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dak

game

Test Systems:

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Processor: Intel Core i3 330M @ 2.13GHz (4 Cores), Motherboard: HP 1425 v54.57, Chipset: Intel Core DRAM, Memory: 4096MB, Disk: 250GB CT250MX500SSD1, Graphics: Intel Core IGP, Audio: Realtek ALC270, Monitor: LP156WH2-TLQ2, Network: Realtek RTL810xE PCI Fast + Qualcomm Atheros AR9285 Wireless

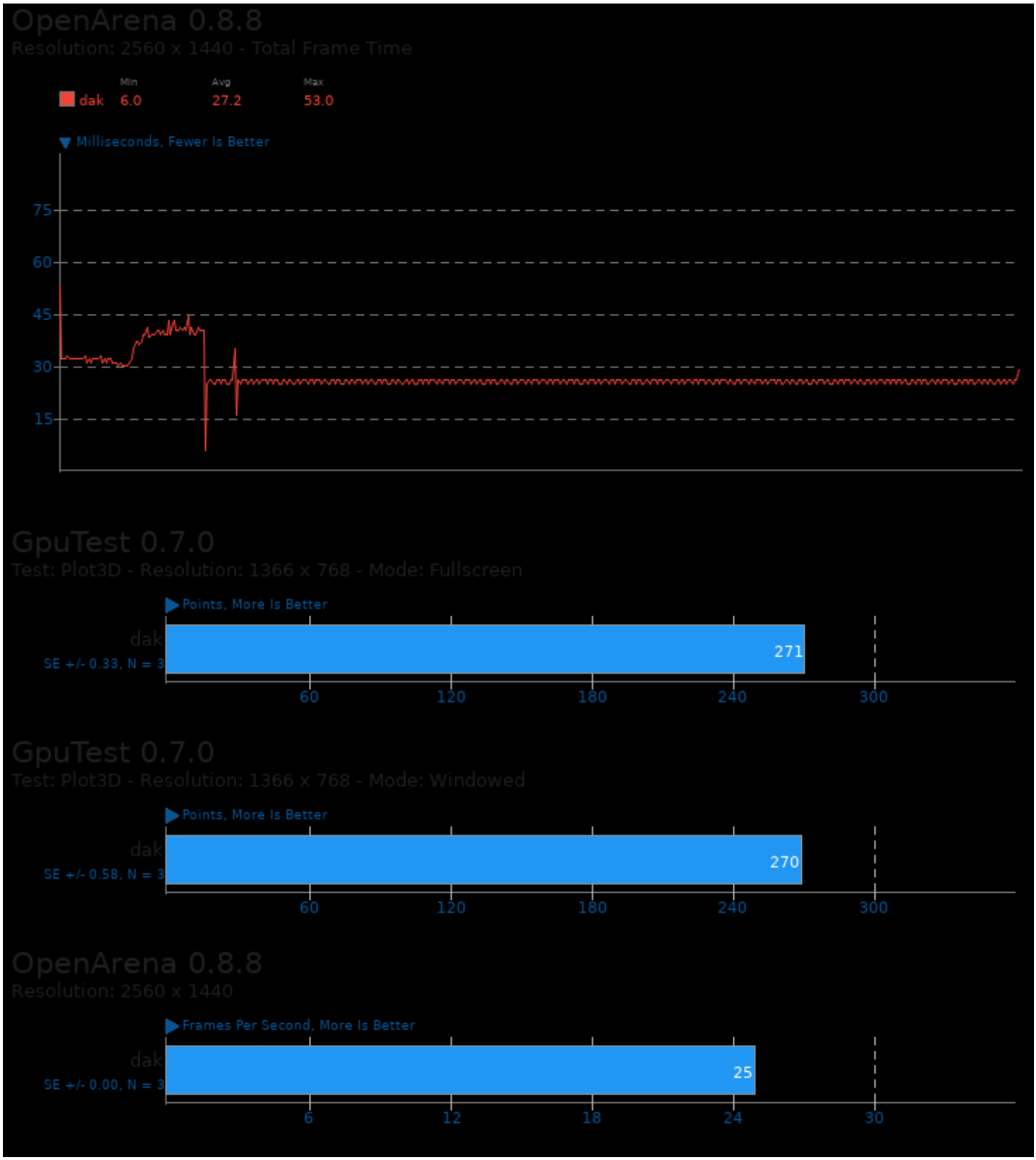
OS: LinuxMint 19.3, Kernel: 5.4.0-42-generic (x86_64), Desktop: Cinnamon 4.4.8, Display Driver: modesetting 1.20.8, OpenGL: 2.1 Mesa 20.0.8, File-System: ext4, Screen Resolution: 1366x768

Processor Notes: Scaling Governor: acpi-cpufreq ondemand

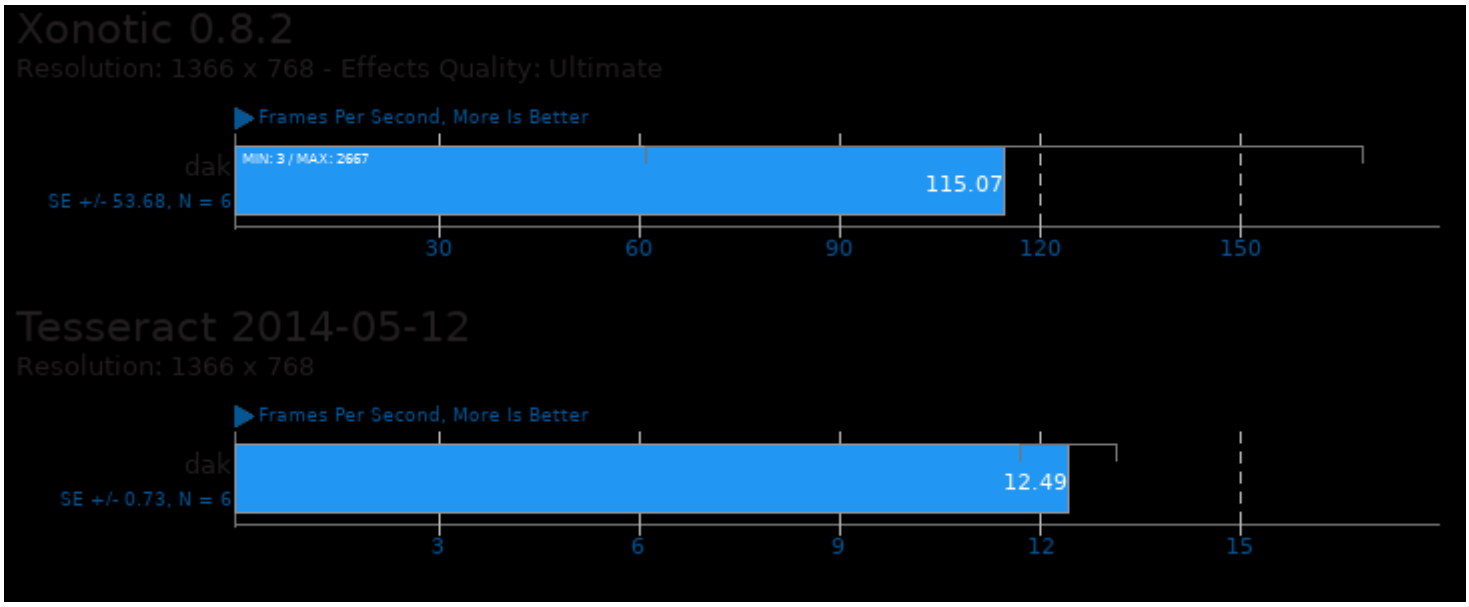
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GpuTest - Plot3D - 1366 x 768 - Fullscreen (Points)	271
Standard Deviation	0.2%
GpuTest - Plot3D - 1366 x 768 - Windowed (Points)	270
Standard Deviation	0.4%
OpenArena - 2560 x 1440 (FPS)	25
Standard Deviation	0%
Xonotic - 1366 x 768 - Ultimate (FPS)	115.07
Standard Deviation	114.3%
Tesseract - 1366 x 768 (FPS)	12.49
Standard Deviation	14.3%

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OpenArena 0.8.8
Resolution: 2560 x 1440 - Total Frame Time
Min
Avg
Max
dak 6.0 27.2 53.0
Milliseconds, Fewer Is Better
75
60
45
30
15
GpuTest 0.7.0
Test: Plot3D - Resolution: 1366 x 768 - Mode: Fullscreen
Points, More Is Better
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SE +/- 0.33, N = 3
271
60
120
180
240
300
GpuTest 0.7.0
Test: Plot3D - Resolution: 1366 x 768 - Mode: Windowed
Points, More Is Better
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SE +/- 0.58, N = 3
270
60
120
180
240
300
OpenArena 0.8.8
Resolution: 2560 x 1440
Frames Per Second, More Is Better
dak
SE +/- 0.00, N = 3
25
6
12
18
24
30

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This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 01:21.