

Erledigt Benchmark die zweite

Beitrag von „ralf.“ vom 11. Februar 2019, 19:52

HD530 + RX460-2G + GTX1050Ti. alle passiv

The screenshot shows a benchmarking application window titled "Lackwerk v3.1". The main window displays system information under "Hardware Devices", including "MX Graphics" (Platform: Apple, GPU: 1136 MHz) and "AMD Radeon Pro 530 Compute Engine" (Platform: Apple, GPU: 1136 MHz). A smaller window in the foreground shows the benchmark results: "Mode: OpenGL, GPU", "Score: 15554", and "Image validation: OK (2017 different pixels, 0.87%)". The device list includes "MX Graphics (GPU) 34, 1136 MHz", "AMD Radeon Pro 530 Compute Engine (GPU) 14, 1210 MHz", and " GeForce GTX 1050 Ti (GPU) 6, 1138 MHz".

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The screenshot shows the Unigine Heaven Benchmark 4.0 results screen. The main display shows "FPS: 43.3", "Score: 1090", "Min FPS: 8.1", and "Max FPS: 98.3". The system information section lists: "Platform: Darwin 17.0.0 x86_64", "CPU model: Intel(R) Core(TM) i5-6600T CPU @ 2.70GHz (2711MHz) x4", and "GPU model: Intel HD Graphics 530/NVIDIA GeForce GTX 1050 Ti/Radeon RX 460 (256MB) x1". The settings section shows: "Render: OpenGL", "Mode: 1600x900 6xAA windowed", and "Preset: Extreme".