

Erledigt Benchmark Test Thread

Beitrag von „biggasnake“ vom 28. März 2016, 16:05

Hab das ganze mal unter **El Capitan 10.11.4** laufen lassen, Grafikkarte **GTX760**

Open GL

OpenGL GL		
Ergebnisse		
High-Level-Tests	Onscreen	Offscreen
Manhattan <small>This is the original Manhattan test, first introduced in GFXBench 3.0, which uses the ...</small>	3700.7 Frames* <small>(38.88 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine	15861 Frames <small>(166.21 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine
T-Rex <small>This is the original T-Rex test, first introduced in GFXBench 2.7. Based on ES 2.0 / GL ...</small>	3342.7 Frames <small>(34.83 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine	32013 Frames <small>(337.85 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine
Low-Level-Tests	Onscreen	Offscreen
ALU 2 <small>This is an enhanced version of the original ALU test found in GFXBench 3.0. It approx...</small>	896.35 Frames <small>(29.89 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine	27667 Frames <small>(285.89 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine
Treiberlast 2 <small>This is an enhanced version of the original Driver Overhead test found in GFXBench 3...</small>	1796.7 Frames <small>(18.68 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine	4277 Frames <small>(47.28 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine
Texturing <small>This is an enhanced version of the original F3 test found in GFXBench 3.0. It approx...</small>	29663 MTexture/s <small>(30.88 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine	61638 MTexture/s <small>(65.17 FPS)</small> NVIDIA GeForce GTX 760 OpenGL Engine
Specific Tests		
Render-Qualität <small>This is the original Render Quality test, first introduced in GFXBench 3.0. It measures ...</small>	4421.2 mB PSNR NVIDIA GeForce GTX 760 OpenGL Engine	
Render-Qualität (hohe Präzision) <small>This is the original Render Quality (high precision) test, first introduced in GFXBench ...</small>	4421.2 mB PSNR NVIDIA GeForce GTX 760 OpenGL Engine	

Metal

High-Level-Tests		
Manhattan 3.1 <small>This is an enhanced version of the original Manhattan test found in GFXBench 3.0, showcasing advanced metal effects enhanced with the ...</small>	2421.89 Frames <small>(24.22 FPS)</small> NVIDIA GeForce GTX 760	19820.8 Frames <small>(198.21 FPS)</small> NVIDIA GeForce GTX 760
100% Manhattan 3.1 Offscreen <small>This is an enhanced version of the original Manhattan test found in GFXBench Metal 3.0, showcasing advanced metal effects enhanced with the ...</small>	19820.8 Frames <small>(198.21 FPS)</small> NVIDIA GeForce GTX 760	
Manhattan <small>This is the original Manhattan test modified to allow the better capabilities of your device. The test scene is a high-contrast city environment with ...</small>	2422.81 Frames <small>(24.23 FPS)</small> NVIDIA GeForce GTX 760	19820.8 Frames <small>(198.21 FPS)</small> NVIDIA GeForce GTX 760
100% Manhattan Offscreen <small>This is the original Manhattan test modified to allow the better capabilities of your device. The test scene is a high-contrast city environment with ...</small>	19820.8 Frames <small>(198.21 FPS)</small> NVIDIA GeForce GTX 760	
T-Rex <small>Der T-Rex-Test basiert auf Metal und enthält hochdetaillierte Texturen, Materialen, komplexe Geometrie, Animierungen mit primitiven Texturen...</small>	6176.79 Frames <small>(61.77 FPS)</small> NVIDIA GeForce GTX 760	27102.6 Frames <small>(271.03 FPS)</small> NVIDIA GeForce GTX 760
100% T-Rex Offscreen <small>Der T-Rex-Test basiert auf Metal und enthält hochdetaillierte Texturen, Materialen, komplexe Geometrie, Animierungen mit primitiven Texturen...</small>	27102.6 Frames <small>(271.03 FPS)</small> NVIDIA GeForce GTX 760	
Low-Level-Tests		
ALU 2 <small>This is an enhanced version of the original ALU test found in GFXBench Metal 3.0. It approximates the fragment shader computing load of the ...</small>	3036.81 Frames <small>(30.37 FPS)</small> NVIDIA GeForce GTX 760	20820.8 Frames <small>(208.21 FPS)</small> NVIDIA GeForce GTX 760
100% ALU 2 Offscreen <small>This is an enhanced version of the original ALU test found in GFXBench Metal 3.0. It approximates the fragment shader computing load of the ...</small>	20820.8 Frames <small>(208.21 FPS)</small> NVIDIA GeForce GTX 760	
Treiberlast 2 <small>This is an enhanced version of the original Driver Overhead test found in GFXBench Metal 3.0, and approximates the graphics driver's CPU load...</small>	2337.88 Frames <small>(23.38 FPS)</small> NVIDIA GeForce GTX 760	20291.3 Frames <small>(202.91 FPS)</small> NVIDIA GeForce GTX 760
100% Treiberlast 2 Offscreen <small>This is an enhanced version of the original Driver Overhead test found in GFXBench Metal 3.0, and approximates the graphics driver's CPU load...</small>	20291.3 Frames <small>(202.91 FPS)</small> NVIDIA GeForce GTX 760	
Texturing <small>This is an enhanced version of the original F3 test found in GFXBench Metal 3.0. It also includes the texturing load of the Manhattan high-end...</small>	61932 MTexture/s <small>(61.93 FPS)</small> NVIDIA GeForce GTX 760	61932 MTexture/s <small>(61.93 FPS)</small> NVIDIA GeForce GTX 760
100% Texturing Offscreen <small>This is an enhanced version of the original F3 test found in GFXBench Metal 3.0. It also includes the texturing load of the Manhattan high-end...</small>	61932 MTexture/s <small>(61.93 FPS)</small> NVIDIA GeForce GTX 760	