

Graphics pipe	100,00%	
Event Engine	0,00%	
Vertex Grouper + Tesselator	2,50%	
Texture Addresser	94,17%	
Shader Export	2,50%	
Sequencer Instruction Cache	0,00%	
Shader Interpolator	100,00%	
Scan Converter	2,50%	
Primitive Assembly	2,50%	
Depth Block	2,50%	
Color Block	2,50%	
477M / 479M VRAM	99,55%	
6968M / 8180M GTT	85,19%	
0,80G / 1,33G Memory Clock	60,02%	
1,88G / 2,00G Shader Clock	93,85%	