

3D games on a high-end socket 3 w/Voodoo2

		IBM 5x86c-133	Cyrix 5x86-133	Cyrix 5x86-120	Cyrix 5x86-120 BTB	Cyrix 5x86-100 BTB	Am5x86-160	Am5x86-150	Am5x86-133	POD 100	POD 83	i486 DX4-120	i486 DX4-100
CPU Stepping/Revision		S0 R5	S0 R5	S0 R5	S1 R3	S1 R3	ADW	ADW	ADW	SU014	SU014	SK094	SK096
Front-side Bus		66 MHz	33 MHz	40 MHz	40 MHz	33 MHz	40 MHz	50 MHz	33 MHz	40 MHz	33 MHz	40 MHz	33 MHz
Level 2 cache wait states		3-2-2-2	2-1-1-1	2-1-1-1	2-1-1-1	2-1-1-1	2-1-1-1	3-1-1-1	2-1-1-1	2-1-1-1	2-1-1-1	2-1-1-1	2-1-1-1
Memory wait state (read/write)		1 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws	0 ws / 0 ws
Additional feature					Branch prediction	Branch prediction							
Cachechk v4 read speeds (MB/s):	L1	273	272	247	249	207	165	155	137	138	115	125	104
	L2	102	93	96	96	80	75	76	62	61	51	67	56
	RAM	70	50	55	55	46	48	56	39	42	35	44	37
	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)	(fps)
Descent 1		48.0	44.0	44.0	45.0	37.0	49.0	47.0	41.0	60.0	48.0	43.0	34.0
Descent 2		78.0	72.0	70.0	73.0	64.0	78.0	76.0	68.0	79.0	67.0	70.0	60.0
GLQuake		28.5	26.2	25.3	26.1	21.0	26.1	24.8	21.5	40.9	34.3	20.9	17.3
Tomb Raider		30.0	30.0	30.0	30.0	26.0	30.0	29.0	25.0	30.0	26.0	26.0	22.0
TR Unfinished Business		26.5	24.5	25.0	25.0	20.5	25.0	24.5	21.5	26.0	22.5	23.0	19.0
Outlaws		27.1	22.7	24.8	25.3	20.3	25.1	23.9	20.3	29.7	24.3	22.2	18.0
Incoming		19.7	18.3	18.3	18.6	16.0	19.0	18.7	16.3	23.5	22.4	16.4	14.0
Forsaken		38.1	33.6	34.3	35.2	29.1	35.4	34.5	29.3	43.0	35.5	30.0	24.7
Dark Forces 2		22.4	20.7	20.1	20.4	16.7	23.7	22.9	19.6	28.2	23.5	19.8	16.1
Turok		16.9	14.9	15.0	15.9	12.5	15.6	14.5	12.5	19.5	15.5	13.3	10.6
Turok 2		11.4	10.5	10.4	10.6	8.7	10.7	10.2	8.6	13.1	10.9	8.8	7.3
Unreal		7.6	6.1	6.4	6.6	5.1	7.0	6.7	5.4	8.5	6.8	5.9	4.5
Hexen II GL		13.8	12.5	12.6	12.6	10.2	12.5	11.5	10.0	19.6	16.0	9.9	8.2
<u>Average of all games</u>		28.3	25.8	25.9	26.5	22.1	27.5	26.5	23.0	32.4	27.1	23.8	19.7
<u>Normalised to POD100</u>													
Descent 1		0.800	0.733	0.733	0.750	0.617	0.817	0.783	0.683	1.000	0.800	0.717	0.567
Descent 2		0.987	0.911	0.886	0.924	0.810	0.987	0.962	0.861	1.000	0.848	0.886	0.759
GLQuake		0.697	0.641	0.619	0.638	0.513	0.638	0.606	0.526	1.000	0.839	0.511	0.423
Tomb Raider		1.000	1.000	1.000	1.000	0.867	1.000	0.967	0.833	1.000	0.867	0.867	0.733
TR Unfinished Business		1.019	0.942	0.962	0.962	0.788	0.962	0.942	0.827	1.000	0.865	0.885	0.731
Outlaws		0.912	0.764	0.835	0.852	0.684	0.845	0.805	0.684	1.000	0.818	0.747	0.606
Incoming		0.838	0.779	0.779	0.791	0.681	0.809	0.797	0.694	1.000	0.953	0.696	0.596
Forsaken		0.886	0.781	0.798	0.819	0.677	0.822	0.802	0.681	1.000	0.826	0.698	0.574
Dark Forces 2		0.794	0.734	0.713	0.723	0.592	0.840	0.812	0.695	1.000	0.833	0.702	0.571
Turok		0.867	0.764	0.769	0.815	0.641	0.800	0.744	0.641	1.000	0.795	0.682	0.544
Turok 2		0.870	0.802	0.794	0.809	0.664	0.817	0.779	0.656	1.000	0.832	0.672	0.557
Unreal		0.893	0.723	0.758	0.774	0.596	0.823	0.789	0.634	1.000	0.802	0.692	0.531
Hexen II GL		0.704	0.638	0.643	0.643	0.520	0.638	0.587	0.510	1.000	0.816	0.505	0.418
<u>Normalised average of all games * 100</u>		86.7	78.6	79.1	80.8	66.5	83.1	79.8	68.7	100	83.8	71.2	58.5