

DOS 7.10		L	Y
CPU Type:		AMD DX4	AMD DX4
Operating Frequency:		100 Mhz	100 Mhz
L1 Cache Type:		8KB WT	16KB WB
Model or S-spec:		100NV8T	133ADW
CPUID (Type, Family, Model, Stepping):		-	0494
1	Symantec Sysinfo v8.0 (arb. units)	198	216
2	PC-Config v9.33 (% of Pentium 100)	63	66
3	CpuIndex v2.3 (arb. units)	9	9
4	PiDOS [25k digits] (sec.)	25	25
Landmark v2.0			
5	Integer ALU (Mhz)	335	335
6	Floating-point FPU (Mhz)	818	818
7	Video (char/sec)	13845	13845
Chaikin Benchmark DOS v1.0			
8	Memory - ALU (arb. units)	6.8	6.9
9	Floating Point (arb. units)	8.3	8.3
Bytemark v2, 32-bit DOS			
10	(ALU) Numeric Sort (iterations/sec)	24.7	24.1
11	(ALU) String Sort (iterations/sec)	0.94	1.4
12	Bitfield (millions of iterations/sec)	3.81	3.8
13	(ALU) FP Emulation (iterations/sec)	1.54	1.57
14	(FPU) Fourier (iterations/sec)	370	375
15	(ALU) Assignment (iterations/sec)	0.147	0.147
16	(ALU) IDEA (iterations/sec)	39	39
17	(ALU) Huffman (iterations/sec)	25.7	25.7
18	(FPU) Neural Net (iterations/sec)	0.175	0.188
19	(FPU) LU Decomposition (iter/sec)	7.66	6.75
20	Integer Index (% of Pentium 90)	60.7	64.2
21	Floating-point Index (% of P90)	38	38
Roy Longbottom Dhrystone v1.1 [Integer, Optimised]			
22	DHRY10D (VAX MIPS Rating)	88	101
Roy Longbottom Linpack [Rolled Double Precision, Optimised]			
23	LINPCOD (MFLOPS)	4.5	3.8
Roy Longbottom Whetstone [Single Precision, Optimised]			
24	WHETCOD, MWIPS (MFLOPS)	25.2	25.2
25	N1, Floating Point (MFLOPS)	7.7	7.7
26	N2, Floating Point (MFLOPS)	6.01	6
27	N3, If Then Else (MOPS)	9.7	9.4
28	N4, Fixed Point (MOPS)	9.8	9.7
29	N5, Sine, Cosine (MOPS)	0.81	0.81
30	N6, Floating Point (MFLOPS)	4.1	4.1
31	N7, Assignments (MOPS)	8.1	8.1
32	N8, Exp, Sqrt, etc (MOPS)	0.53	0.53
Speedsys v4.78			
33	Score (arb. units)	37.5	37.5
34	Video Memory Bandwidth (MB/s)	34.6	34.4
35	System Memory Bandwidth (MB/s)	100	100
36	Ave. L1 Cache (MB/s)	73	94
37	Ave. L2 Cache (MB/s)	51	47
38	Ave. RAM Throughput (MB/s)	37	37
Cachechk v4.0			
39	L1 Cache (MB/s)	103	104
40	L2 Cache (MB/s)	56	56
41	Memory (MB/s)	37	37
42	RAM Access Time (Read) (ns)	114	114
43	RAM Access Time (Write) (ns)	61	61
44	3Dbench v1.0 (arb. units)	66.6	66.6
45	Doom v1.9s timedemo3 (fps)	38.3	40.2
46	Pcpbench v1.04 (arb. units) [VESA Modus 100 (640x400 8bpp LFB)]	6.6	6.8
47	Quake v1.06 timedemo1 (fps) [320x200, full screen, console off]	11.4	11.5

Windows 98SE		L	Y
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CPUID (Type, Family, Model, Stepping):		-	0494
48	SuperPi v1.1 [32k digits] (sec.)	60.2	61.1
Justin Benchmark WIN v1.0 (3x ave)			
49	Integer (ms)	51	43
50	Floating Point (ms)	57	58
51	Text Processing (ms)	2640	2460
52	I/O Processing (ms)	1500	990
53	Memory Access (ms)	78	73
54	Total Time (s)	4.33	3.63
Ziff-Davis Winbench96			
55	CPUMark32 v1.0 (arb. units)	79	101
56	Graphics WinMark v1.0 (arb. units)	9.1	14
Ziff-Davis Winbench99			
57	CPUMark99 Stand-alone v1.0 (a.u.)	2.78	3.64
58	FPU WinMark99 v1.1 (arb. units)	132	140
WinTune98 (3x)			
59	Integer (MIPS)	108	150
60	Floating Point (MFLOPS)	40	41
61	Video 2D (Mpixels/s)	15.6	16.4
62	Direct3D (Mpixels/s)	27.3	28.8
63	OpenGL (Mpixels/s)	1.56	1.76
64	Memory (MB/s)	51.7	57.4
Sandra99			
65	CPU: ALU Dhrystone (MIPS)	119	165
66	CPU: FPU Whetstone (MFLOPS)	41	43
67	Multi-Media: ALU Integer (it/s)	43	43
68	Multi-Media: FPU Floating Point (it/s)	27	27
69	Memory: ALU Bandwidth (MB/s)	35	35
70	Memory: FPU Bandwidth (MB/s)	36	37
PassMark v4.0			
71	2D Graphics Mark (arb. units)	27	47
72	Memory Mark (arb. units)	5.2	7
73	Math Mark (arb. units)	3.5	3.8
74	Math Max MFLOPS	3.8	3.9
75	Integer Addition (arb. units)	7	8.6
76	Integer Subtraction (arb. units)	7.1	8.5
77	Integer Multiplication (arb. units)	1.9	2
78	Integer Division (arb. units)	1.7	1.8
79	FPU Addition (arb. units)	3.7	3.8
80	FPU Subtraction (arb. units)	3.6	3.8
81	FPU Multiplication (arb. units)	3.4	3.5
82	FPU Division (arb. units)	1.2	1.2