

Erledigt Metal Raytracing Bench (ab HS)

Beitrag von „DSM2“ vom 11. November 2018, 16:01

Ok, es scheint also auch bei Luxmark Einfluss zu haben...

| My results | | | | | |
|------------|------------------|----------------|----------------|---------------------|--|
| Score | Post date | Scene | Benchmark mode | OpenCL device count | Device name(s) |
| 98.748 | 2018-11-11 11:50 | Microphone | OpenCL | 2 | 2xAMD Radeon RX Vega 64 Compute Engine (64 units @ 943MHz) |
| 98.648 | 2018-11-11 11:47 | Hotel | OpenCL | 2 | 2xAMD Radeon RX Vega 64 Compute Engine (64 units @ 943MHz) |
| 98.560 | 2018-11-11 11:43 | LuxBall HDB | OpenCL | 3 | Intel(R) Core(TM) i9-7900X CPU @ 3.50GHz (20 units @ 3312MHz) + 2xAMD Radeon RX Vega 64 Compute Engine (64 units @ 943MHz) |
| 94.822 | 2018-11-11 11:41 | LuxBall HDB | OpenCL | 2 | 2xAMD Radeon RX Vega 64 Compute Engine (64 units @ 943MHz) |