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Subject: Re: 3DMark06

Posted by [Renardin6](#) on Thu, 02 Feb 2006 18:43:32 GMT

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CPU 1/1

AMD Athlon(tm) 64 Processor 3500+

Manufacturer AMD

Family AMD Athlon(tm) 64 Processor 3500+

Architecture 64-bit

Internal Clock 2.2 GHz

Internal Clock Maximum 2.2 GHz

External Clock 200.0 MHz

Socket Designation Socket 939

Upgrade Socket 939

MultiCore 1 Processor Core

HyperThreadingTechnology N/A

Capabilities MMX, CMov, RDTSC, 3DNow!, Extended 3DNow!, SSE, SSE2, SSE3, PAE, NX

Version AMD Athlon(tm) 64 Processor 3500+

Caches

Level 1 64 KB

Level 2 512 KB

DirectX Info

Version 9.0c

Long Version 4.09.00.0904

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DirectDraw

Version 5.03.2600.2180

Primary Device NVIDIA GeForce 6800 GT

Cooperative Adapters false

Display Device 1/1

NVIDIA GeForce 6800 GT Driver 8.1.9.8

Description NVIDIA GeForce 6800 GT

Manufacturer NVIDIA

Total Local Video Memory 256 MB

Total Local Texture Memory 243 MB

AGP Aperture Size 64 MB

Driver File nv4\_disp.dll

Driver Version 8.1.9.8

Driver Date 12-10-2005

Driver WHQL Certified true

Max Texture Width 4096 px

Max Texture Height 4096 px  
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 3.0  
Pixel Shader Version 3.0  
Max Vertex Blend Matrices 0  
Max Texture Coordinates 8  
VGA Memory Clock 1.0 GHz  
VGA Core Clock 350 MHz  
PCI  
Name NVIDIA GeForce 6800 GT  
Vendor ID 0x10de  
Device ID 0x0045  
SubSystem ID 0x020410de  
Revision ID 0x00a1

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Bus

Type AGP  
Revision 3.0  
Enabled true  
Rate 8  
Sideband Addressing Supported  
Fast Write Supported

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Capabilities

AGP Texturing, Hardware Transform and Lighting, Positional  
Lights, Subpixel Accurate Rasterizing, Stencil Buffers, Range Fog, Table Fog, Vertex Fog, W-Fog,  
Specular Gouraud Shading,  
Anisotropic Filtering, Bilinear Filtering, Point Sampling, Trilinear Filtering, Additive Texture  
Blending, Dot3 Texture  
Blending, Multiplicative Texture Blending, Subtractive Texture  
Blending, Environmental Bump Mapping, Environmental Bump Mapping  
With Luminance, Cube Mapping, Factor Alpha Blending, Vertex Alpha  
Blending, Texture Alpha Blending, Texture Clamping, Texture  
Mirroring, Texture Wrapping, Guard Band Support, Mipmap LOD Bias Adjustment, Projected  
Textures, Volume Textures, Point Primitive  
Support, Full-Screen Anti-Aliasing, DXT Compressed Textures, Two Sided Stencil Test,  
Mipmapped Volume Textures, Mipmapped Cube  
Textures, Texture Border Color, Spherical Mapping, Automatic  
Mipmap Generation, Hardware Rasterization, Shading, Transform and  
Lighting, Scissor Test, Legacy Depth Bias

### Memory Info

Total Physical Memory 2.00 GB  
Free Physical Memory 1.41 GB  
Total Pagefile Memory 2.60 GB  
Free Pagefile Memory 2.08 GB

### Motherboard Info

Supported Slot Types ISA, PCI, AGP  
Manufacturer ASUSTeK Computer Inc.  
Model A8V Deluxe

Score: certainly bad. FM2006 kills fps on the Geforce6800GT, First time I see that. FM2005 was not hard to run and I always had top fps. With the 2006 version my GF6800GT and all that good specs got pwned with 1 to 10 fps at most for the test.

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