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wine-2.14-50-g797a746fc2

wine-2.14-50-g797a746fc2 testing on Debian testing via the Phoronix Test Suite.

Test Systems:

ati-st: wine-2.14-50-g797a746fc2

Processor: Intel Core i7 860 @ 2.80GHz (8 Cores), Motherboard: ASUS P7P55D, Chipset: Intel Core DMI, Memory: 16384MB, Disk: 1000GB Western Digital WD10JPVT-22A, Graphics: HIS AMD Radeon HD 5770 1024MB, Monitor: ASUS VP228, Network: Realtek RTL8111/8168/8411

OS: Debian testing, Kernel: 4.11.0-1-amd64 (x86_64), Desktop: KDE Frameworks 5, System Layer: wine-2.14-50-g797a746fc2

Environment Notes: WINEDEBUG=-all

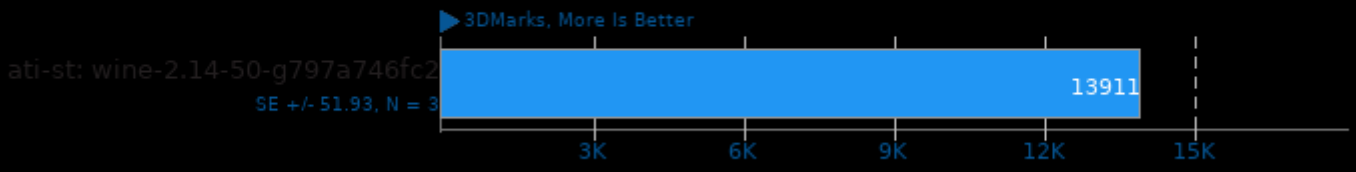
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	ati-st: wine-2.14-50-g797a746fc2
3DMark 2000 - 1024 x 768 (3DMarks)	13911
Standard Deviation	0.6%
3DMark 2001 - 1024 x 768 (3DMarks)	19887
Standard Deviation	0.2%
Unigine Heaven - 800 x 600 (FPS)	73.03
Standard Deviation	0.6%
Unigine Heaven - 1920 x 1080 (FPS)	40.25
Standard Deviation	0%
clear_d3d - No description (FPS)	18.51
Standard Deviation	2.9%
clear_gl - No description (FPS)	39.87
Standard Deviation	2.5%
drawprim_d3d - No description (FPS)	76.47
Standard Deviation	4.3%
drawprim_gl - No description (FPS)	283.31
Standard Deviation	1.5%
dynbuffer_d3d - No description (FPS)	69.33
Standard Deviation	2.3%
Half Life 2 - 81 (FPS)	126.90
Standard Deviation	1.5%
Half Life 2 - 95 (FPS)	135.80
Standard Deviation	0.1%
streamsrc_d3d - No description (FPS)	48.64
Standard Deviation	3%
tmnations - Medium (FPS)	65.83
Standard Deviation	0.1%
Unreal Tournament 2004 - gl (FPS)	61.53
Standard Deviation	0.1%
Unreal Tournament 2004 - d3d (FPS)	34.95
Standard Deviation	0.2%
World in Conflict - Medium (FPS)	21

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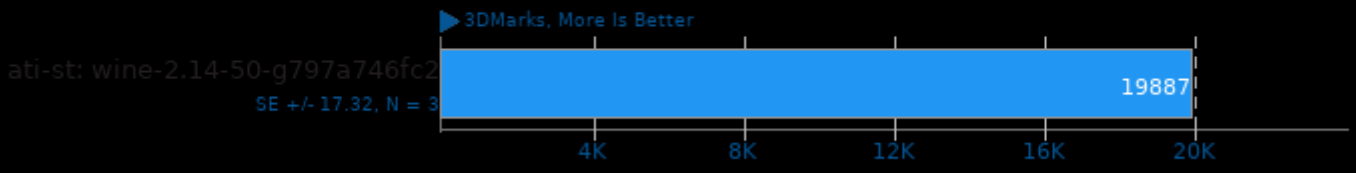
3DMark 2000 1.1

Resolution: 1024 x 768



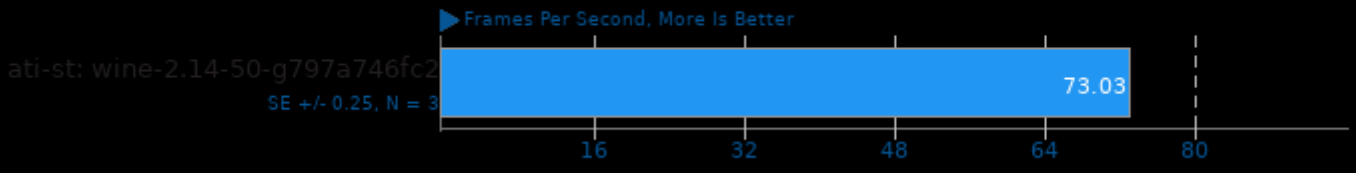
3DMark 2001 Build 330

Resolution: 1024 x 768



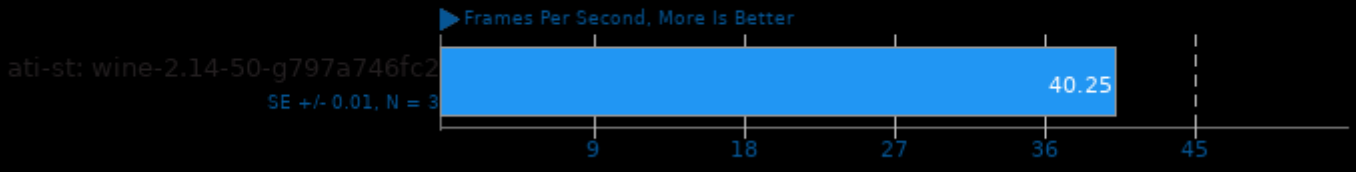
Unigine Heaven 2.1

Resolution: 800 x 600



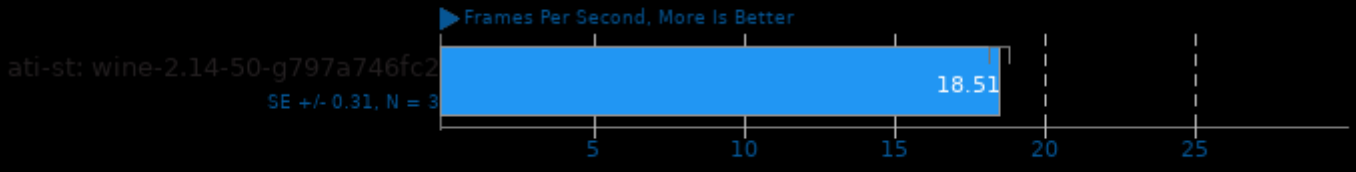
Unigine Heaven 2.1

Resolution: 1920 x 1080



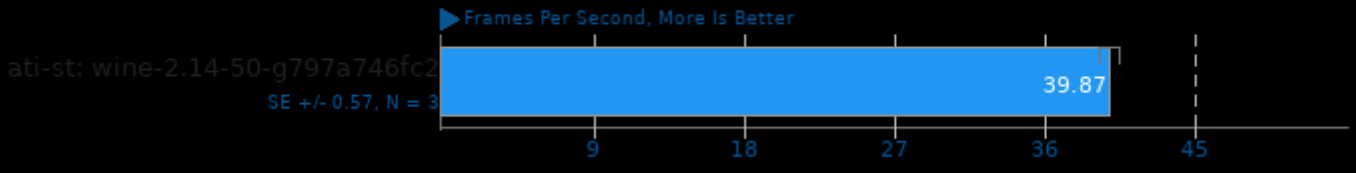
clear_d3d 1.0

No description



clear_gl 1.0

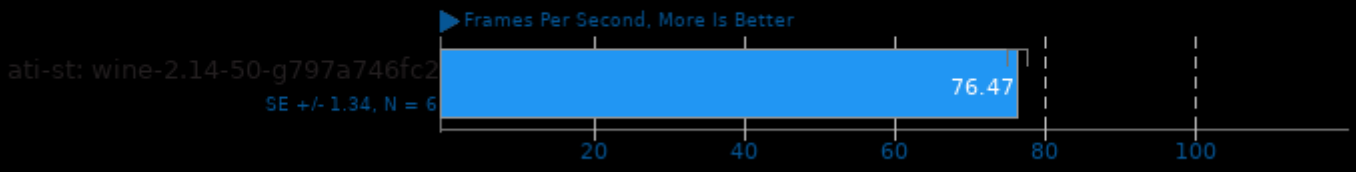
No description



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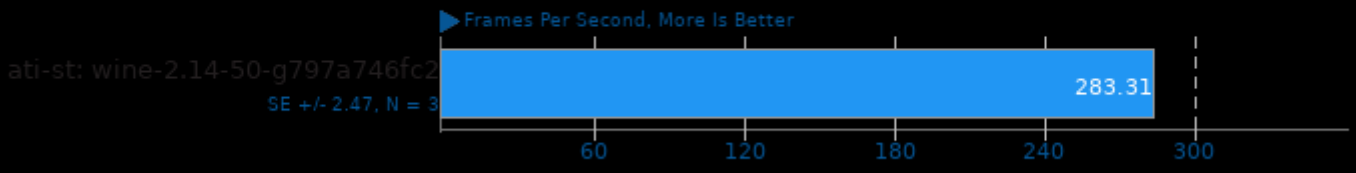
drawprim_d3d 1.0

No description



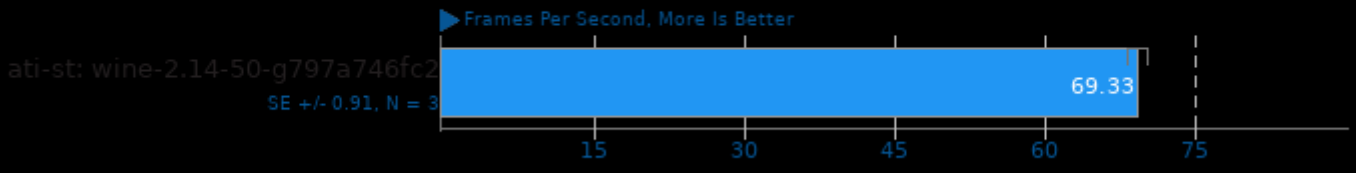
drawprim_gl 1.0

No description



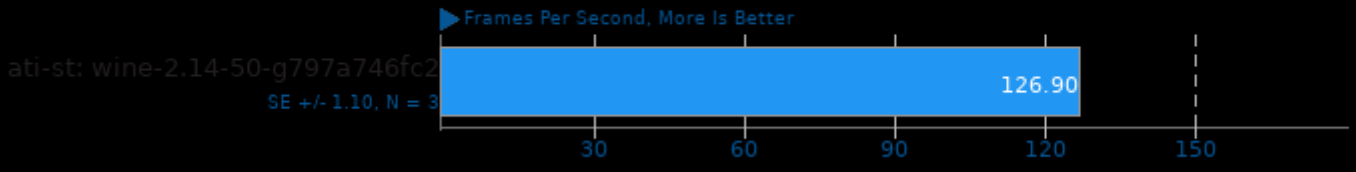
dynbuffer_d3d 1.0

No description



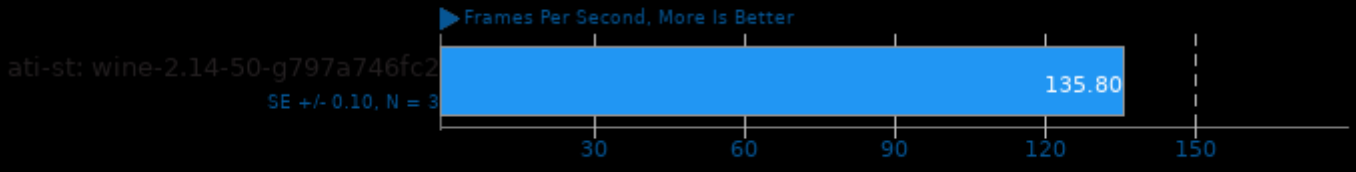
Half Life 2 1.0

Dxlevel: 81



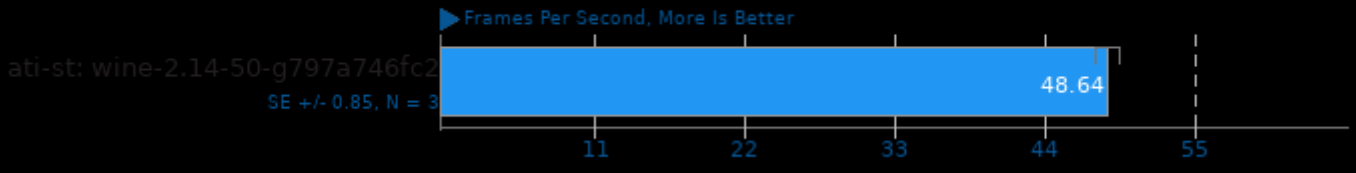
Half Life 2 1.0

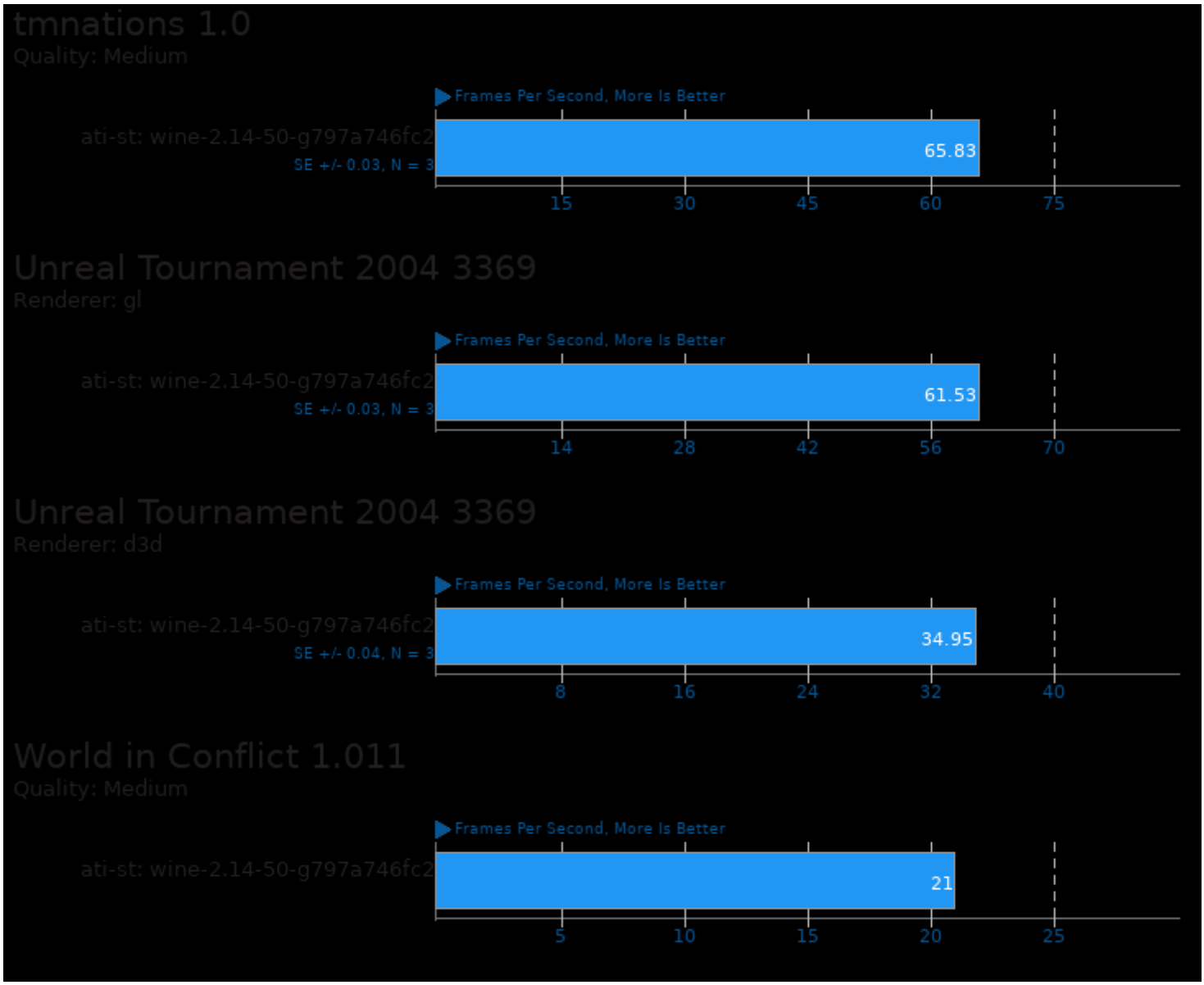
Dxlevel: 95



streamsrc_d3d 1.0

No description





This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 08:00.