

Erledigt

# SMBios anpassen unter Ozmosis

Beitrag von „thomaso66“ vom 7. Januar 2014, 19:21

Also an der K Cpu kann es nicht liegen

The screenshot shows a computer monitor displaying a game window on the left, an Intel Power Gadget window in the center, and a Hardware Devices panel on the right. The Intel Power Gadget window shows the following data:

- Processor Power:** Current: 83,49 W. The graph shows power usage starting at approximately 10W, spiking to about 35W, and then rising to a steady state of 83.49W.
- Processor Frequency:** Current: 3,90 GHz. The graph shows frequency fluctuating between 1.0 and 4.0 GHz before settling at 3.90 GHz.

The Hardware Devices panel on the right lists the following components:

- OpenCL CPUs:**
  - Intel(R) Core(TM) i7-4770K CPU @ 3.50GHz
    - Platform: Apple
    - Platform Version: OpenCL 1.2 (Dec 8 2013 21:...
    - Type: CPU
    - Compute Units: 8
    - Clock: 3900 MHz
    - Max. Global Memory: 16777216 Kbytes
    - Local Memory: 32 Kbytes
    - Max. Constant Memory: 64 Kbytes

- GPUs and Accelerators:**
- Iris Pro
  - Platform: Apple
  - Platform Version: OpenCL 1.2 (Dec 8 2013 21:...
  - Type: GPU
  - Compute Units: 280
  - Clock: 1200 MHz
  - Max. Global Memory: 1048576 Kbytes
  - Local Memory: 64 Kbytes
  - Max. Constant Memory: 64 Kbytes
- GeForce GTX 760
  - Platform: Apple
  - Platform Version: OpenCL 1.2 (Dec 8 2013 21:...
  - Type: GPU
  - Compute Units: 6
  - Clock: 1150 MHz
  - Max. Global Memory: 4194304 Kbytes
  - Local Memory: 48 Kbytes
  - Max. Constant Memory: 64 Kbytes

The bottom of the screenshot shows a log window with the following text:

```
2014-01-07 19:19:33 - [RenderEngine] K COUNT=65536 -D PARAM_IMAGE_WIDTH=600 -D
2014-01-07 19:19:33 - [RenderEngine] D -D PARAM_MAX_PATH_DEPTH=10 -D
2014-01-07 19:19:33 - [RenderEngine] P=2.500000e-01f -D PARAM_ACCEL_QBVH -D
PARAM_IMAGE_HEIGHT=600 -D PARA TEMIRROR -D PARAM_ENABLE_MAT_ALLOY -D
PARAM_MAX_DIFFUSE_PATH_VERT -D PARAM_HAS_SUNLIGHT -D
PARAM_ENABLE_MAT_ARCHGLASS -D PARAM_HAS_ALPHA_TEXTUREMAPS -D
PARAM_DIRECT_LIGHT_SAMPLING -D PARAM_HAS_BUMPMAPS -D PARAM_IMAGE_FILTER_TYPE=2 -D PARAM_IMAGE_FILTER_WIDTH_X=1.500000e+00f -D
PARAM_IMAGE_FILTER_WIDTH_Y=1.500000e+00f -D PARAM_IMAGE_FILTER_GAUSSIAN_ALPHA=2.000000e+00f -D PARAM_SAMPLER_TYPE=2 -D
PARAM_SAMPLER_METROPOLIS_LARGE_STEP_RATE=4.000000e-01f -D PARAM_SAMPLER_METROPOLIS_MAX_CONSECUTIVE_REJECT=512 -D
PARAM_SAMPLER_METROPOLIS_IMAGE_MUTATION_RANGE=1.000000e-01f
2014-01-07 19:19:33 - [RenderEngine] [PathOCLRenderThread::2] Compiling kernels
2014-01-07 19:19:34 - [RenderEngine] [PathOCLRenderThread::2] Kernels not cached
2014-01-07 19:19:34 - [RenderEngine] [PathOCLRenderThread::2] Compiling Init Kernel
2014-01-07 19:19:34 - [RenderEngine] [PathOCLRenderThread::2] Compiling Sampler Kernel
2014-01-07 19:19:34 - [RenderEngine] [PathOCLRenderThread::2] Compiling AdvancePaths Kernel
2014-01-07 19:19:34 - [RenderEngine] [PathOCLRenderThread::2] Kernels compilation time: 729ms
```

At the bottom of the screenshot, the following status information is displayed:

```
[Mode: OpenCL CPUs+GPUs][Time: 46secs (74secs remaining)][Samples/sec 1360K][Rays/sec 12759K on 488.5K tris]
```