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1050ti

Intel Xeon X5675 testing with a Gigabyte X58A-UD3R and ASUS NVIDIA GeForce GTX 1050 Ti 4096MB on Ubuntu 14.04 via the Phoronix Test Suite.

Test Systems:

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Processor: Intel Xeon X5675 @ 3.06GHz (12 Cores), Motherboard: Gigabyte X58A-UD3R, Chipset: Intel 5520/5500/X58 + ICH10R, Memory: 24576MB, Disk: 2000GB Western Digital WD2003FZEX-0 + 80GB INTEL SSDSA2M080, Graphics: ASUS NVIDIA GeForce GTX 1050 Ti 4096MB, Audio: Realtek ALC889, Network: Realtek RTL8111/8168/8411

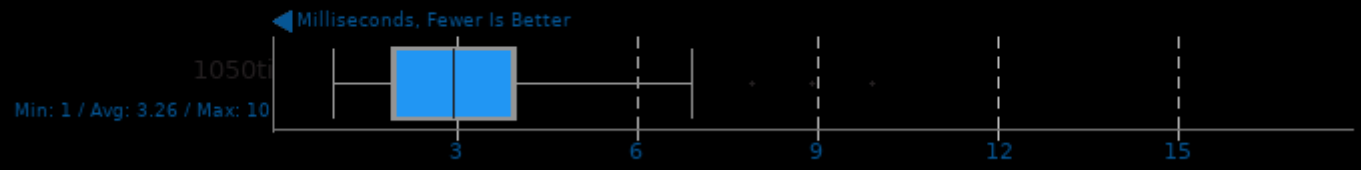
OS: Ubuntu 14.04, Kernel: 4.4.0-148-generic (x86_64), Desktop: GNOME 3.9.90, Display Server: X Server 1.18.3, Display Driver: nouveau 1.0.12, OpenGL: 4.3.0, Compiler: GCC 4.8, File-System: ext4, Screen Resolution: 1920x1200

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GpuTest - Plot3D - 1920 x 1200 - Fullscreen (Points)	58373
Standard Deviation	0%
GpuTest - Plot3D - 1920 x 1200 - Windowed (Points)	57419
Standard Deviation	2.4%
Xonotic - 1920 x 1200 - Ultimate (FPS)	151.66
Standard Deviation	1.1%
Unigine Valley - 1920 x 1200 - Fullscreen - D3D11 (FPS)	54.34
Standard Deviation	0.1%
Unigine Valley - 1920 x 1200 - Windowed - D3D11 (FPS)	54.50
Standard Deviation	0.2%
OpenArena - 2560 x 1440 (FPS)	304.90
Standard Deviation	0.4%

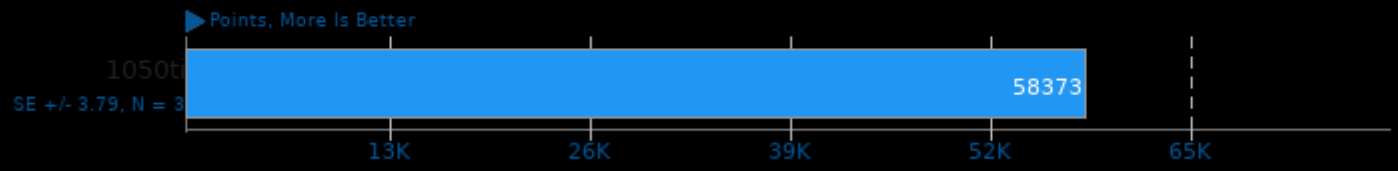
OpenArena 0.8.8

Resolution: 2560 x 1440 - Total Frame Time



GpuTest 0.7.0

Test: Plot3D - Resolution: 1920 x 1200 - Mode: Fullscreen



GpuTest 0.7.0

Test: Plot3D - Resolution: 1920 x 1200 - Mode: Windowed



Xonotic 0.8.2

Resolution: 1920 x 1200 - Effects Quality: Ultimate



Unigine Valley 1.0

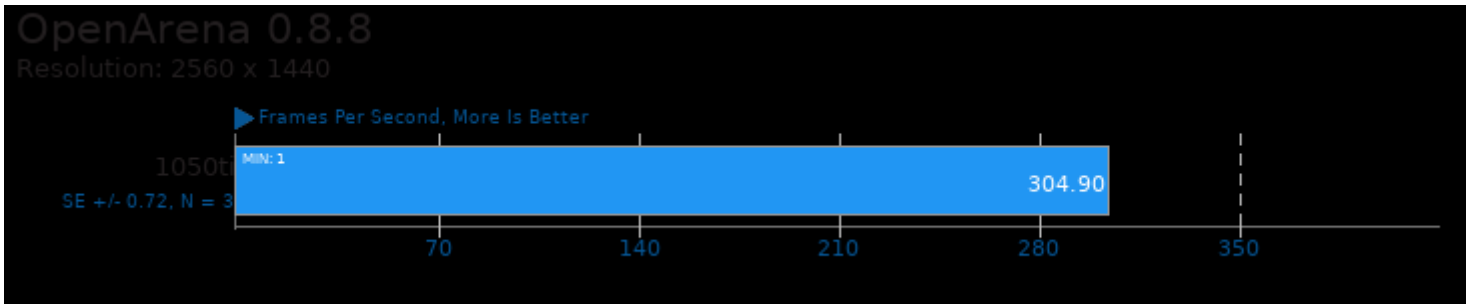
Resolution: 1920 x 1200 - Mode: Fullscreen - Renderer: D3D11



Unigine Valley 1.0

Resolution: 1920 x 1200 - Mode: Windowed - Renderer: D3D11





This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 09:40.