	6.5 FPS	CPU Tests
Fill Rate (Single-Texturing)	555.7 MTexels/s	Feature Tests
Fill Rate (Multi-Texturing)	1457.1 MTexels/s	Feature Tests
Vertex Shader	13.3 FPS	Feature Tests
Pixel Shader 2.0	27.0 FPS	Feature Tests
Ragdoll	10.9 FPS	Feature Tests
No sounds	23.9 FPS	Sound Tests
24 sounds	17.2 FPS	Sound Tests
60 sounds	14.8 FPS	Sound Tests