

Erledigt

## Benchmark Test Thread

Beitrag von „Insidious“ vom 30. Oktober 2015, 14:47

**Unigine Heaven Benchmark 4.0**

FPS: **59.8**  
Score: **1505**  
Min FPS: **33.9**  
Max FPS: **165.8**

**System**

|            |   |
|------------|---|
| Platform:  | Darwin 15.0.0 x86_64                                  |
| CPU model: | Intel(R) Core(TM) i5-4670K CPU @ 3.40GHz (3401MHz) x4 |
| GPU model: | NVIDIA GeForce GTX 650 Ti (2048MB) x1                 |

**Settings**

|         |                        |
|---------|------------------------|
| Render: | OpenGL                 |
| Mode:   | 1280x720 2xAA windowed |
| Preset: | Basic                  |

**Unigine Heaven Benchmark 4.0**

FPS: **19.3**  
Score: **487**  
Min FPS: **11.5**  
Max FPS: **47.9**

**System**

|            |   |
|------------|---|
| Platform:  | Darwin 15.0.0 x86_64                                  |
| CPU model: | Intel(R) Core(TM) i5-4670K CPU @ 3.40GHz (3399MHz) x4 |
| GPU model: | NVIDIA GeForce GTX 650 Ti (2048MB) x1                 |

**Settings**

|         |                        |
|---------|------------------------|
| Render: | OpenGL                 |
| Mode:   | 1600x900 8xAA windowed |
| Preset: | Extreme                |

Save Close