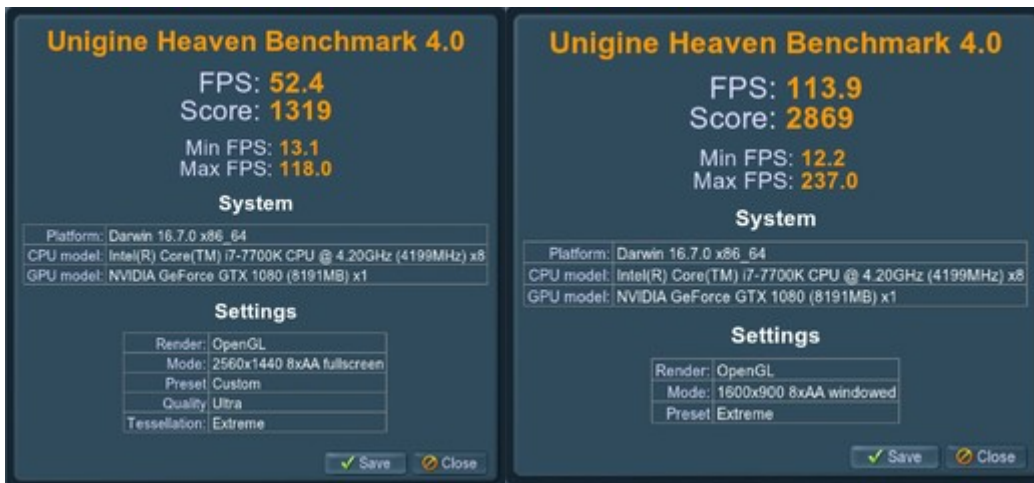
















Erledigt

# Full Support I/O Pascal Karten

Beitrag von „al6042“ vom 7. September 2017, 14:45

Die Auflistung von FPS ohne Info mit welchem Produkt und welchen Einstellungen diese gezogen wurden, sind jetzt nicht wirklich hilfreich.



GFXBench Metal			GFXBench GL		
Results			Results		
<b>High-Level Tests</b>			<b>High-Level Tests</b>		
	<b>1440p Manhattan 3.1.1 Offscreen</b> This is an advanced version of Manhattan 3.1 test, running in 1440p resolution, show...	<b>23055.3 Frames</b> (171.493 FPS) NVIDIA GeForce GTX 1080		<b>Manhattan</b> This is the original Manhattan test, first introduced in GFXBench 3.0, which uses the ...	<b>3683.3 Frames*</b> (28.491 FPS) NVIDIA GeForce GTX 1080 OpenCL, Engine
	<b>Manhattan 3.1</b> This is an enhanced version of the original Manhattan test found in GFXBench Metal ...	<b>5488.48 Frames</b> (88.1138 FPS) NVIDIA GeForce GTX 1080		<b>T-Rex</b> This is the original T-Rex test, first introduced in GFXBench 2.7. Based on ES 2.0 / GL...	<b>3331.9 Frames*</b> (19.49 FPS) NVIDIA GeForce GTX 1080 OpenCL, Engine
	<b>1080p Manhattan 3.1 Offscreen</b> This is an enhanced version of the original Manhattan test found in GFXBench Metal ...	<b>37359.4 Frames</b> (90.171 FPS) NVIDIA GeForce GTX 1080	<b>Low-Level Tests</b>		
	<b>Manhattan</b> This is the original Manhattan test modified to utilize the Metal capabilities of your de...	<b>7265.71 Frames</b> (171.189 FPS) NVIDIA GeForce GTX 1080		<b>ALU 2</b> This is an enhanced version of the original ALU test found in GFXBench 3.0. It approx...	<b>1796.5 Frames*</b> (89.893 FPS) NVIDIA GeForce GTX 1080 OpenCL, Engine
	<b>1080p Manhattan Offscreen</b> This is the original Manhattan test modified to utilize the Metal capabilities of your de...	<b>53597.5 Frames</b> (384.476 FPS) NVIDIA GeForce GTX 1080		<b>Driver Overhead 2</b> This is an enhanced version of the original Driver Overhead test found in GFXBench 3...	<b>1797.5 Frames*</b> (89.876 FPS) NVIDIA GeForce GTX 1080 OpenCL, Engine
	<b>T-Rex</b> Based on Metal, the T-Rex test includes highly detailed textures, materials, complex ...	<b>8707.92 Frames</b> (179.294 FPS) NVIDIA GeForce GTX 1080		<b>Texturing</b> This is an enhanced version of the original F3 test found in GFXBench 3.0. It approx...	<b>12282 MTexture/s</b> NVIDIA GeForce GTX 1080 OpenCL, Engine
	<b>1080p T-Rex Offscreen</b> Based on Metal, the T-Rex test includes highly detailed textures, materials, complex ...	<b>105508 Frames</b> (7884.67 FPS) NVIDIA GeForce GTX 1080	<b>Special Tests</b>		
				<b>Render Quality</b> This is the original Render Quality test, first introduced in GFXBench 3.0. It measures ...	<b>4421.3 mb PSNR</b> NVIDIA GeForce GTX 1080 OpenCL, Engine
				<b>Render Quality (High precision)</b> This is the original Render Quality (High precision) test, first introduced in GFXBench ...	<b>4421.3 mb PSNR</b> NVIDIA GeForce GTX 1080 OpenCL, Engine