

[TOOL] Vega 64 PowerPlayTable Generator

Beitrag von „calabash“ vom 2. Mai 2020, 15:07

[MPC561](#): Den Wert erklimmt mein kleiner Bruder auch



Mode: OpenCL GPUs
Scene name: scenes/hotel/render.cfg
Scene file validation: OK
Image validation: OK (80020 different pixels, 13.57%)
Devices:
AMD Radeon RX Vega 56 Compute Engine [GPU, 56, 1590 MHz]

Result:
4767

LuxRender is now part of the [Software Freedom Conservancy](#), which allows us to receive donations to foster the development and cover the expenses of the LuxRender project. For each donation you'll do, a small amount will go to the Conservancy so that it can benefit all the member projects, and the rest will be made available to LuxRender.

In the United States, you can benefit from tax deductions according to the Conservancy 501(c)(3) not for profit organization status.

You can donate at [here](#).

Ok Submit result

```
2020-05-02 14:59:19 - [scenes/hotel/reference-native.raw ]
2020-05-02 14:59:19 - ["scenes/hotel/reference-opencl.raw"]
2020-05-02 14:59:19 - ["scenes/hotel/render-luxvr.cfg"]
2020-05-02 14:59:19 - ["scenes/hotel/render.cfg"]
2020-05-02 14:59:19 - ["scenes/hotel/scene.scn"]
2020-05-02 14:59:19 - Scene files MD5: [901b621dee6c0a032b0c521dc3ea13fc]
```