Subject: 3DMark06
Posted by RTsa on Wed, 18 Jan 2006 19:57:51 GMT
View Forum Message <> Reply to Message

Yes, it's out. 3DMark06 is a program to test your computer speed and you get some pretty decent eye candy with it.

Get it from:
http://www.futuremark.com/download/?3dmark06.shtml

And do post your scores as well as computer specs!

3DMark Score: 1661
SM2.0 Score: 706
HDR/SM3.0 Score: 609
CPU Score 706

PC Specs:
nVidia GF6600GT 256Mb
AMD 64 3000+ (no OC)
1024MB DDR400MHz

Subject: Re: 3DMark06
Posted by Aprime on Wed, 18 Jan 2006 20:25:11 GMT
View Forum Message <> Reply to Message

Wrong forum.

Subject: Re: 3DMark06
Posted by RTsa on Wed, 18 Jan 2006 22:20:15 GMT
View Forum Message <> Reply to Message

And what would be the right forum? I presume you are in possession of this information since you know this is not the right forum. Enlighten me, so I may learn.

Subject: Re: 3DMark06
Posted by Dave Mason on Wed, 18 Jan 2006 22:58:50 GMT
View Forum Message <> Reply to Message

General Discussion maybe?

Subject: Re: 3DMark06

Posted by Cybie1111 on Thu, 19 Jan 2006 04:54:57 GMT
View Forum Message <> Reply to Message

I wouldnt use 3dmark06 for now. From my specs and the required specs tell me that my comp would not handle it, especally my graphics card.

But I would download it since it would only take me 5-6 mins.

Subject: Re: 3DMark06
Posted by RTsa on Thu, 19 Jan 2006 09:00:14 GMT
View Forum Message <> Reply to Message

Hmm...General Discussion forum. That might indeed be the one, if it wasn't for it's description.
Quote:General discussion of Command & Conquer Renegade
Indeed, I admit that the General Discussion forum is used very much for discussions about things that are about something else than Command & Conquer Renegade.
This forum's description says...
Quote:A forum to participate in discussions about politics and to debate issues not appropriate for the General Forum.
From this, I came to my conclusion that the right place to post this topic would be this particular part of the forum.

Subject: Re: 3DMark06
Posted by mrpirate on Thu, 19 Jan 2006 15:42:44 GMT
View Forum Message <> Reply to Message

That logic holds up unless you've ever seen what gets posted in either forum.

Subject: Re: 3DMark06
Posted by RTsa on Thu, 19 Jan 2006 18:29:54 GMT
View Forum Message <> Reply to Message

Yes. That is true, but also if you look at the topics posted on this forum, you see that there are similar topics around.

A moderator can of course move this topic to the General Discussion forum if that is deemed appropriate.

Subject: Re: 3DMark06
Posted by Nodbugger on Thu, 19 Jan 2006 22:58:26 GMT

http://service.futuremark.com/compare?3dm06=26791

3658

Subject: Re: 3DMark06
Posted by Nineball on Fri, 20 Jan 2006 11:47:26 GMT

I'll have this downloading while I'm at school, and see what I get afterwards.

Subject: Re: 3DMark06
Posted by Renx on Sun, 22 Jan 2006 16:03:19 GMT

http://service.futuremark.com/compare?3dm06=52476

2361

Subject: Re: 3DMark06
Posted by Jaspah on Tue, 24 Jan 2006 05:29:02 GMT

Renx wrote on Sun, 22 January 2006 11:03http://service.futuremark.com/compare?3dm06=52476

2361

Core Clock 11 MHz
Memory Clock 1002 MHz

o.O

How the hell does your card work with that core clock that low?

Subject: Re: 3DMark06
Posted by Renx on Wed, 25 Jan 2006 03:00:13 GMT

It seems to have a problem reading clocks on the 6800GT, I noticed the same thing in a lot of other people's systems on the futuremark site.

Subject: Re: 3DMark06
Posted by Kamuix on Wed, 25 Jan 2006 03:33:39 GMT
View Forum Message <> Reply to Message

Quote:It seems to have a problem reading clocks on the 6800GT, I noticed the same thing in a lot of other people's systems on the futuremark site.
Are you positive. It read mine as 2837 but yesterday it read mine as 2102.

Subject: Re: 3DMark06
Posted by Scythar on Thu, 26 Jan 2006 16:41:53 GMT
View Forum Message <> Reply to Message

Desktop

AMD Athlon XP 3000+
GeForce 6800 GT Golden Sample (256Mb, AGP8x, Core:400Mhz, Memory: 1100Mhz)
1536 MB DDR400
Score: 2397

Laptop

Intel Pentium M 740 (Centrino)
GeForce 6800 GT 256Mb (PCI-E)
1024 MB DDR400
Score: 2079

Subject: Re: 3DMark06
Posted by Renx on Sun, 29 Jan 2006 04:47:49 GMT
View Forum Message <> Reply to Message

Buckery wrote on Tue, 24 January 2006 23:33Quote:It seems to have a problem reading clocks on the 6800GT, I noticed the same thing in a lot of other people's systems on the futuremark site.
Are you positive. It read mine as 2837 but yesterday it read mine as 2102.

I said clock speeds, not overall score.

Subject: Re: 3DMark06
Posted by Renardin6 on Thu, 02 Feb 2006 18:43:32 GMT
View Forum Message <> Reply to Message

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

--- --

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

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

 -- -----
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.