

# VIA C3 866AMHz Vs Intel Celeron 850MHz on PLE133 WIN 2000

## Performance Report

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### A System Configuration

CPU	VIA C3 866AMHz
DRAM	Apacer 128MB*1 PC-133 SDRAM
Core Logic	VIA PLE 133 (rev. CE) + 686B demoboard
BIOS Version	Award 6798a64
VGA Card	Integrated Trident CyberBlade i1 on chip
VGA Driver	4.13.01.3113
AUDIO Drive	Audio 2.0
Direct X Driver	8.0
IDE HDD	Quantum 40G AT Fireball+AS
OS	Win 2000

### B System Configuration

CPU	Intel Celeron 850MHz
DRAM	Apacer 128MB*1 PC-133 SDRAM
Core Logic	VIA PLE 133 (rev. CE) + 686B demoboard
BIOS Version	Award 6798a64
VGA Card	Integrated Trident CyberBlade i1 on chip
VGA Driver	4.13.01.3113
AUDIO Drive	Audio 2.0
Direct X Driver	8.0
IDE HDD	Quantum 40G AT Fireball+AS
OS	Win 2000

### PS

1. Winbench 99 v1.1: color depth=16bit, screen resolution=1024\*768
2. 3D Winbench 2000: V-sync= OFF, resolution and color=1024\*768 high color (16bit), desired width=16bit, buffer usage: Render mode=flip, buffer=triple
3. 3D Mark 2000: Resolution and color depth=1024\*768 16 bit color, Z-buffer=16bit, Frame buffer = triple
4. 3D Mark 2001: Resolution and color depth=800\*600 16 bit color, Z-buffer depth=16bit, Frame buffer= triple

Configuration	VIA C3 866AMHz 133	Intel Celeron 850MHz 100
<b>Entire System Test</b>		
Winstone 99 v1.3		
Business Winstone 99	33.6	33
High-End Winstone 99	31.8	44.9
Winstone 2001		
Business WinStone 2001	23	26.7
C.C WinStone 2001 v1.0	21.7	31.5
<b>Part System Test</b>		
Winbench 99 v1.1		
CPU Mark 99	47.4	55.3
FPU Mark	1690	4530
Business Disk Winmark 99	6480	6800
High-End Disk Winmark 99	21000	21400
Business Graphics Winmark 99	194	181
High-End Graphic Winmark 99	475	536
Win tune 98 1.04.42		
CPU Interger MIPS	1342.418	2516.355
CPU Floating Poing MFLOPS	219.4587	981.6564
Video(2D) Mpixels/s	78.97266	99.70547
Direct3D	79.39199	79.86279
OpenGL	34.27922	39.13358
Memory MB/s	780.6575	1696
Cached Disk MB/s	136.6958	264.3621
Uncached Disk MB/s	5.73645	5.624444
<b>3D Performance Test</b>		
3D Winbench 2000 v1.0		
3DwinMark 2000	12.1	13
3DwinMark 2000 Processor	0.696	1.05
3D Mark 2000 Pro		
D3D Harkware T&L 1024*768	534	643
3D Mark 2001		
3DwinMark 99 (800*600)	189	369
<b>3D Game Test</b>		
Quake III Demo Mode Color = Default Support Open GL		
Demo1 640*480 /fps	14.6	14.8
Demo2 640*480 /fps	6.3	8.1
Demo1 1024*768 /fps	8.9	9
Demo2 1024*768 /fps	3	3.9

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<b>Multi-Media Test</b>		
Sisoft Sandra Professional 3.63		
CPU Integer MMX	997	2660
FPU 3D NOW Enh.	1501	3589