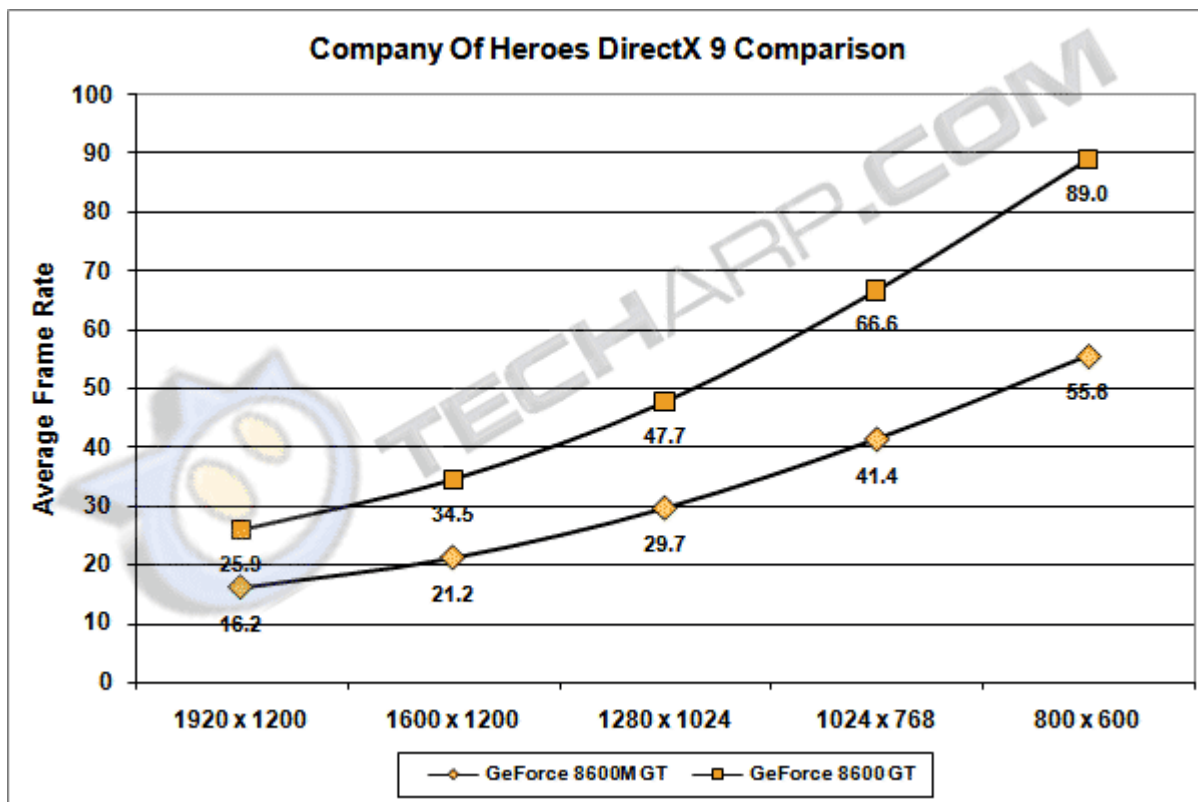


GeForce 8600M GT vs. GeForce 8600 GT

Many people assume that the GeForce 8600M GT is a mobile version of the GeForce 8600 GT desktop graphics card. Specifications-wise, both are almost entirely similar to the point that the GeForce 8600M GT looks like it's merely a slightly slower version of the desktop GeForce 8600 GT GPU.

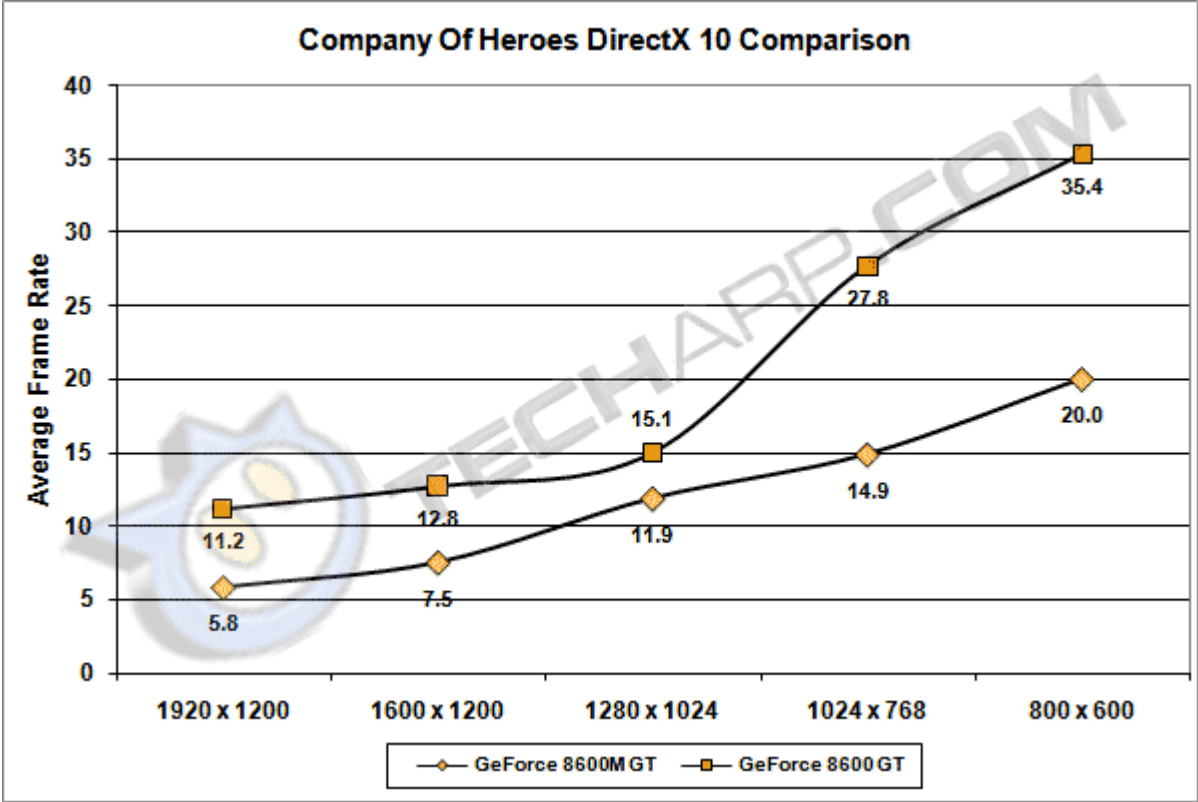
So, we thought it would be interesting to compare the mobile GeForce 8600M GT against its desktop counterpart. Let's take a look at the results.

Company Of Heroes DirectX 9 Comparison



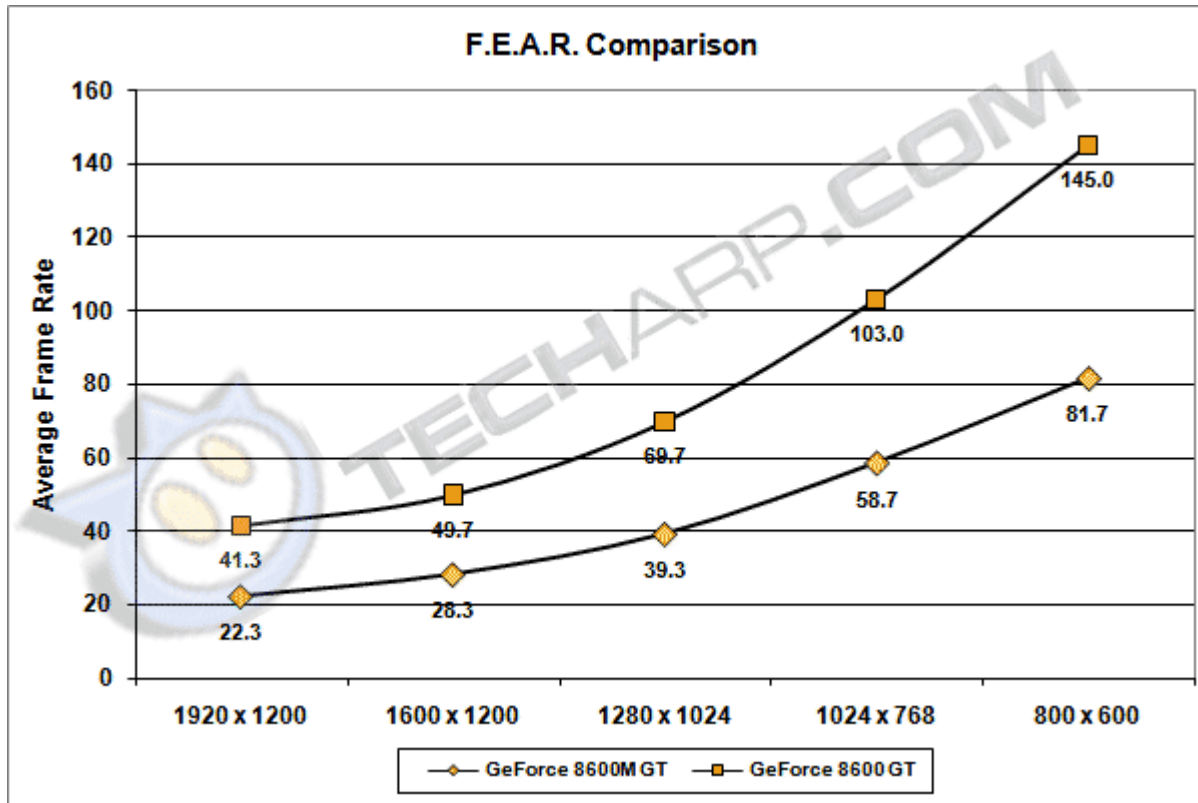
In Company Of Heroes (DirectX 9), the NVIDIA GeForce 8600M GT was 37.5 % slower than the GeForce 8600 GT across the board. While the GeForce 8600M GT could barely touch 30 fps at 1280 x 1024, its desktop counterpart was able to deliver a frame rate 5 fps faster at a higher resolution of 1600 x 1200.

Company Of Heroes DirectX 10 Comparison



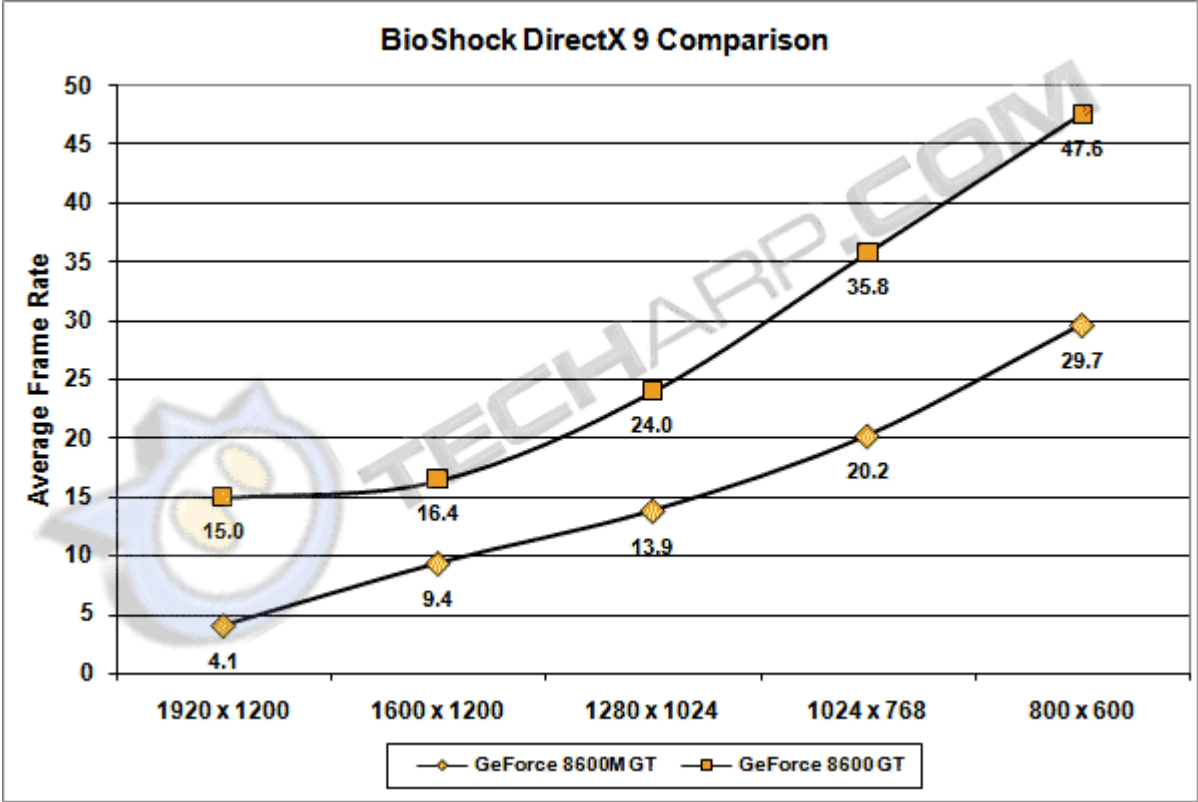
In Company Of Heroes (DirectX 10), the NVIDIA GeForce 8600M GT was not capable of a playable frame rate at any resolution, while its desktop counterpart managed to do just that at 800 x 600.

F.E.A.R. Comparison



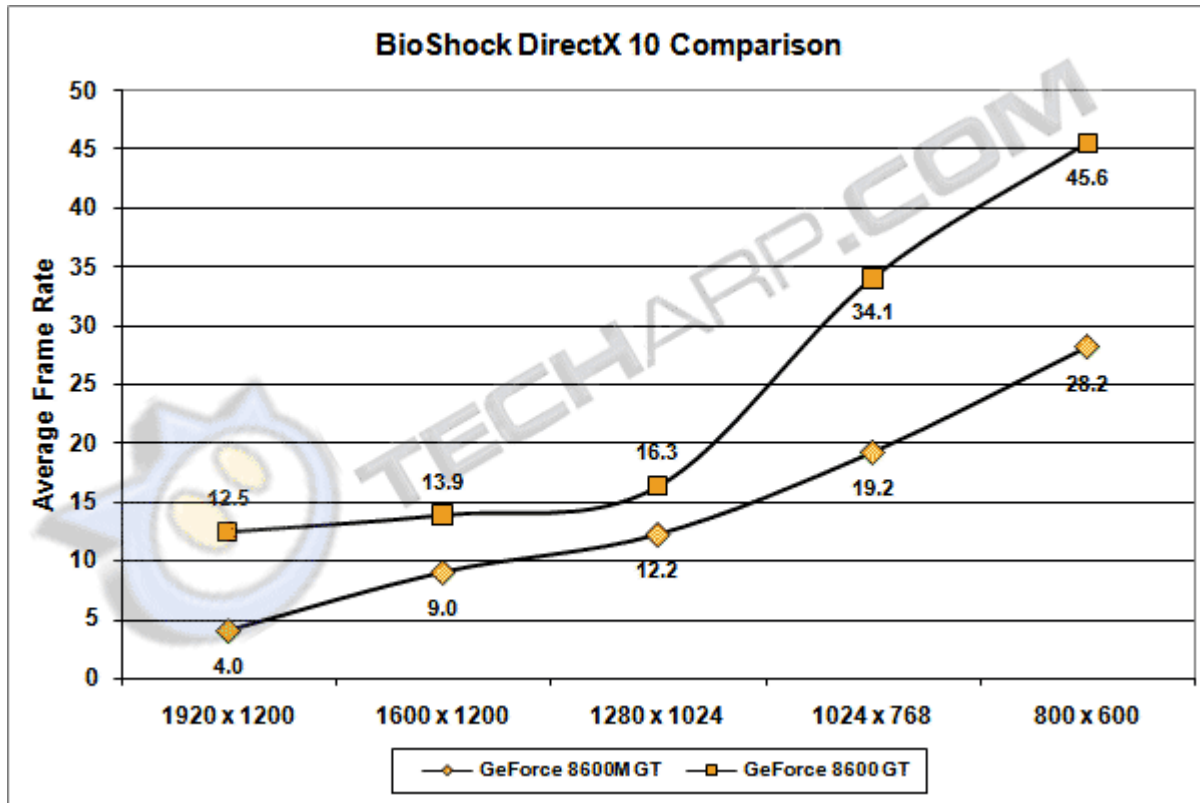
In F.E.A.R., the NVIDIA GeForce 8600M GT was about 44-46% slower than the GeForce 8600 GT across the board. The mobile GPU was capable of good frame rates at the resolution of 1280 x 1024 and below. However, it is obviously still much slower than its desktop counterpart as the GeForce 8600 GT was capable of frame rates in excess of 40 fps even at 1920 x 1200.

BioShock DirectX 9 Comparison



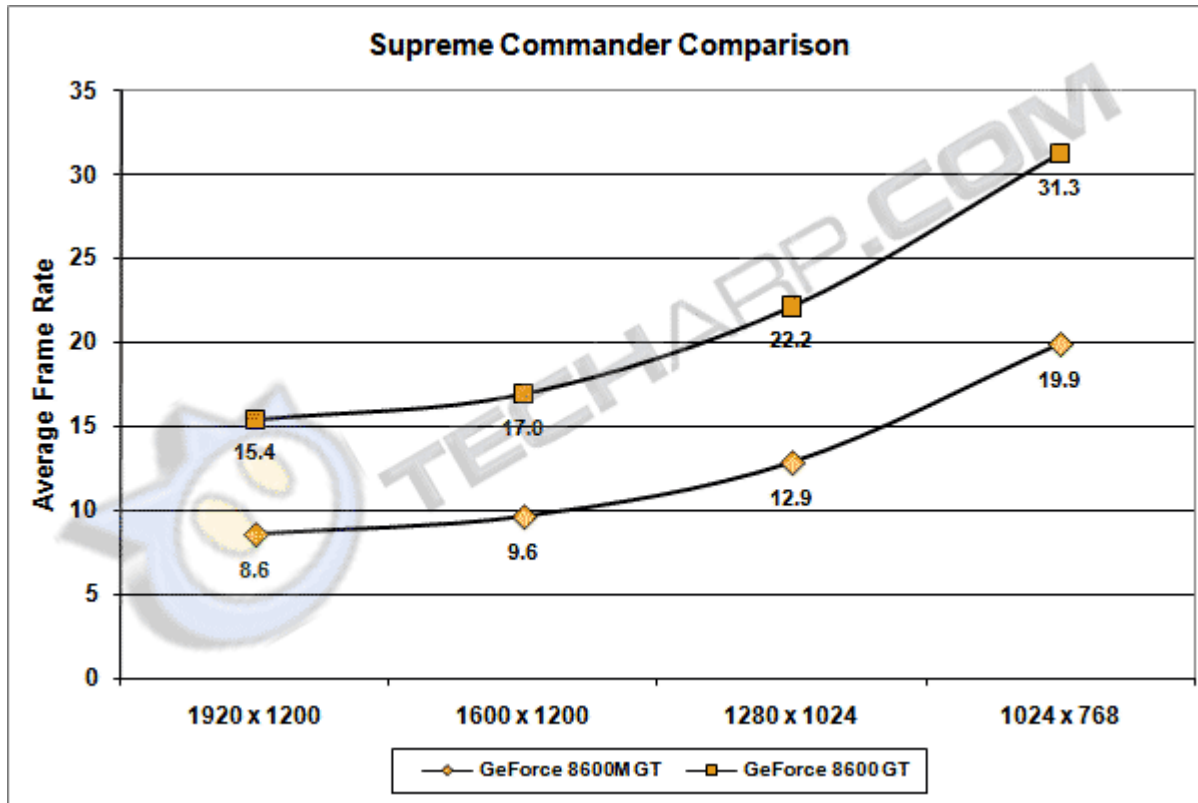
In BioShock, the NVIDIA GeForce 8600M GT suffered an almost linear drop in frame rate as the resolution increased. Its desktop equivalent suffered a more precipitous drop in comparison. However, the GeForce 8600 GT was capable of delivering a good frame rate at 1024 x 768 while the GeForce 8600M GT could barely reach 30 fps at 800 x 600.

BioShock DirectX 10 Comparison



In BioShock, the NVIDIA GeForce 8600M GT's frame rate suffered only a slight drop in performance when DirectX 10 Detail Surfaces was enabled but if you want a decent frame rate, you will have to reduce the rendering quality. The GeForce 8600 GT, on the other hand, is still capable of a good frame rate at 1024 x 768.

Supreme Commander Comparison



In Supreme Commander, the NVIDIA GeForce 8600 GT was 36% slower than its desktop counterpart at 1024 x 768 and that slowly increased to 44% as the resolution increased. However, it was not capable of a decent frame rate even at the lowest resolution. Even the GeForce 8600 GT barely managed to hit 31 fps at that resolution.