

# [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

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Ok Submit result

Hardware Devices

- OpenCL
  - CPUs
    - Intel(R) Core(TM) i7-9700 CPU @ 3.00GHz
      - Platform: Apple
      - Platform Version: OpenCL 1.2 (Feb 29 2020 00:40:07)
      - Type: CPU
      - Compute Units: 8
      - Clock: 3000 MHz
      - Preferred vector width: 4
      - Max. Global Memory: 16777216 Kbytes
      - Local Memory: 32 Kbytes
      - Max. Constant Memory: 64 Kbytes
  - GPUs and Accelerators
    - AMD Radeon RX Vega 56 Compute Engine
      - Platform: Apple
      - Platform Version: OpenCL 1.2 (Feb 29 2020 00:40:07)
      - Type: GPU
      - Compute Units: 56
      - Clock: 1590 MHz
      - Preferred vector width: 1
      - Max. Global Memory: 8372224 Kbytes
      - Local Memory: 64 Kbytes
      - Max. Constant Memory: 64 Kbytes