








Erledigt Benchmark Test Thread

Beitrag von „Dr.Stein“ vom 28. März 2016, 12:09

GFX OPEN GL Test

High-Level-Tests		Onscreen	Offscreen
 Manhattan This is the original Manhattan test, first introduced in GFXBench 3.0, which uses the ...	1753.6 Frames <small>(38.283 FPS) 94.1 Graphics</small>	2290.1 Frames <small>(38.857 FPS) 94.1 Graphics</small>	
 T-Rex This is the original T-Rex test, first introduced in GFXBench 2.7. Based on ES 2.0 / GL ...	3346.6 Frames* <small>(38.76 FPS) 94.1 Graphics</small>	4923.9 Frames <small>(38.928 FPS) 94.1 Graphics</small>	
Low-Level-Tests		Onscreen	Offscreen
 ALU 2 This is an enhanced version of the original ALU test found in GFXBench 3.0. It approxi...	1796.4 Frames* <small>(38.887 FPS) 94.1 Graphics</small>	4994.8 Frames <small>(39.247 FPS) 94.1 Graphics</small>	
 Treiberlast 2 This is an enhanced version of the original Driver Overhead test found in GFXBench 3...	809.19 Frames <small>(38.873 FPS) 94.1 Graphics</small>	2922.3 Frames <small>(38.754 FPS) 94.1 Graphics</small>	
 Texturing This is an enhanced version of the original Fill test found in GFXBench 3.0. It approxi...	884.4 MTexture/s <small>94.1 Graphics</small>	8217 MTexture/s <small>94.1 Graphics</small>	
Spezielle Tests			
 Render-Qualität This is the original Render Quality test, first introduced in GFXBench 3.0. It measures ...		3693.5 mB PSNR <small>94.1 Graphics</small>	
 Render-Qualität (hohe Präzision) This is the original Render Quality (high precision) test, first introduced in GFXBench ...		3693.5 mB PSNR <small>94.1 Graphics</small>	

Metal Test

###Folgt###