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yquake2 8.10

AMD Ryzen 9 5950X 16-Core testing with a ASUS ROG CROSSHAIR VIII HERO (WI-FI) (4006 BIOS) and NVIDIA GeForce RTX 3060 Ti 8GB on Ubuntu 20.04 via the Phoronix Test Suite.

Automated Executive Summary

D had the most wins, coming in first place for 26% of the tests.

Based on the geometric mean of all complete results, the fastest (D) was 1.007x the speed of the slowest (B). C was 0.997x the speed of D, A was 0.997x the speed of C, B was 0.998x the speed of A.

The results with the greatest spread from best to worst included:

yquake2 (Renderer: Software CPU - AF: On - MSAA: On - Resolution: 2560 x 1440) at 1.107x

yquake2 (Renderer: Software CPU - AF: Off - MSAA: On - Resolution: 2560 x 1440) at 1.07x

yquake2 (Renderer: Software CPU Color Light - AF: On - MSAA: Off - Resolution: 2560 x 1440) at 1.057x

yquake2 (Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 2560 x 1440) at 1.055x

yquake2 (Renderer: Software CPU Color Light - AF: On - MSAA: On - Resolution: 2560 x 1440) at 1.053x

yquake2 (Renderer: OpenGL ES 3.x - AF: On - MSAA: Off - Resolution: 2560 x 1440) at 1.053x

yquake2 (Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 1920 x 1080) at 1.048x

yquake2 (Renderer: Software CPU Color Light - AF: Off - MSAA: Off - Resolution: 2560 x 1440) at 1.044x

yquake2 (Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 3840 x 2160) at 1.044x

yquake2 (Renderer: Software CPU - AF: On - MSAA: Off - Resolution: 2560 x 1440) at 1.044x.

Test Systems:

A

B

C

D

Processor: AMD Ryzen 9 5950X 16-Core @ 5.08GHz (16 Cores / 32 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (WI-FI) (4006 BIOS), Chipset: AMD Starship/Matisse, Memory: 32GB, Disk: 1000GB Sabrent Rocket 4.0 Plus, Graphics: NVIDIA GeForce RTX 3060 Ti 8GB, Audio: NVIDIA Device 228b, Monitor: ASUS MG28U, Network: Realtek RTL8125 2.5GbE + Intel I211 + Intel Wi-Fi 6 AX200

OS: Ubuntu 20.04, Kernel: 5.13.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.13, Display Driver: NVIDIA 515.48.07, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.7.89, Vulkan: 1.3.205, Compiler: GCC 9.4.0, File-System: ext4, Screen Resolution: 3840x2160

Kernel Notes: Transparent Huge Pages: madvise
 Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,objc+++,gm2 --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-multiarch --enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none=/build/gcc-9-Av3uEd/gcc-9-9.4.0/debian/tmp-nvptx/usr.hsa --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --program-prefix=x86_64-linux-gnu- --target=x86_64-linux-gnu --with-abi=m64 --with-arch-32=i686 --with-default-libstdcxx-abi=new --with-gcc-major-version-only --with-multilib-list=m32,m64,mx32 --with-target-system-zlib=auto --with-tune=generic --without-cuda-driver -v
 Processor Notes: Scaling Governor: acpi-cpufreq ondemand (Boost: Enabled) - CPU Microcode: 0xa201016
 Graphics Notes: BAR1 / Visible vRAM Size: 256 MiB - vBIOS Version: 94.04.25.00.2c
 Security Notes: itlb_multihit: Not affected + l1tf: Not affected + mds: Not affected + meltdown: Not affected + spec_store_bypass: Mitigation of SSB disabled via prctl and seccomp + spectre_v1: Mitigation of usercopy/swaps barriers and __user pointer sanitization + spectre_v2: Mitigation of Retpolines IBPB: conditional IBRS_FW STIBP: always-on RSB filling + srbs: Not affected + tsx_async_abort: Not affected

| | A | B | C | D |
|--|-------------|-------------|-------------|-------------|
| yquake2 - Software CPU - On - On - 2560 x 1440 (FPS) | 62.5 | 63.1 | 63.6 | 69.2 |
| Normalized | 90.32% | 91.18% | 91.91% | 100% |
| Standard Deviation | 1.2% | 0.7% | 1.7% | 1.7% |
| yquake2 - Software CPU - Off - On - 2560 x 1440 (FPS) | 67.1 | 69.2 | 71.8 | 70.7 |
| Normalized | 93.45% | 96.38% | 100% | 98.47% |
| Standard Deviation | 0.4% | 2.6% | 0.7% | 0.9% |
| yquake2 - S.C.C.L - On - Off - 2560 x 1440 (FPS) | 64.2 | 63.6 | 66.0 | 67.2 |
| Normalized | 95.54% | 94.64% | 98.21% | 100% |
| Standard Deviation | 0.6% | 0.4% | 0.4% | 1.9% |

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|--|--------------|--------------|--------------|--------------|
| yquake2 - S.C.C.L - Off - On - 2560 x 1440 (FPS) | 64.9 | 64.9 | 68.5 | 66.9 |
| Normalized | 94.74% | 94.74% | 100% | 97.66% |
| Standard Deviation | 0.3% | 0.7% | 1% | 1.2% |
| yquake2 - S.C.C.L - On - On - 2560 x 1440 (FPS) | 64.5 | 64.2 | 67.6 | 66.5 |
| Normalized | 95.41% | 94.97% | 100% | 98.37% |
| Standard Deviation | 2.5% | 1% | 1.7% | 2.1% |
| yquake2 - OpenGL ES 3.x - On - Off - 2560 x 1440 (FPS) | 2026 | 1937 | 1973 | 2039 |
| Normalized | 99.33% | 95% | 96.75% | 100% |
| Standard Deviation | 1% | 2.4% | 1% | 2.1% |
| yquake2 - S.C.C.L - Off - On - 1920 x 1080 (FPS) | 118.5 | 113.1 | 118.2 | 117.1 |
| Normalized | 100% | 95.44% | 99.75% | 98.82% |
| Standard Deviation | 0.6% | 1.9% | 1.2% | 1.8% |
| yquake2 - S.C.C.L - Off - Off - 2560 x 1440 (FPS) | 65.3 | 65.2 | 68.1 | 67.0 |
| Normalized | 95.89% | 95.74% | 100% | 98.38% |
| Standard Deviation | 1.1% | 0.4% | 1% | 1.2% |
| yquake2 - S.C.C.L - Off - On - 3840 x 2160 (FPS) | 33.4 | 33.4 | 32.5 | 32.0 |
| Normalized | 100% | 100% | 97.31% | 95.81% |
| Standard Deviation | 0.7% | 0.5% | 1.2% | 0.8% |
| yquake2 - Software CPU - On - Off - 2560 x 1440 (FPS) | 66.6 | 67.6 | 68.9 | 69.5 |
| Normalized | 95.83% | 97.27% | 99.14% | 100% |
| Standard Deviation | 0.8% | 3.3% | 0.9% | 1.2% |
| yquake2 - Vulkan - Off - Off - 3840 x 2160 (FPS) | 1392 | 1336 | 1347 | 1391 |
| Normalized | 100% | 95.98% | 96.75% | 99.94% |
| Standard Deviation | 0.4% | 0.4% | 1.6% | 1.3% |
| yquake2 - Vulkan - Off - Off - 2560 x 1440 (FPS) | 2102 | 2153 | 2068 | 2104 |
| Normalized | 97.64% | 100% | 96.04% | 97.71% |
| Standard Deviation | 0.8% | 2.9% | 0.8% | 2.4% |
| yquake2 - S.C.C.L - Off - Off - 3840 x 2160 (FPS) | 32.7 | 33.4 | 32.6 | 32.1 |
| Normalized | 97.9% | 100% | 97.6% | 96.11% |
| Standard Deviation | 0.3% | 0.5% | 1.7% | 2.3% |
| yquake2 - Software CPU - Off - On - 3840 x 2160 (FPS) | 33.6 | 34.6 | 33.3 | 34.1 |
| Normalized | 97.11% | 100% | 96.24% | 98.55% |
| Standard Deviation | 2.4% | 0.2% | 1.6% | 1.3% |
| yquake2 - S.C.C.L - On - Off - 3840 x 2160 (FPS) | 32.7 | 32.8 | 31.7 | 31.6 |
| Normalized | 99.7% | 100% | 96.65% | 96.34% |
| Standard Deviation | 1.4% | 0.8% | 0.2% | 0.4% |
| yquake2 - Software CPU - Off - Off - 2560 x 1440 (FPS) | 68.3 | 67.9 | 69.3 | 70.4 |
| Normalized | 97.02% | 96.45% | 98.44% | 100% |
| Standard Deviation | 1% | 0.5% | 1% | 1.5% |

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|--|-------------|-------------|-------------|-------------|
| yquake2 - Software CPU - On - On - 3840 x 2160 (FPS) | 34.0 | 33.8 | 33.5 | 32.8 |
| Normalized | 100% | 99.41% | 98.53% | 96.47% |
| Standard Deviation | 0.4% | 1.6% | 2.5% | 0.4% |
| yquake2 - Vulkan - On - On - 1920 x 1080 (FPS) | 1148 | 1110 | 1140 | 1144 |
| Normalized | 100% | 96.74% | 99.34% | 99.65% |
| Standard Deviation | 1.3% | 2.2% | 0.9% | 1.9% |
| yquake2 - Vulkan - On - Off - 2560 x 1440 (FPS) | 2086 | 2126 | 2128 | 2150 |
| Normalized | 97.03% | 98.87% | 99% | 100% |
| Standard Deviation | 1% | 0.7% | 1.2% | 0.9% |
| yquake2 - Software CPU - On - Off - 3840 x 2160 (FPS) | 33.7 | 33.7 | 32.7 | 33.4 |
| Normalized | 100% | 100% | 97.03% | 99.11% |
| Standard Deviation | 3.2% | 1.4% | 0.6% | 1.1% |
| yquake2 - Software CPU - Off - Off - 3840 x 2160 (FPS) | 33.8 | 34.3 | 33.3 | 33.8 |
| Normalized | 98.54% | 100% | 97.08% | 98.54% |
| Standard Deviation | 1.9% | 0.9% | 2.1% | 1.4% |
| yquake2 - OpenGL 3.x - Off - Off - 2560 x 1440 (FPS) | 2128 | 2066 | 2094 | 2116 |
| Normalized | 100% | 97.1% | 98.38% | 99.45% |
| Standard Deviation | 0.7% | 2.4% | 2.3% | 2.2% |
| yquake2 - S.C.C.L - On - On - 3840 x 2160 (FPS) | 32.4 | 32.2 | 31.5 | 31.7 |
| Normalized | 100% | 99.38% | 97.22% | 97.84% |
| Standard Deviation | 3.3% | 2.4% | 1% | 0.2% |
| yquake2 - Vulkan - Off - Off - 1920 x 1080 (FPS) | 2637 | 2640 | 2581 | 2653 |
| Normalized | 99.41% | 99.52% | 97.26% | 100% |
| Standard Deviation | 1.5% | 2.5% | 2.3% | 2.5% |
| yquake2 - Vulkan - On - Off - 3840 x 2160 (FPS) | 1339 | 1329 | 1365 | 1343 |
| Normalized | 98.1% | 97.35% | 100% | 98.37% |
| Standard Deviation | 0.4% | 1.2% | 0.6% | 0.1% |
| yquake2 - OpenGL ES 3.x - On - Off - 1920 x 1080 (FPS) | 2301 | 2242 | 2296 | 2288 |
| Normalized | 100% | 97.44% | 99.77% | 99.41% |
| Standard Deviation | 0.9% | 2.4% | 1.8% | 1.8% |
| yquake2 - OpenGL ES 3.x - Off - On - 1920 x 1080 (FPS) | 1415 | 1379 | 1402 | 1384 |
| Normalized | 100% | 97.44% | 99.03% | 97.8% |
| Standard Deviation | 1.6% | 2.3% | 1.5% | 0.8% |
| yquake2 - OpenGL ES 3.x - Off - Off - 2560 x 1440 (FPS) | 2048 | 2100 | 2077 | 2100 |
| Normalized | 97.52% | 99.98% | 98.87% | 100% |
| Standard Deviation | 3.4% | 1.5% | 0.8% | 2.4% |
| yquake2 - Vulkan - On - Off - 1920 x 1080 (FPS) | 2601 | 2573 | 2634 | 2616 |
| Normalized | 98.73% | 97.68% | 100% | 99.32% |
| Standard Deviation | 2.5% | 3.9% | 1.8% | 3.4% |

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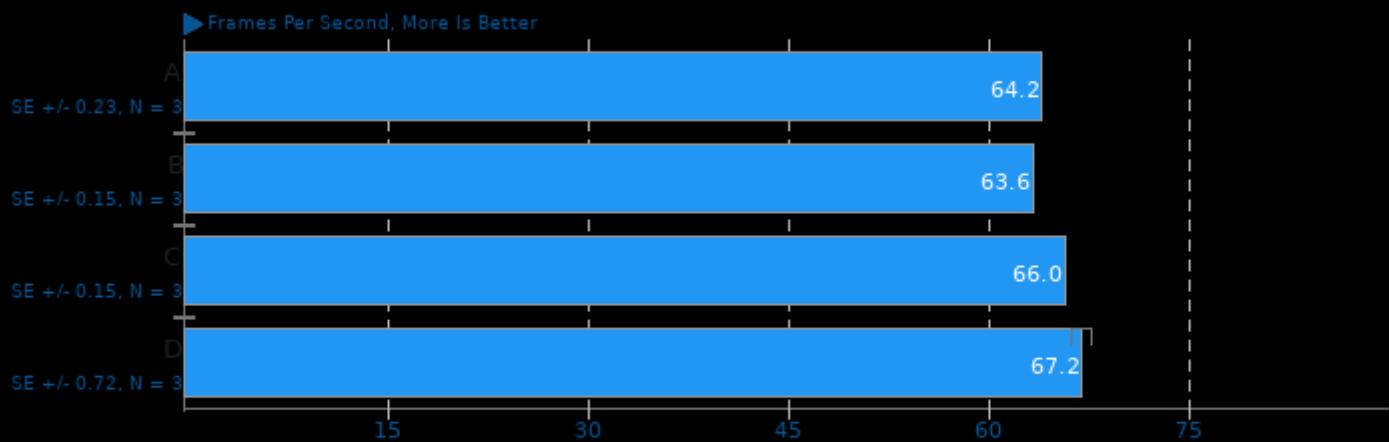
| | | | | |
|---|--------------|-------------|--------------|--------------|
| yquake2 - OpenGL 3.x - Off - Off - | 1479 | 1513 | 1504 | 1486 |
| 3840 x 2160 (FPS) | | | | |
| Normalized | 97.73% | 100% | 99.37% | 98.2% |
| Standard Deviation | 1.3% | 1.4% | 1.8% | 1.7% |
| yquake2 - OpenGL 3.x - On - Off - 1920 x 1080 (FPS) | 2271 | 2324 | 2312 | 2306 |
| Normalized | 97.74% | 100% | 99.49% | 99.25% |
| Standard Deviation | 2% | 1% | 2.4% | 2.4% |
| yquake2 - Vulkan - Off - On - 2560 x 1440 (FPS) | 774.1 | 776.1 | 791 | 787.5 |
| Normalized | 97.86% | 98.12% | 100% | 99.56% |
| Standard Deviation | 2.3% | 1% | 0.1% | 1.2% |
| yquake2 - Vulkan - On - On - 3840 x 2160 (FPS) | 393.9 | 392.1 | 392.6 | 385.6 |
| Normalized | 100% | 99.54% | 99.67% | 97.89% |
| Standard Deviation | 0.4% | 0.3% | 0.7% | 1.6% |
| yquake2 - S.C.C.L - On - Off - 1920 x 1080 (FPS) | 115.3 | 114.7 | 115.5 | 113.1 |
| Normalized | 99.83% | 99.31% | 100% | 97.92% |
| Standard Deviation | 1.4% | 0.3% | 1% | 0.6% |
| yquake2 - OpenGL ES 3.x - On - Off - 3840 x 2160 (FPS) | 1417 | 1403 | 1412 | 1432 |
| Normalized | 98.95% | 97.93% | 98.58% | 100% |
| Standard Deviation | 1% | 1.2% | 1% | 0.8% |
| yquake2 - OpenGL ES 3.x - On - On - 1920 x 1080 (FPS) | 1369 | 1348 | 1341 | 1351 |
| Normalized | 100% | 98.44% | 97.95% | 98.64% |
| Standard Deviation | 1.1% | 1.5% | 1.3% | 0.7% |
| yquake2 - OpenGL 3.x - On - Off - 3840 x 2160 (FPS) | 1442 | 1458 | 1435 | 1430 |
| Normalized | 98.92% | 100% | 98.47% | 98.12% |
| Standard Deviation | 0.9% | 2.2% | 0.6% | 1.8% |
| yquake2 - OpenGL ES 3.x - Off - Off - 1920 x 1080 (FPS) | 2284 | 2326 | 2326 | 2321 |
| Normalized | 98.16% | 100% | 100% | 99.79% |
| Standard Deviation | 3.5% | 0.2% | 2.1% | 2.1% |
| yquake2 - OpenGL 3.x - Off - Off - 1920 x 1080 (FPS) | 2347 | 2313 | 2327 | 2355 |
| Normalized | 99.63% | 98.19% | 98.79% | 100% |
| Standard Deviation | 0.8% | 1.7% | 1.7% | 0.8% |
| yquake2 - OpenGL 3.x - On - Off - 2560 x 1440 (FPS) | 2028 | 2065 | 2053 | 2050 |
| Normalized | 98.2% | 100% | 99.39% | 99.27% |
| Standard Deviation | 1.8% | 0.9% | 2.2% | 2.1% |
| yquake2 - Vulkan - On - On - 2560 x 1440 (FPS) | 742.2 | 745.9 | 755.8 | 753.0 |
| Normalized | 98.2% | 98.69% | 100% | 99.63% |
| Standard Deviation | 1.8% | 2.3% | 1.2% | 0.5% |
| yquake2 - Vulkan - Off - On - 1920 x 1080 (FPS) | 1173 | 1184 | 1176 | 1194 |
| Normalized | 98.25% | 99.23% | 98.5% | 100% |
| Standard Deviation | 0.9% | 0.8% | 1.4% | 2% |

| | | | | |
|---|--------------|--------------|--------------|--------------|
| yquake2 - OpenGL ES 3.x - On - On - | 950.4 | 939.6 | 935.9 | 945.2 |
| 2560 x 1440 (FPS) | | | | |
| Normalized | 100% | 98.86% | 98.47% | 99.45% |
| Standard Deviation | 0.5% | 0.5% | 1.2% | 0.5% |
| yquake2 - OpenGL ES 3.x - Off - On - | 969.9 | 955.2 | 959.1 | 963.1 |
| 2560 x 1440 (FPS) | | | | |
| Normalized | 100% | 98.48% | 98.89% | 99.3% |
| Standard Deviation | 1% | 0.8% | 1.4% | 1.6% |
| yquake2 - Software CPU - Off - Off - | 125.0 | 124.5 | 126.4 | 126.3 |
| 1920 x 1080 (FPS) | | | | |
| Normalized | 98.89% | 98.5% | 100% | 99.92% |
| Standard Deviation | 1.2% | 1.2% | 0.7% | 1.1% |
| yquake2 - OpenGL 3.x - On - On - 1920 | 1363 | 1363 | 1353 | 1372 |
| x 1080 (FPS) | | | | |
| Normalized | 99.4% | 99.34% | 98.63% | 100% |
| Standard Deviation | 1.7% | 2.2% | 1.9% | 2.4% |
| yquake2 - OpenGL 3.x - Off - On - 1920 | 1392 | 1403 | 1384 | 1400 |
| x 1080 (FPS) | | | | |
| Normalized | 99.22% | 100% | 98.68% | 99.84% |
| Standard Deviation | 2.2% | 1.4% | 0.7% | 0.6% |
| yquake2 - Software CPU - On - Off - | 122.8 | 121.2 | 122.4 | 122.0 |
| 1920 x 1080 (FPS) | | | | |
| Normalized | 100% | 98.7% | 99.67% | 99.35% |
| Standard Deviation | 0.7% | 2.3% | 1.3% | 1.6% |
| yquake2 - OpenGL ES 3.x - Off - Off - | 1471 | 1452 | 1466 | 1463 |
| 3840 x 2160 (FPS) | | | | |
| Normalized | 100% | 98.72% | 99.62% | 99.44% |
| Standard Deviation | 1.5% | 2.4% | 1.7% | 2.4% |
| yquake2 - OpenGL ES 3.x - Off - On - | 512.3 | 510.7 | 514.1 | 517.3 |
| 3840 x 2160 (FPS) | | | | |
| Normalized | 99.03% | 98.72% | 99.38% | 100% |
| Standard Deviation | 0.4% | 0.8% | 0.7% | 0.3% |
| yquake2 - Software CPU - Off - On - | 125.0 | 125.2 | 125.4 | 126.6 |
| 1920 x 1080 (FPS) | | | | |
| Normalized | 98.74% | 98.89% | 99.05% | 100% |
| Standard Deviation | 0.9% | 1.7% | 2.3% | 2.1% |
| yquake2 - OpenGL 3.x - Off - On - 2560 | 974.8 | 968.6 | 980.5 | 972.4 |
| x 1440 (FPS) | | | | |
| Normalized | 99.42% | 98.79% | 100% | 99.17% |
| Standard Deviation | 0.4% | 2.1% | 1.3% | 1% |
| yquake2 - S.C.C.L - Off - Off - 1920 x | 117.4 | 116.8 | 118.1 | 117.5 |
| 1080 (FPS) | | | | |
| Normalized | 99.41% | 98.9% | 100% | 99.49% |
| Standard Deviation | 1.4% | 1.1% | 1% | 1.9% |
| yquake2 - Software CPU - On - On - | 121.5 | 122.1 | 122.8 | 122.7 |
| 1920 x 1080 (FPS) | | | | |
| Normalized | 98.94% | 99.43% | 100% | 99.92% |
| Standard Deviation | 1.7% | 1.8% | 1.7% | 0.7% |
| yquake2 - OpenGL ES 3.x - On - On - | 508.3 | 512.3 | 507.1 | 510.8 |
| 3840 x 2160 (FPS) | | | | |
| Normalized | 99.22% | 100% | 98.98% | 99.71% |
| Standard Deviation | 0.4% | 0.9% | 0.1% | 0.5% |

| | | | |
|--|--------------|--------------|--------------|
| yquake2 - OpenGL 3.x - Off - On - 3840 x 2160 (FPS) | 516.8 | 521.8 | 520.6 |
| Normalized | 99.2% | 99.04% | 100% |
| Standard Deviation | 0.6% | 0.5% | 0.5% |
| yquake2 - Vulkan - Off - On - 3840 x 2160 (FPS) | 393.8 | 397.5 | 397.6 |
| Normalized | 99.07% | 99.04% | 99.97% |
| Standard Deviation | 2% | 0.7% | 0.2% |
| yquake2 - OpenGL 3.x - On - On - 2560 x 1440 (FPS) | 953.3 | 957.7 | 962.0 |
| Normalized | 99.1% | 99.55% | 100% |
| Standard Deviation | 0.5% | 1.3% | 1.1% |
| yquake2 - S.C.C.L - On - On - 1920 x 1080 (FPS) | 114.0 | 114.3 | 115.0 |
| Normalized | 99.13% | 99.39% | 99.91% |
| Standard Deviation | 1.4% | 0.8% | 1% |
| yquake2 - OpenGL 3.x - On - On - 3840 x 2160 (FPS) | 516.5 | 514.3 | 517.2 |
| Normalized | 99.86% | 99.44% | 100% |
| Standard Deviation | 0.7% | 1% | 0.2% |
| | | | 99.36% |
| | | | 0.3% |

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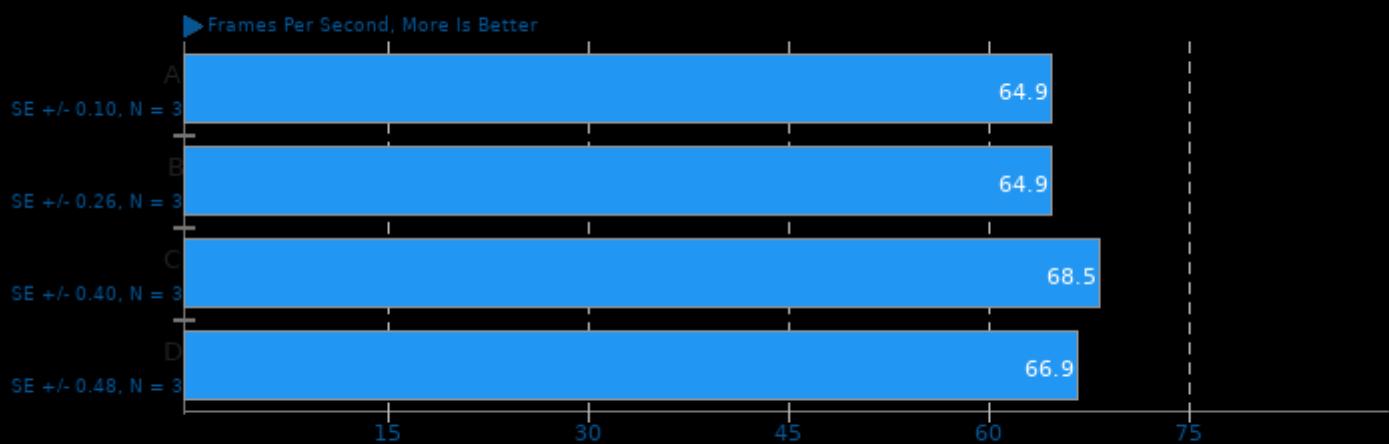
Renderer: Software CPU Color Light - AF: On - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

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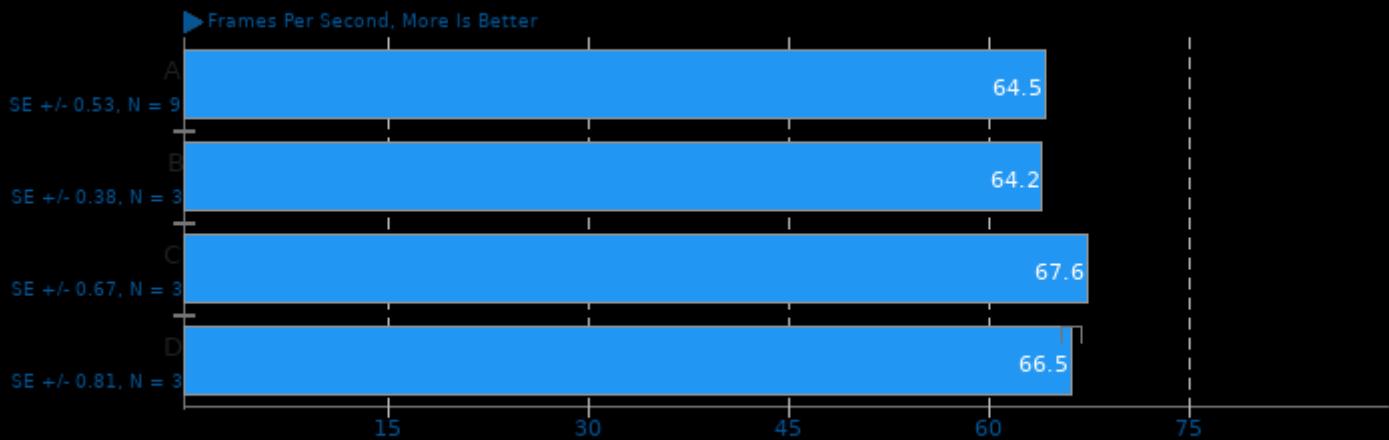
Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

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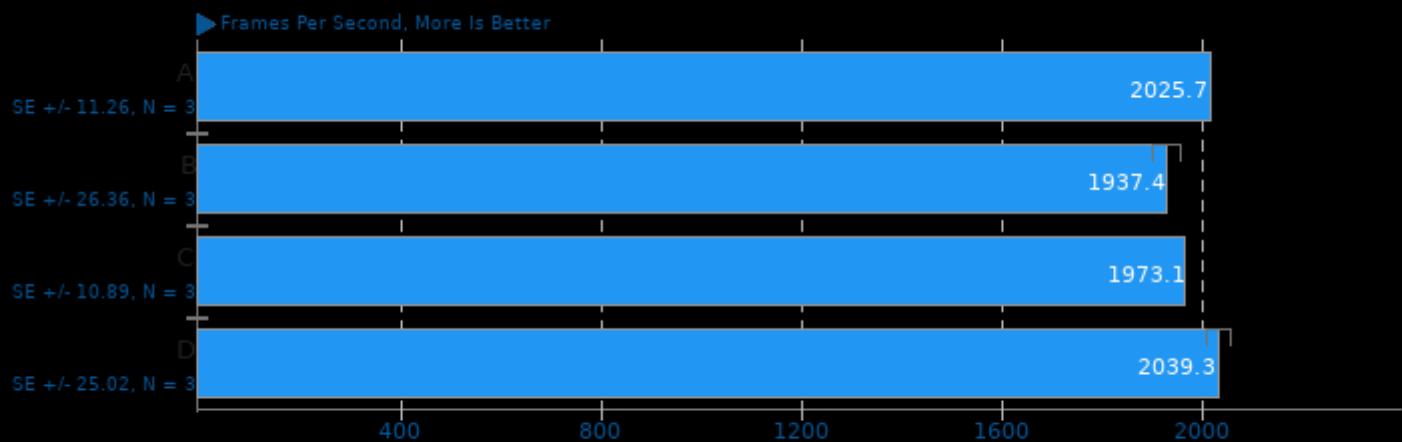
Renderer: Software CPU Color Light - AF: On - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -march=native

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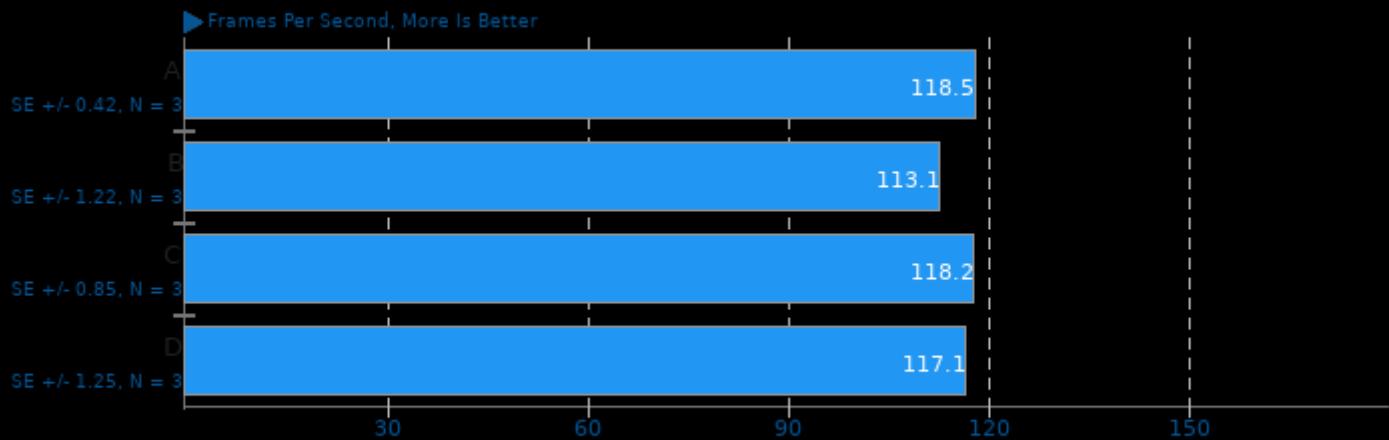
Renderer: OpenGL ES 3.x - AF: On - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -march=native

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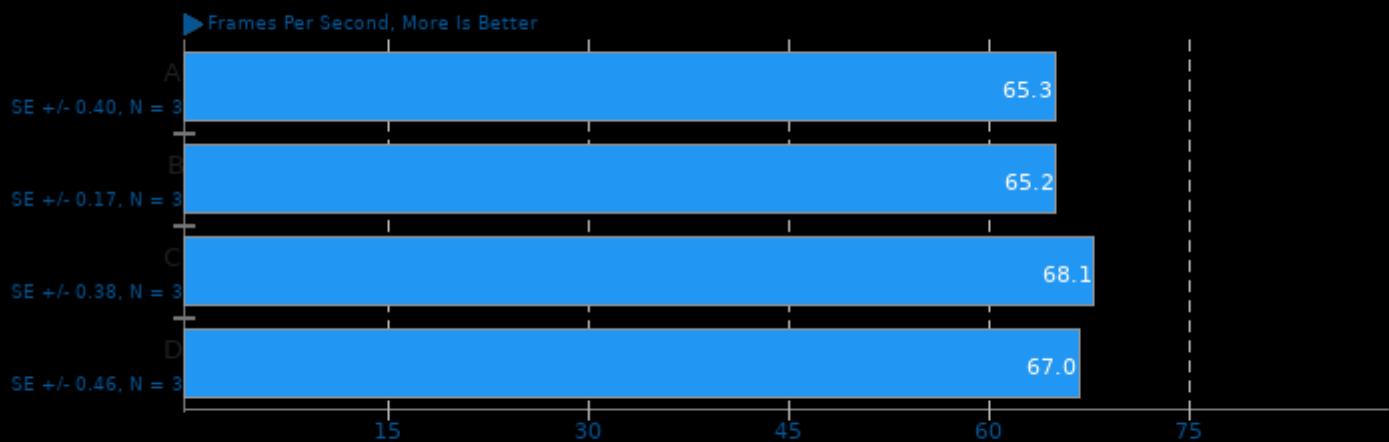
Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mfloat-abi=softfp

yquake2 8.10

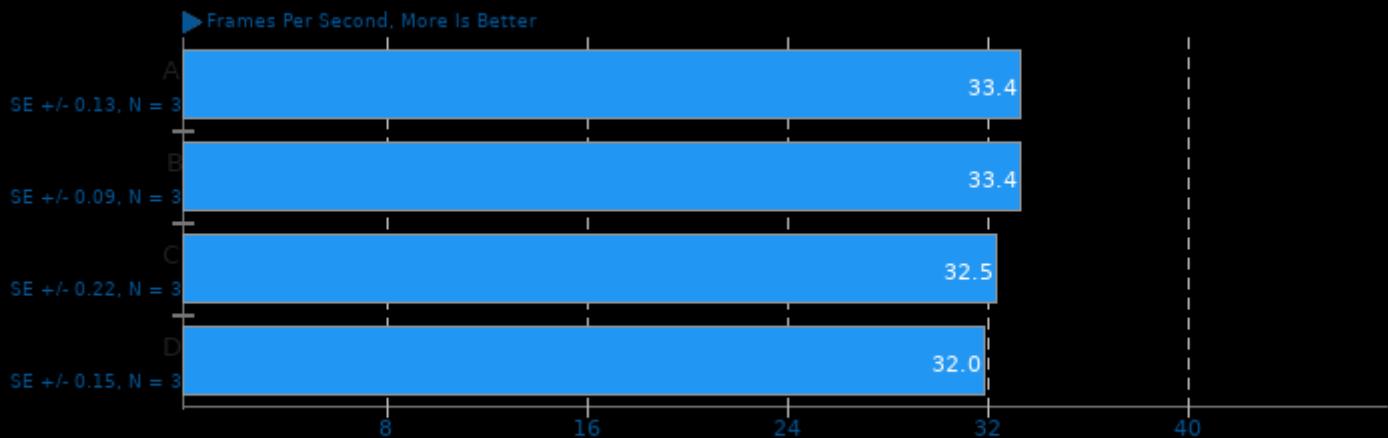
Renderer: Software CPU Color Light - AF: Off - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mfloat-abi=softfp

yquake2 8.10**yquake2 8.10**

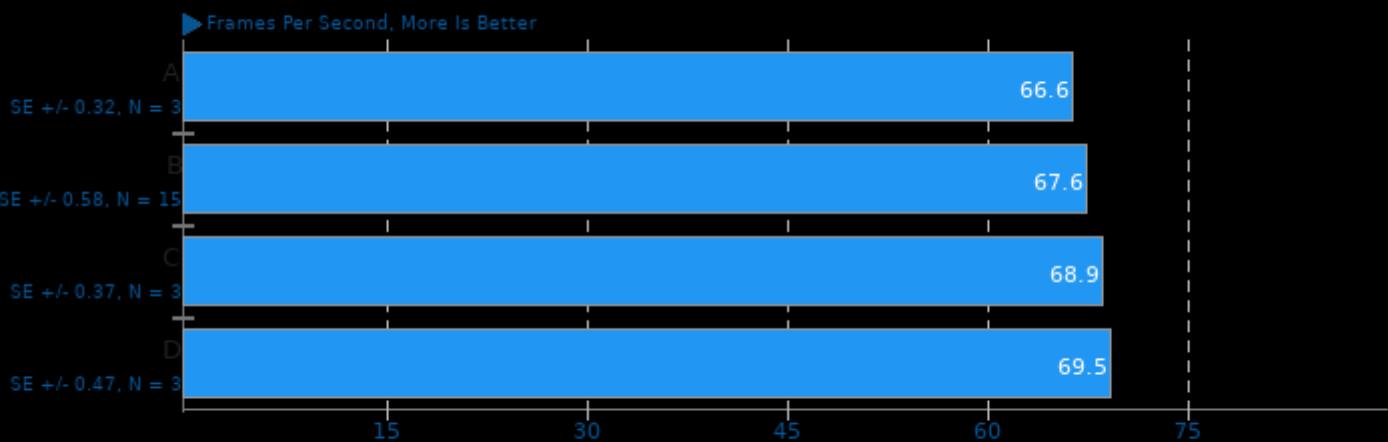
Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIE -O2 -fno-omit-frame-pointer -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

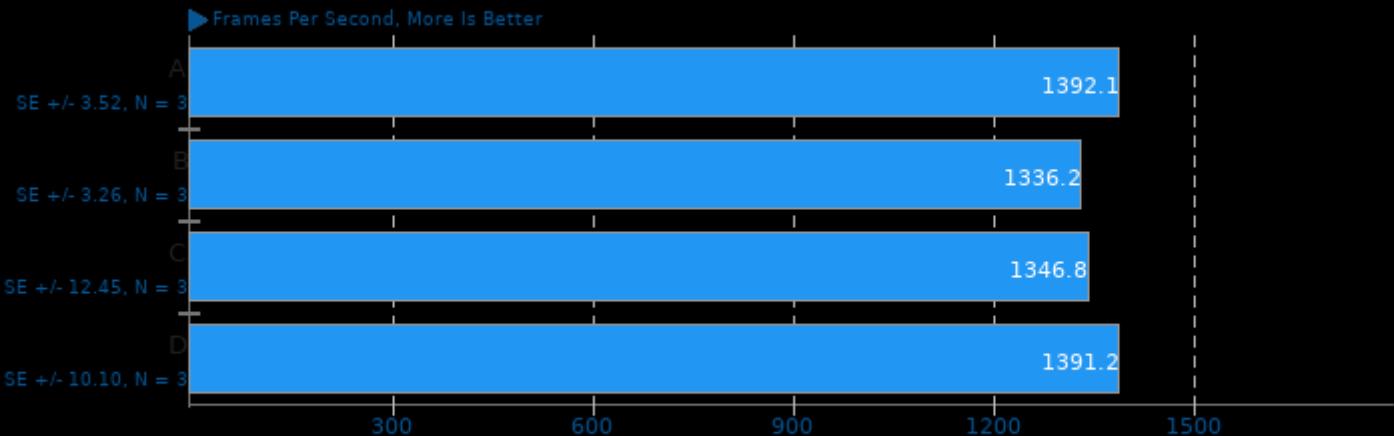
Renderer: Software CPU - AF: On - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIE -O2 -fno-omit-frame-pointer -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

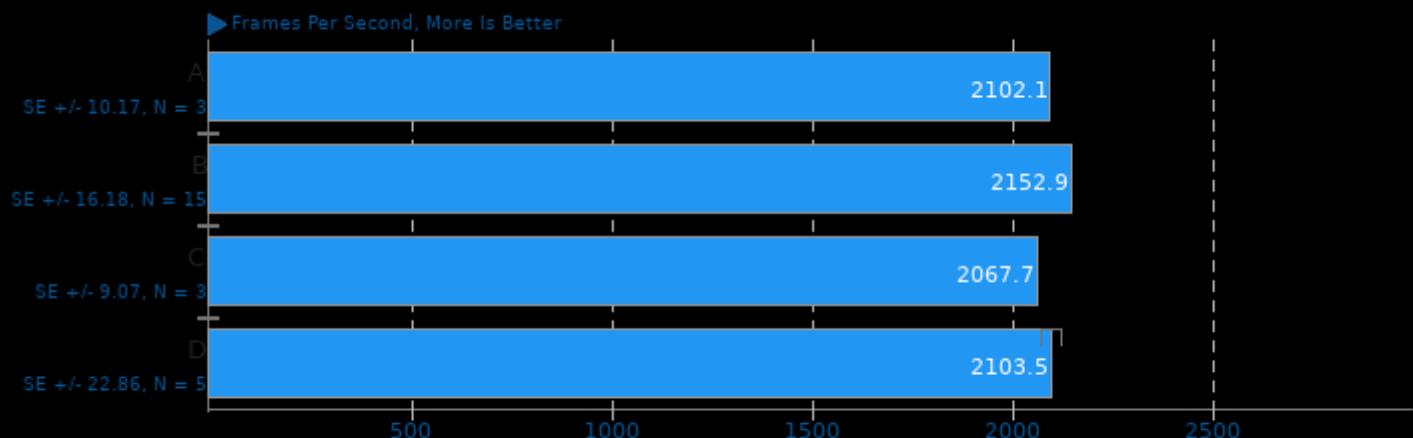
Renderer: Vulkan - AF: Off - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fISDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

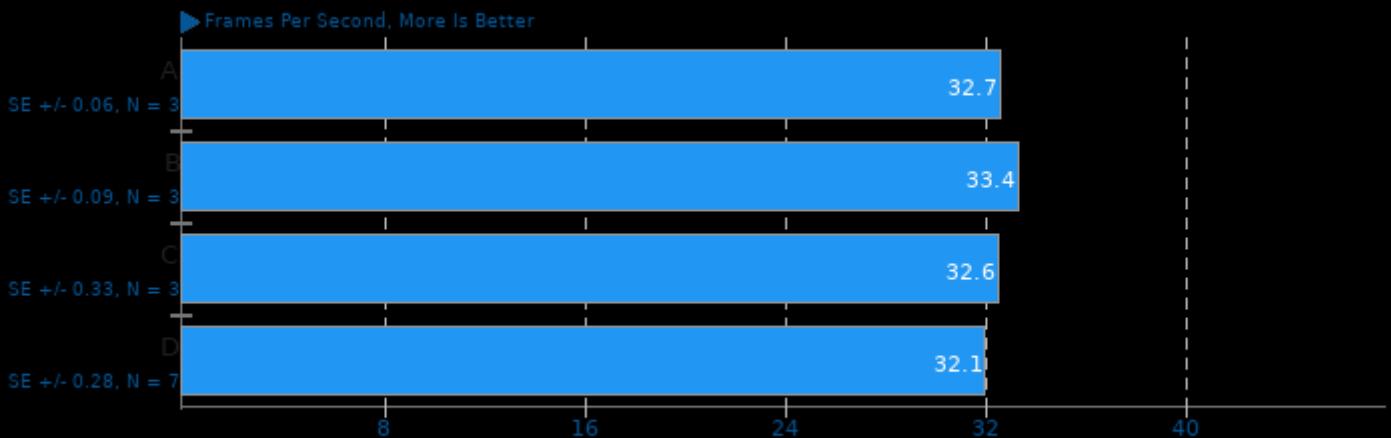
Renderer: Vulkan - AF: Off - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fISDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

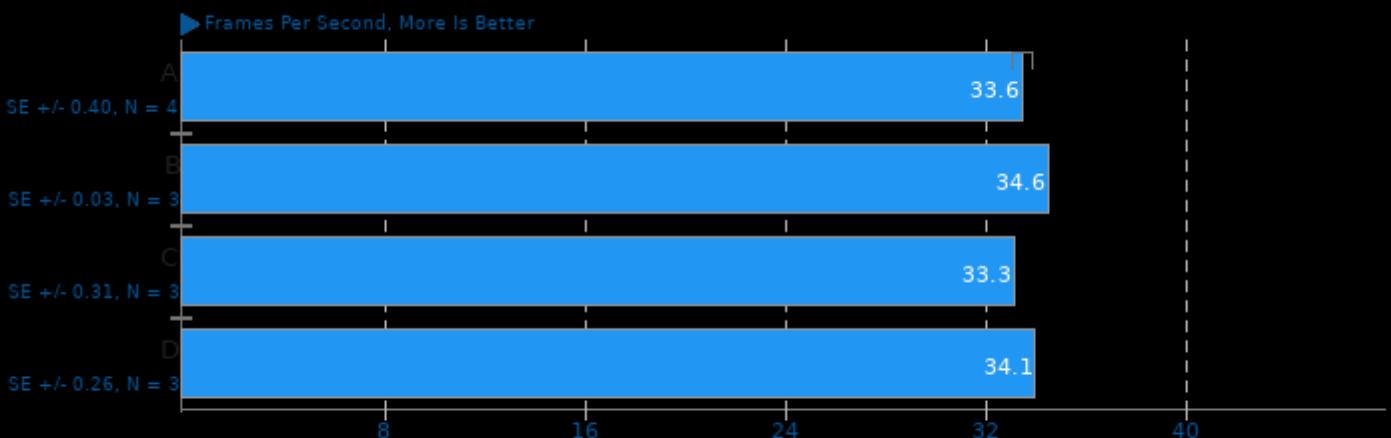
Renderer: Software CPU Color Light - AF: Off - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC

yquake2 8.10

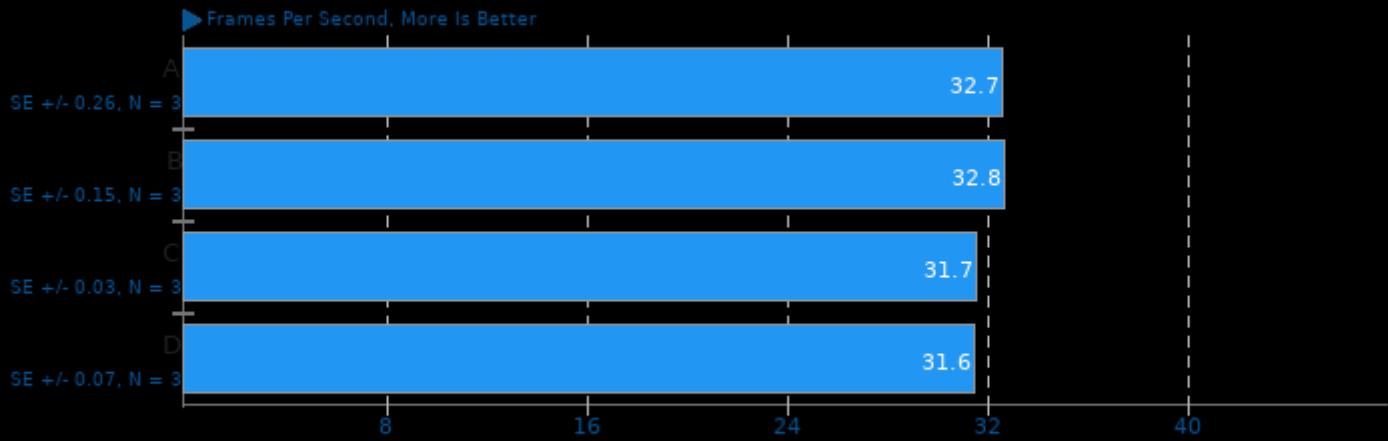
Renderer: Software CPU - AF: Off - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC

yquake2 8.10

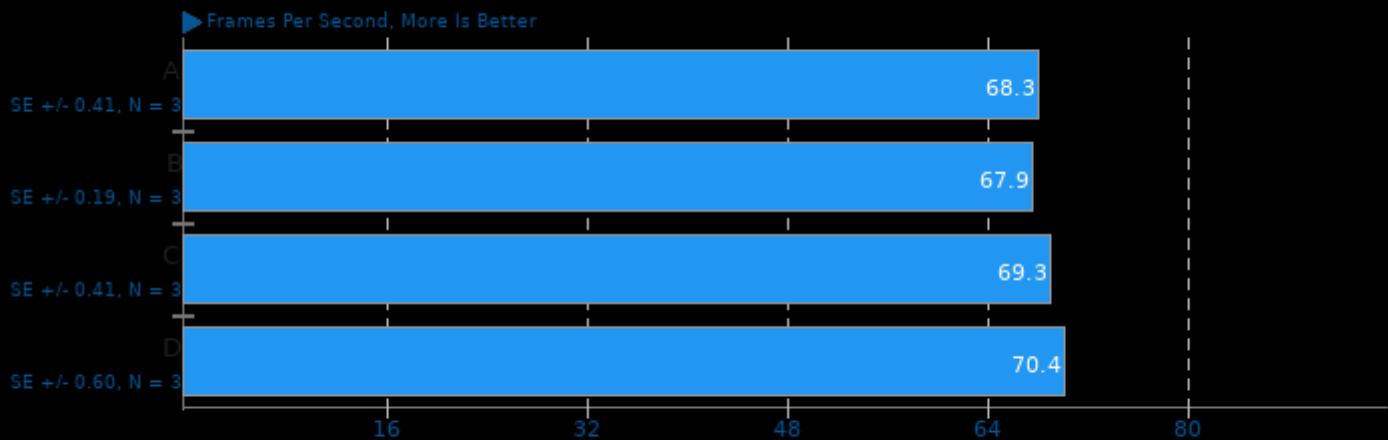
Renderer: Software CPU Color Light - AF: On - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC -fPIC

yquake2 8.10

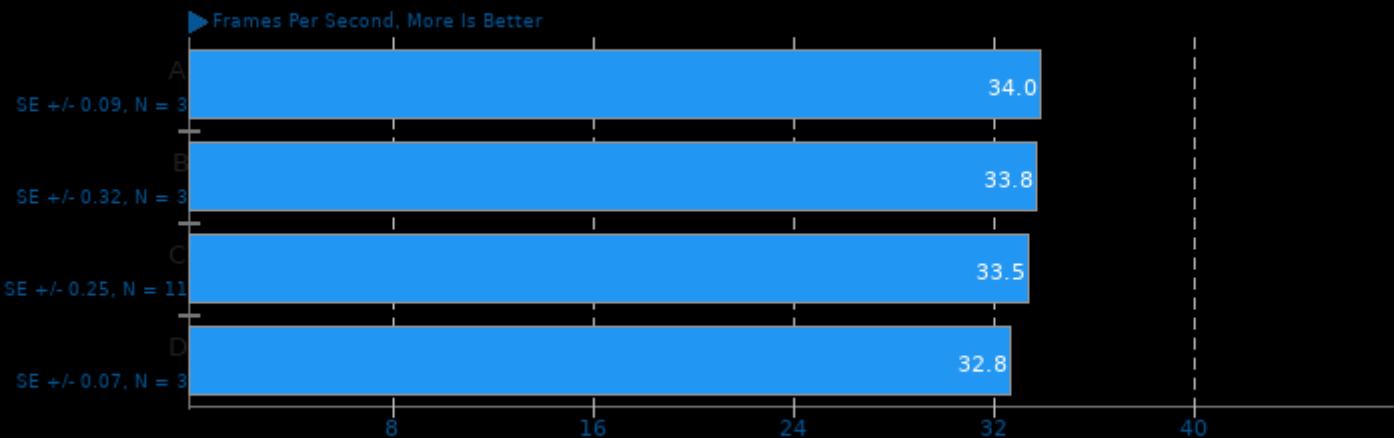
Renderer: Software CPU - AF: Off - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC -fPIC

yquake2 8.10

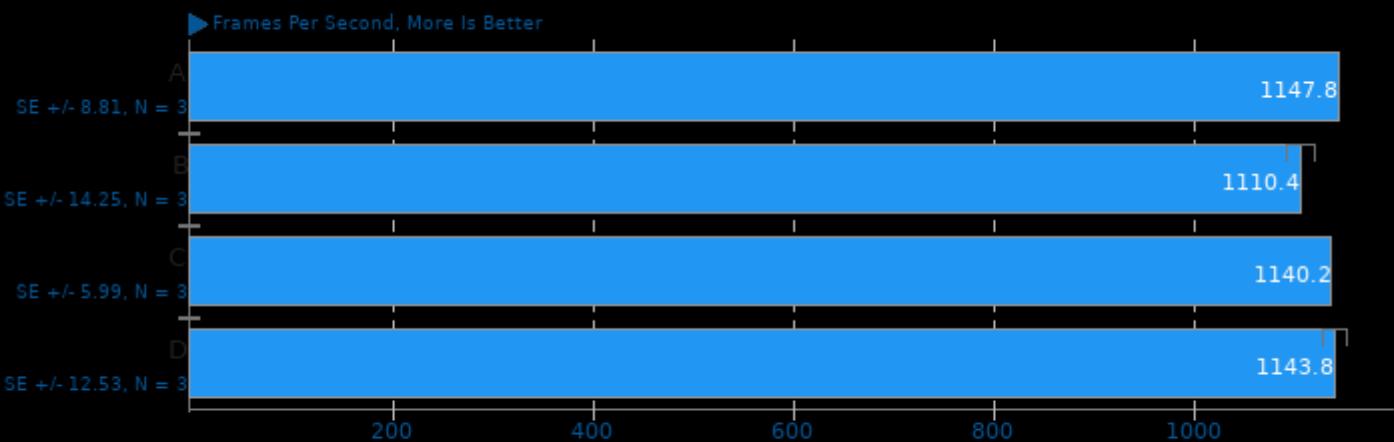
Renderer: Software CPU - AF: On - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

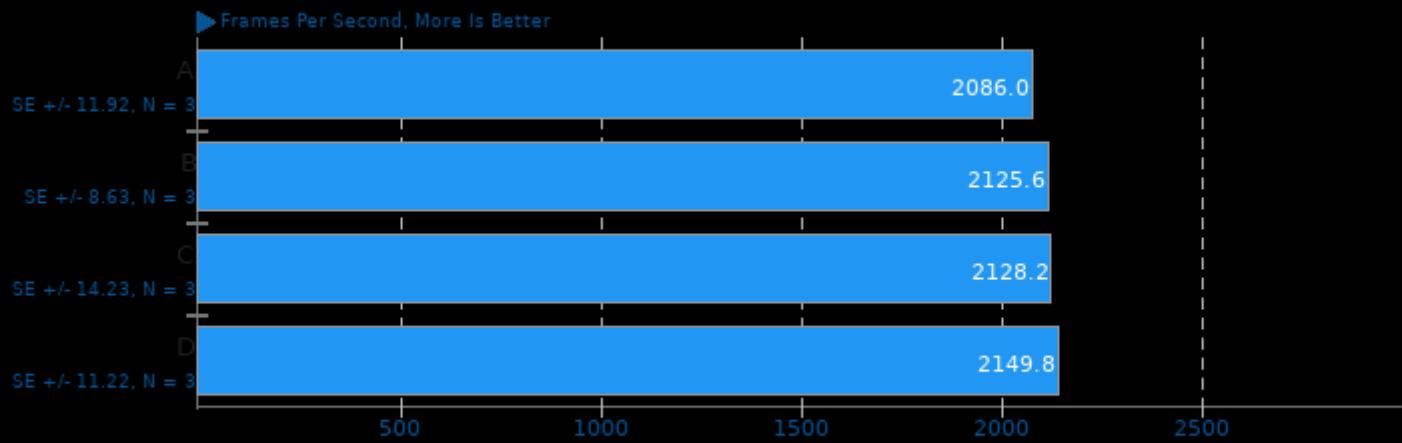
Renderer: Vulkan - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

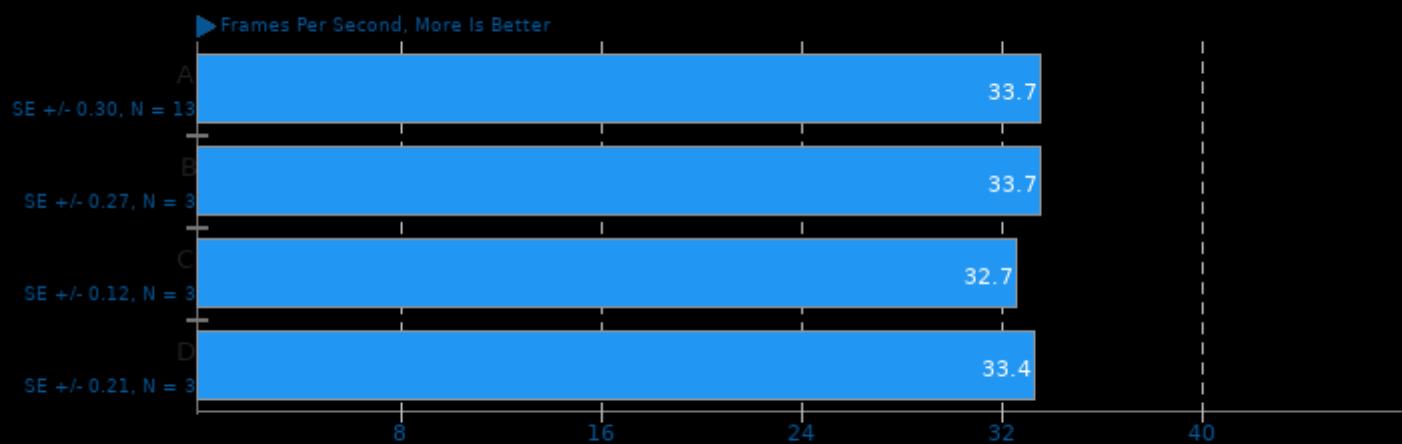
Renderer: Vulkan - AF: On - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIE -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIE

yquake2 8.10

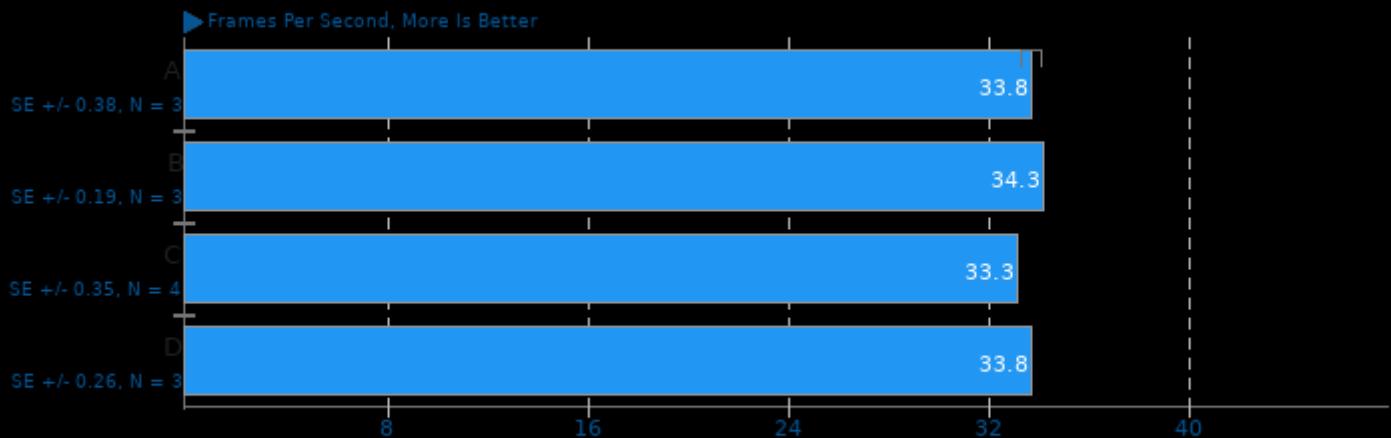
Renderer: Software CPU - AF: On - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIE -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIE

yquake2 8.10

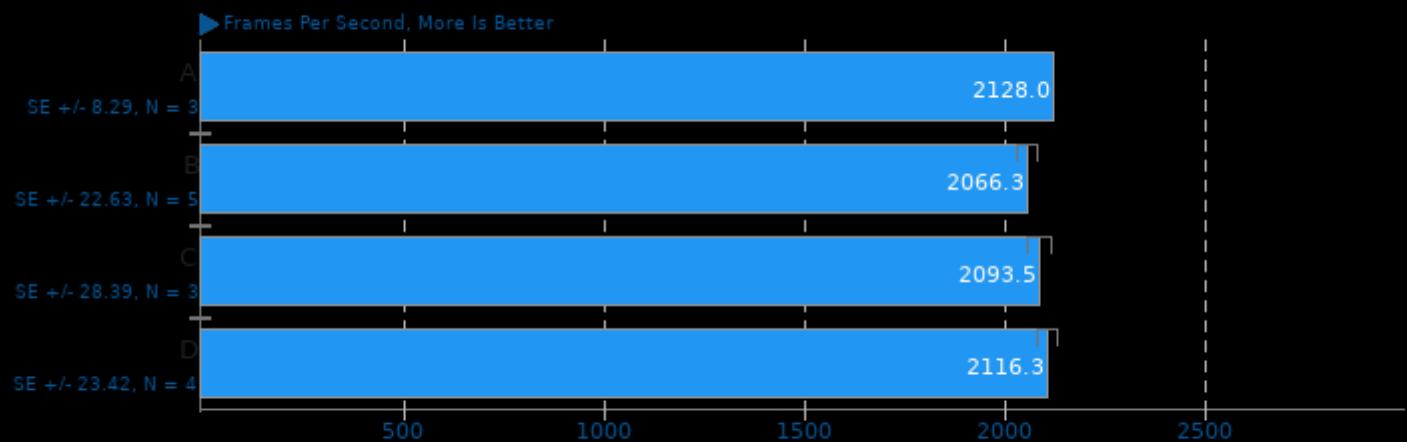
Renderer: Software CPU - AF: Off - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

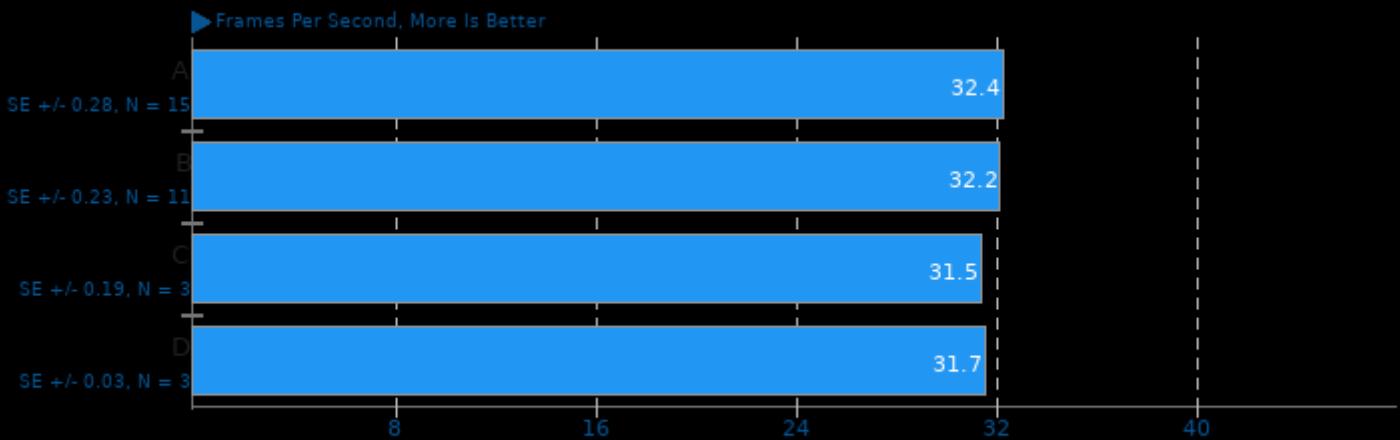
Renderer: OpenGL 3.x - AF: Off - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

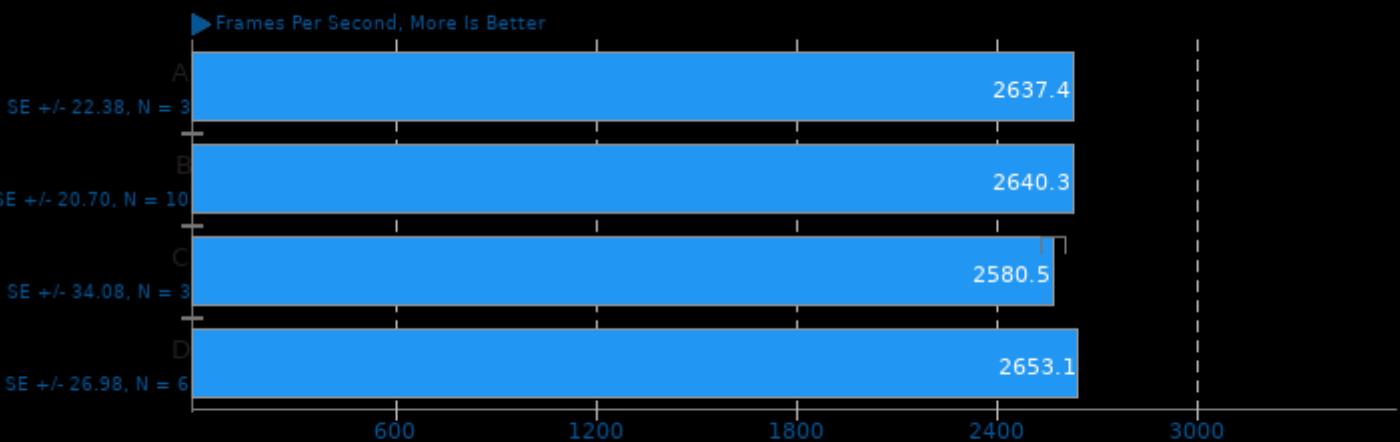
Renderer: Software CPU Color Light - AF: On - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu

yquake2 8.10

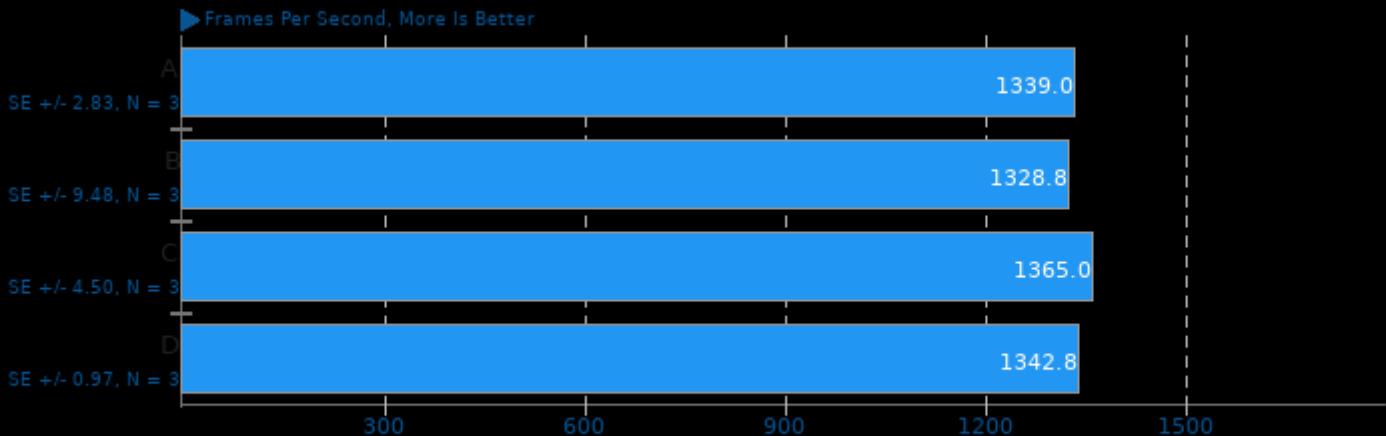
Renderer: Vulkan - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu

yquake2 8.10

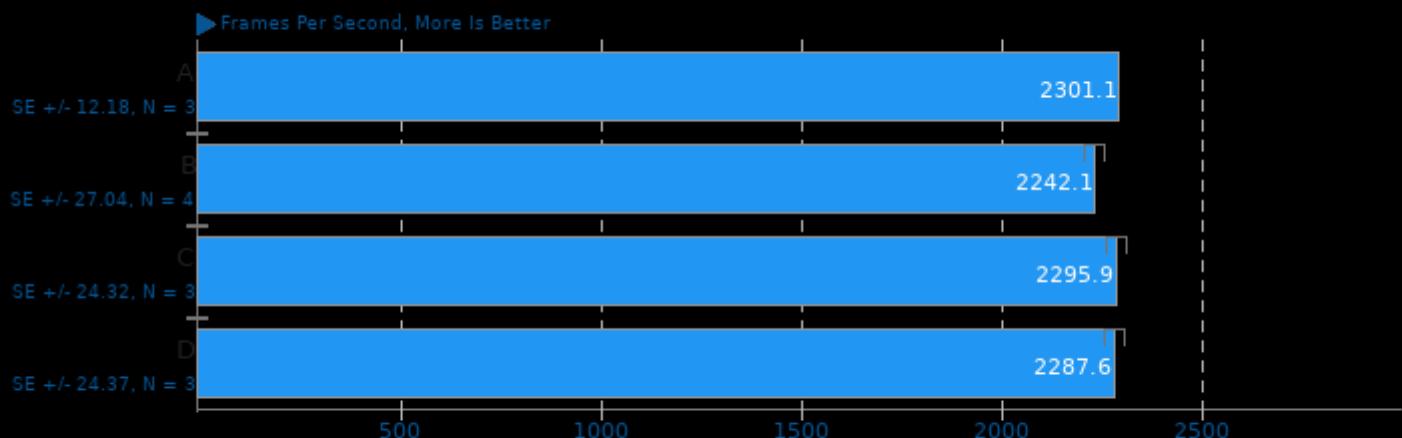
Renderer: Vulkan - AF: On - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mfloat-abi=softfp

yquake2 8.10

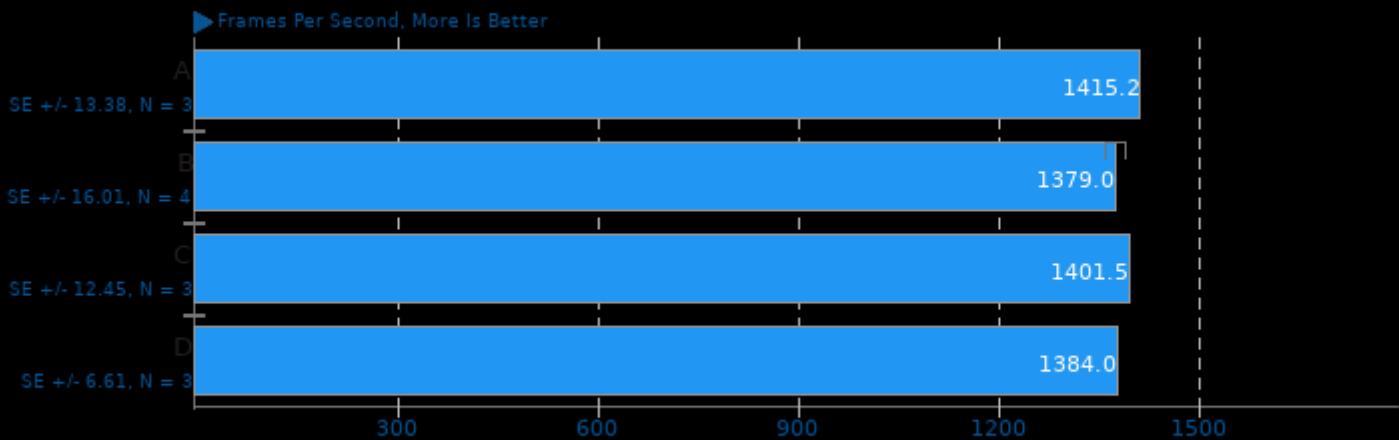
Renderer: OpenGL ES 3.x - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mfloat-abi=softfp

yquake2 8.10

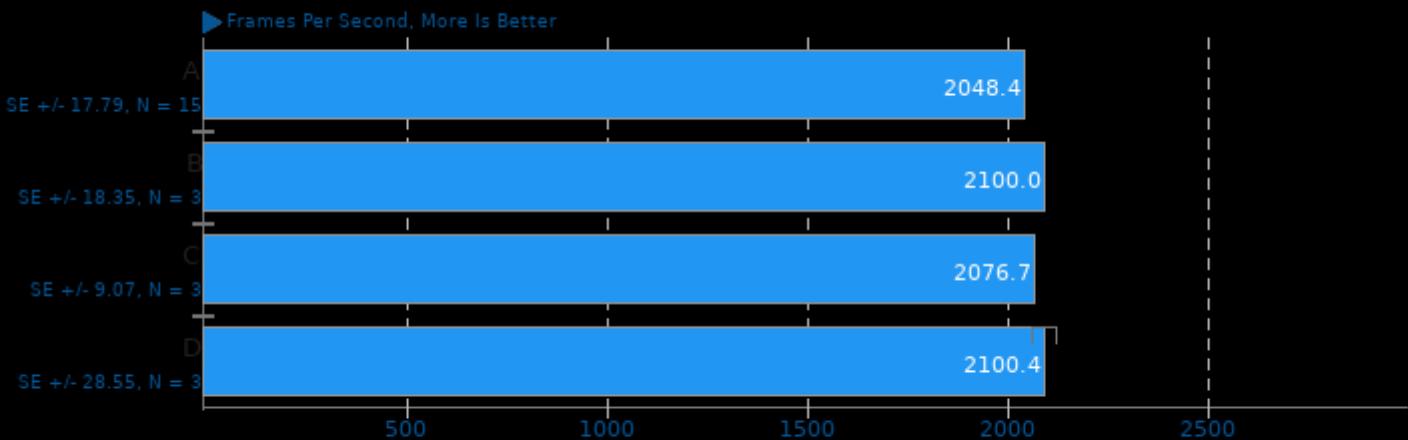
Renderer: OpenGL ES 3.x - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mcpu=cortex-a9 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -rdynamic -fPIC -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mcpu=cortex-a9

yquake2 8.10

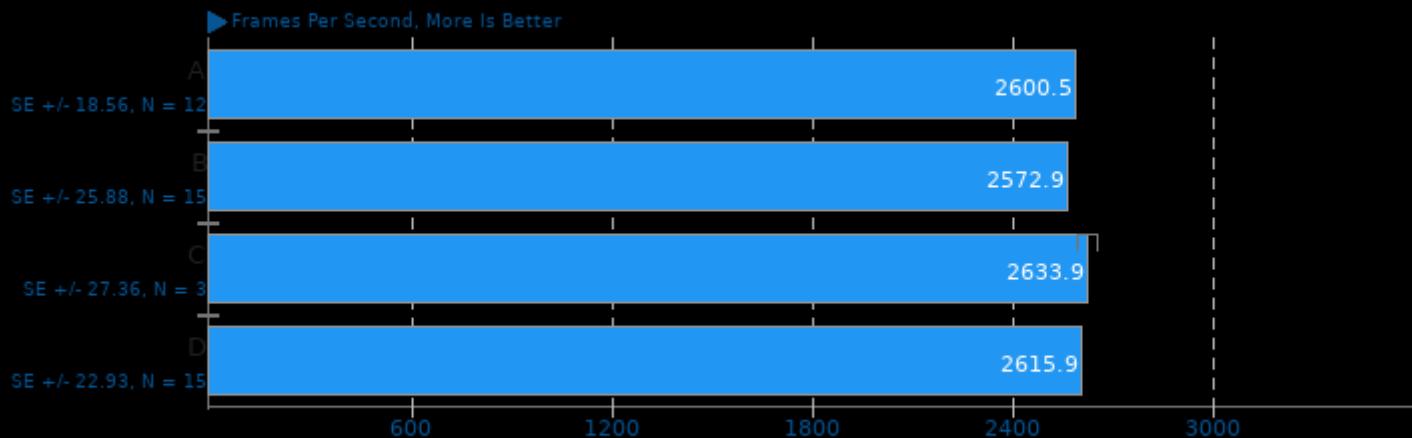
Renderer: OpenGL ES 3.x - AF: Off - MSAA: Off - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mcpu=cortex-a9 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -rdynamic -fPIC -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -mcpu=cortex-a9

yquake2 8.10

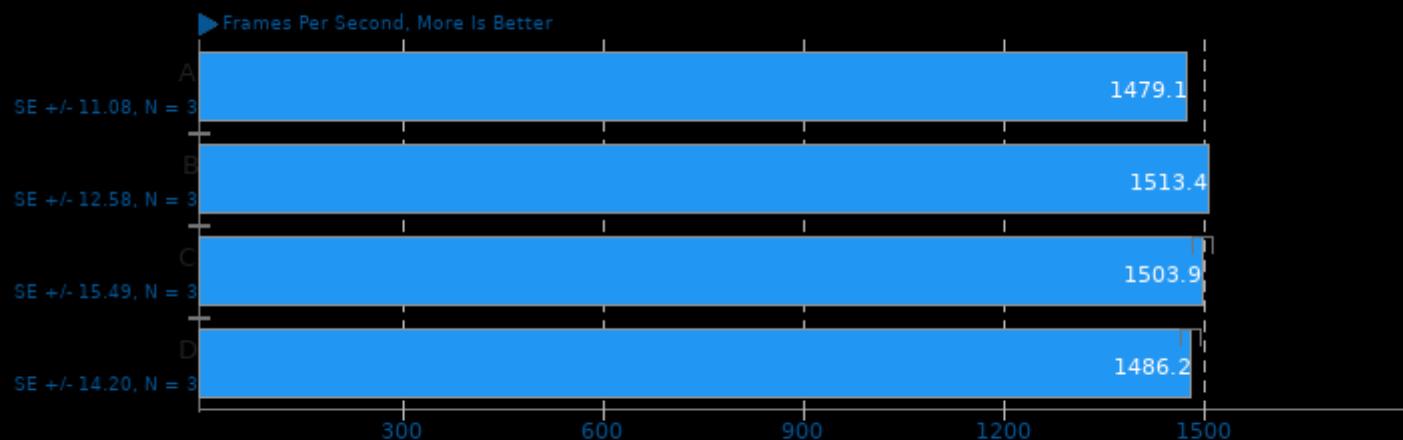
Renderer: Vulkan - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -march=native

yquake2 8.10

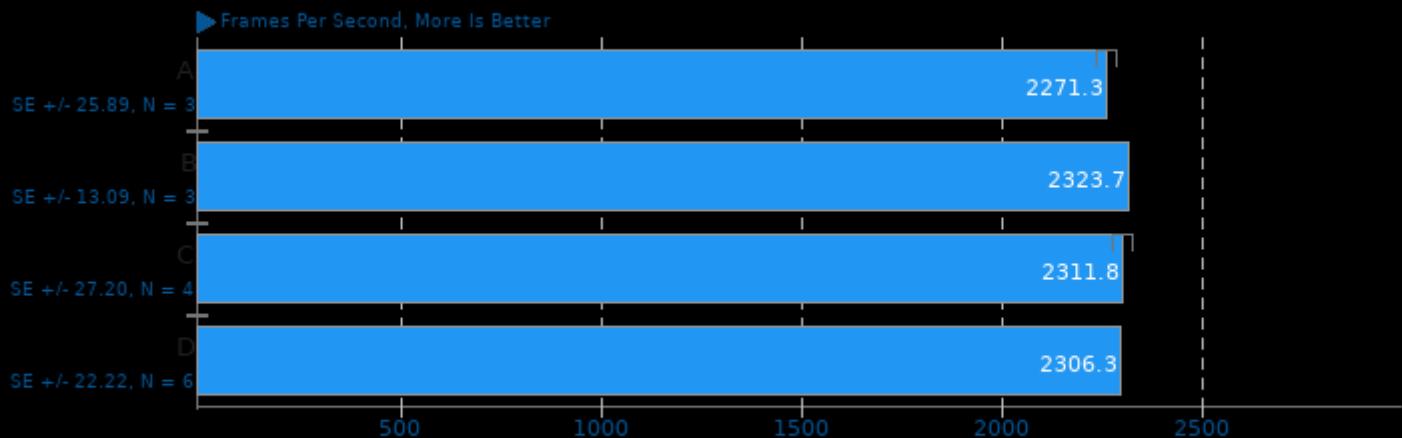
Renderer: OpenGL 3.x - AF: Off - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -march=native

yquake2 8.10

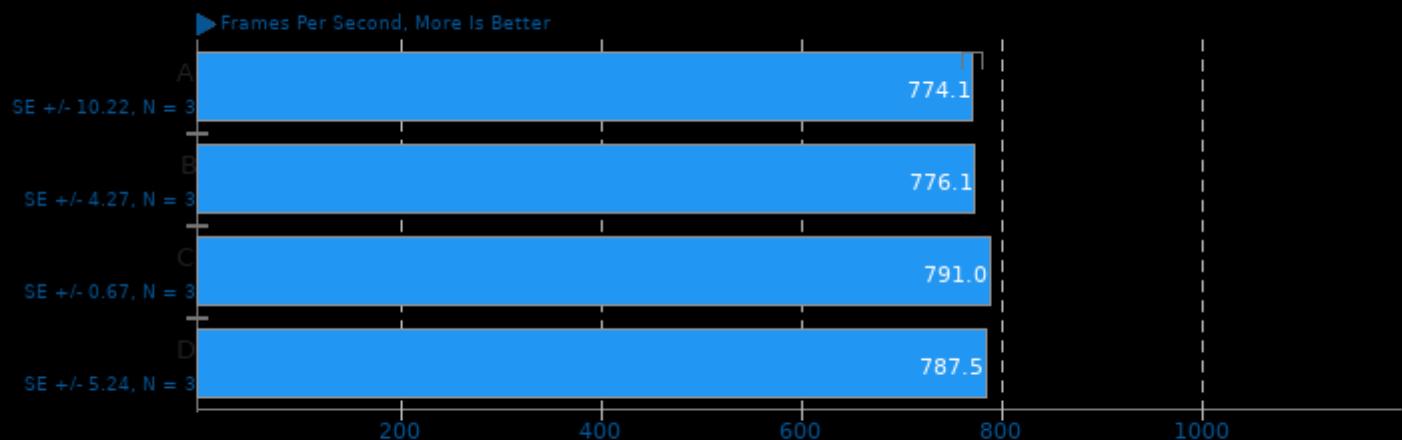
Renderer: OpenGL 3.x - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

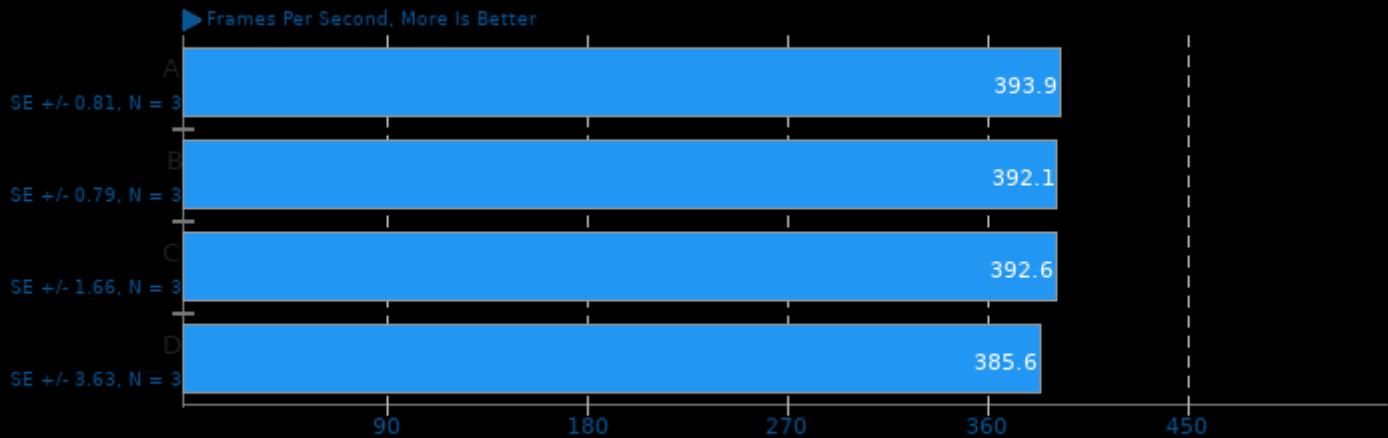
Renderer: Vulkan - AF: Off - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

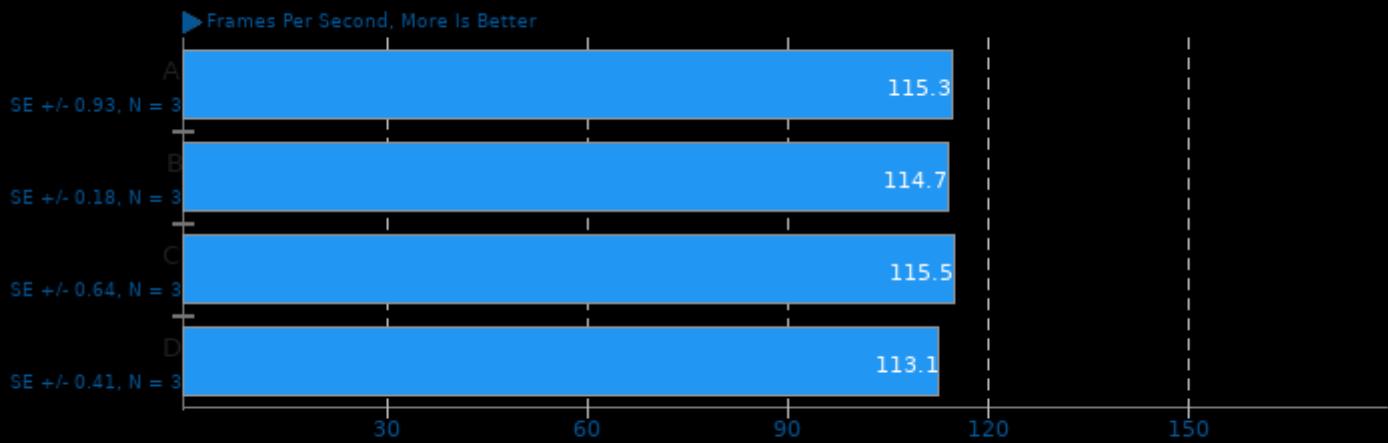
Renderer: Vulkan - AF: On - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

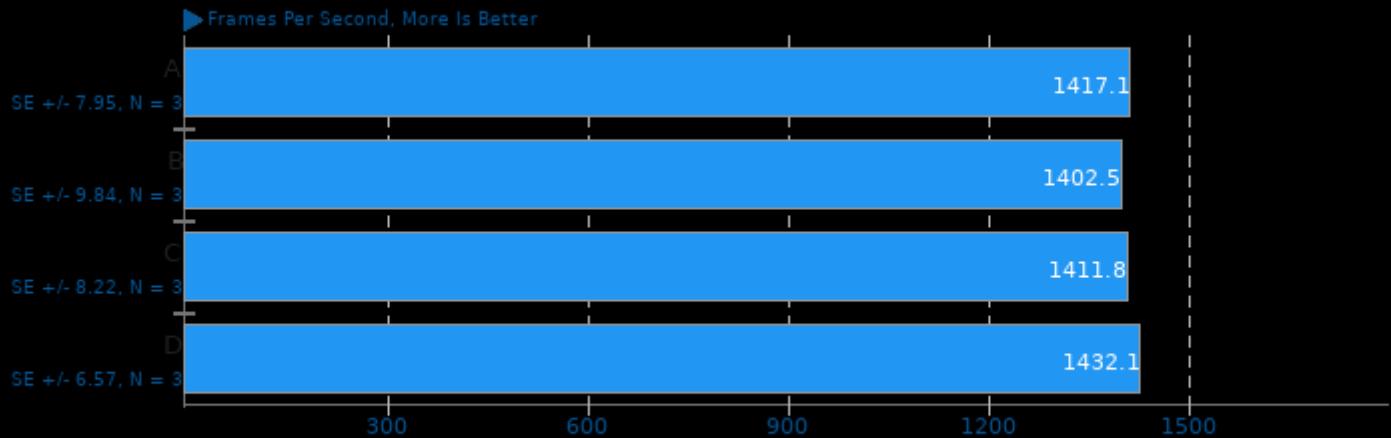
Renderer: Software CPU Color Light - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

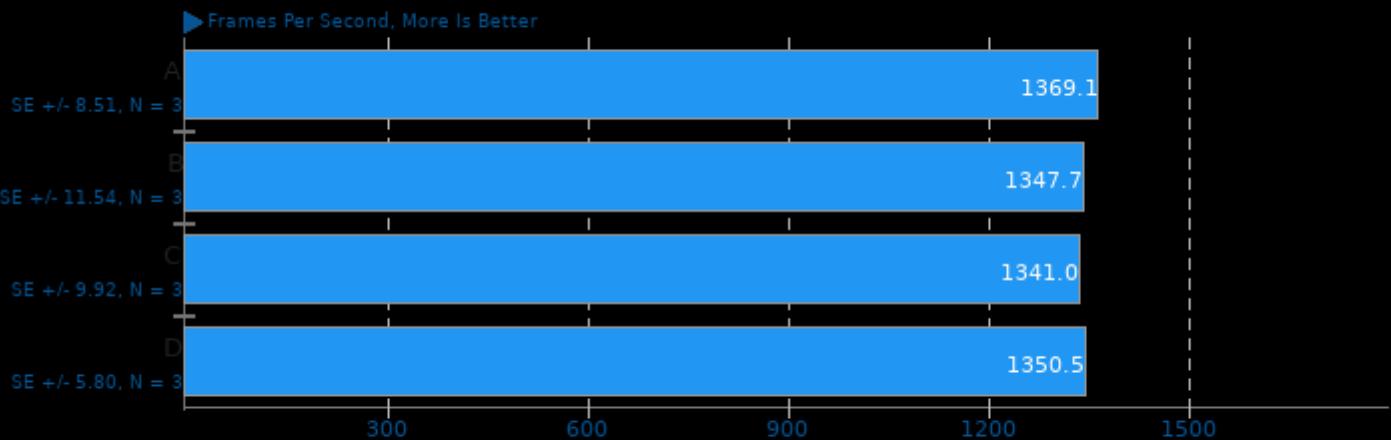
Renderer: OpenGL ES 3.x - AF: On - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

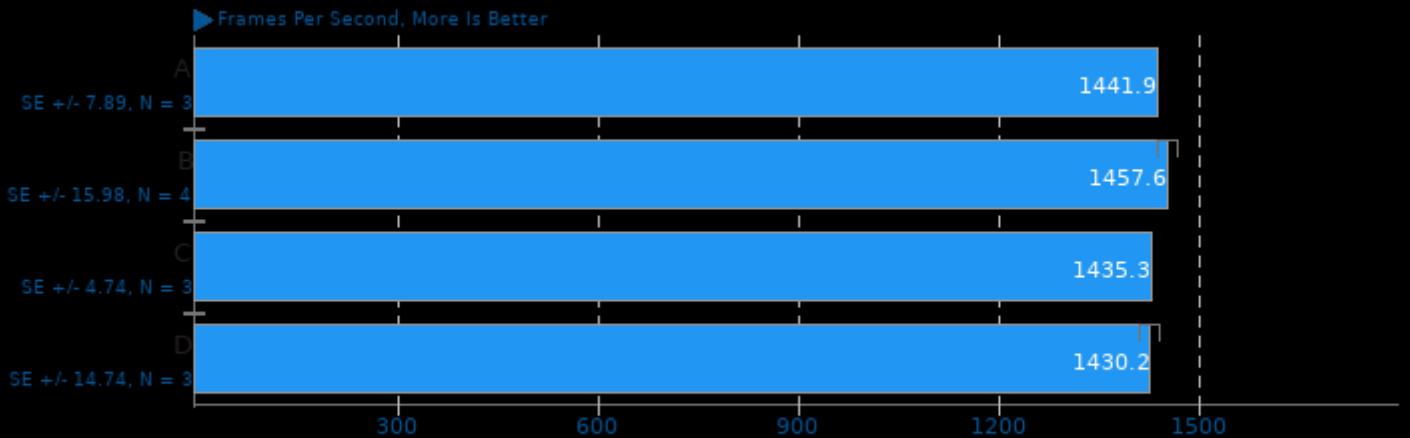
Renderer: OpenGL ES 3.x - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

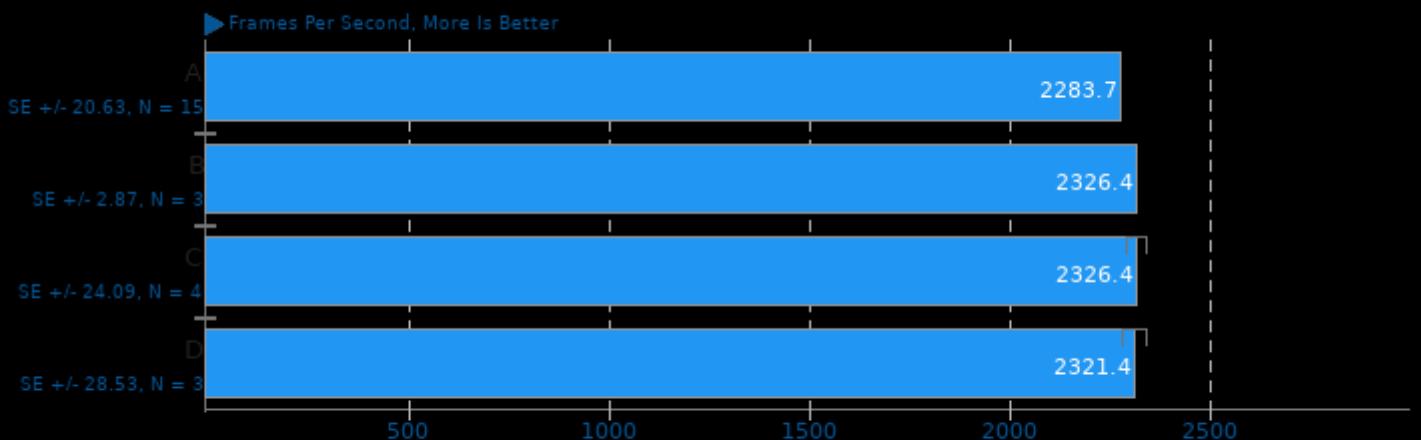
Renderer: OpenGL 3.x - AF: On - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fISDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

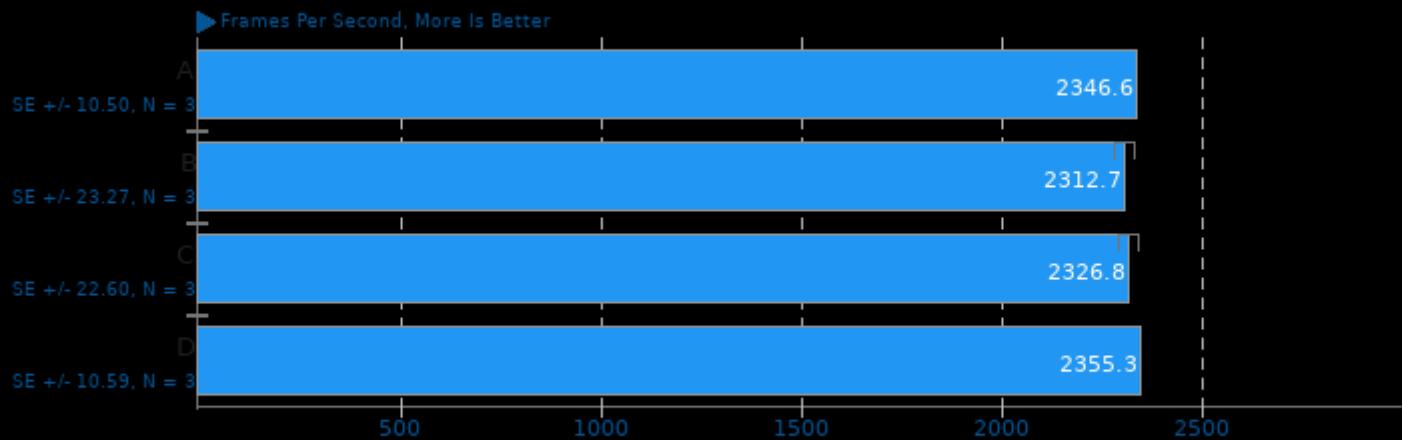
Renderer: OpenGL ES 3.x - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fISDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

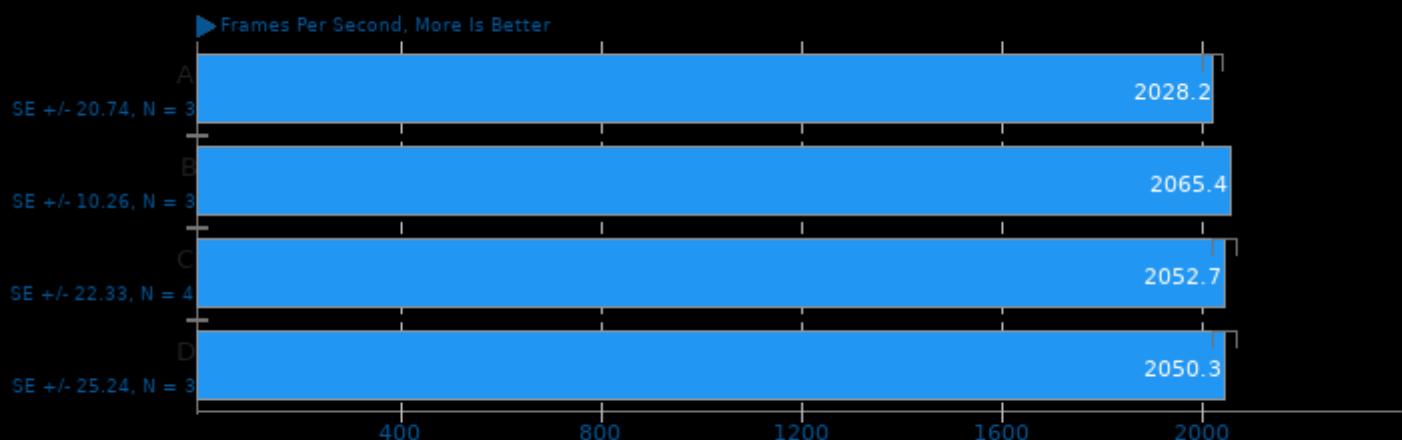
Renderer: OpenGL 3.x - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

Renderer: OpenGL 3.x - AF: On - MSAA: Off - Resolution: 2560 x 1440

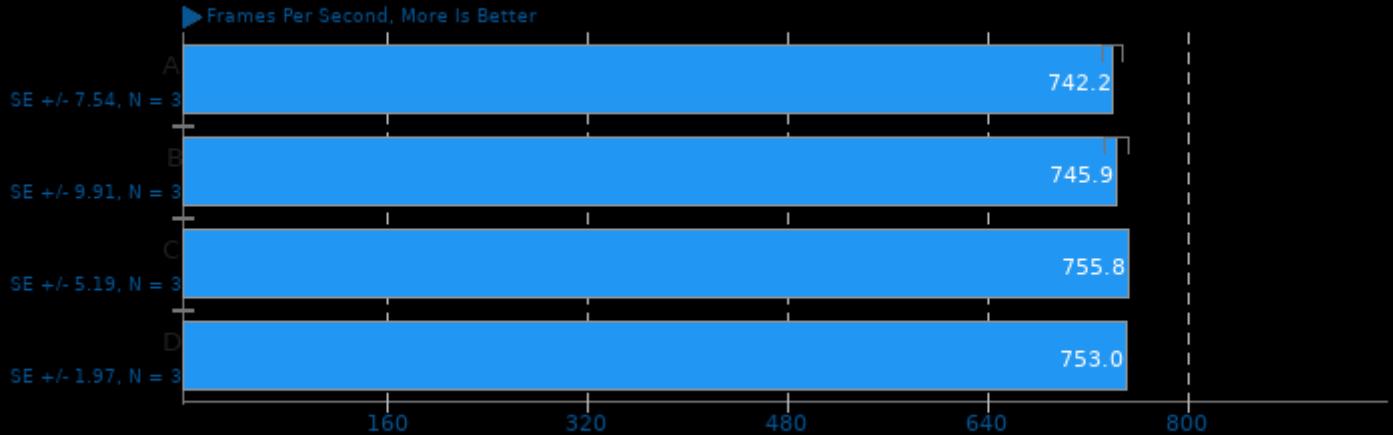


1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

yquake2 8.10

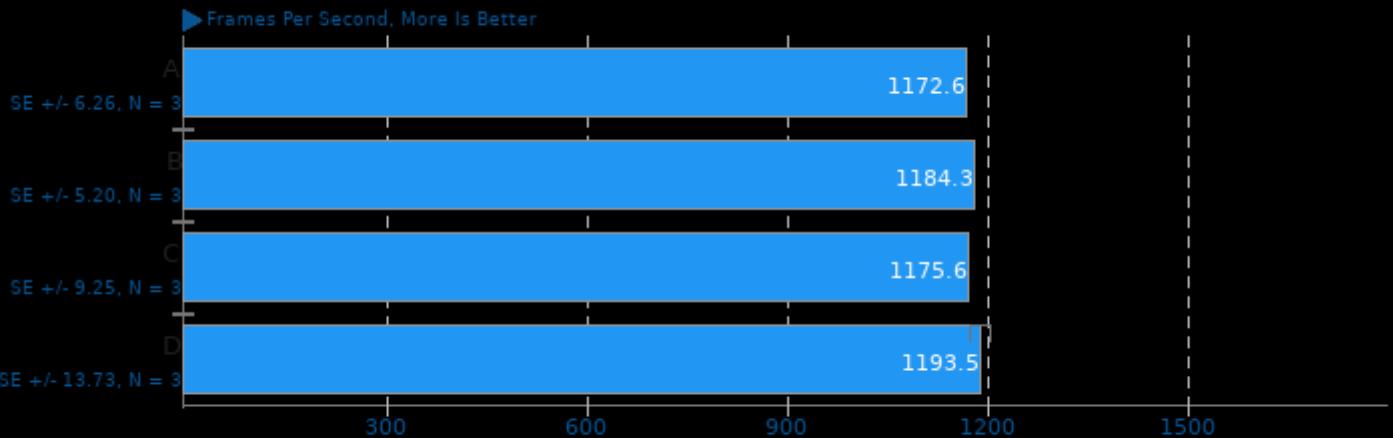
Renderer: Vulkan - AF: On - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

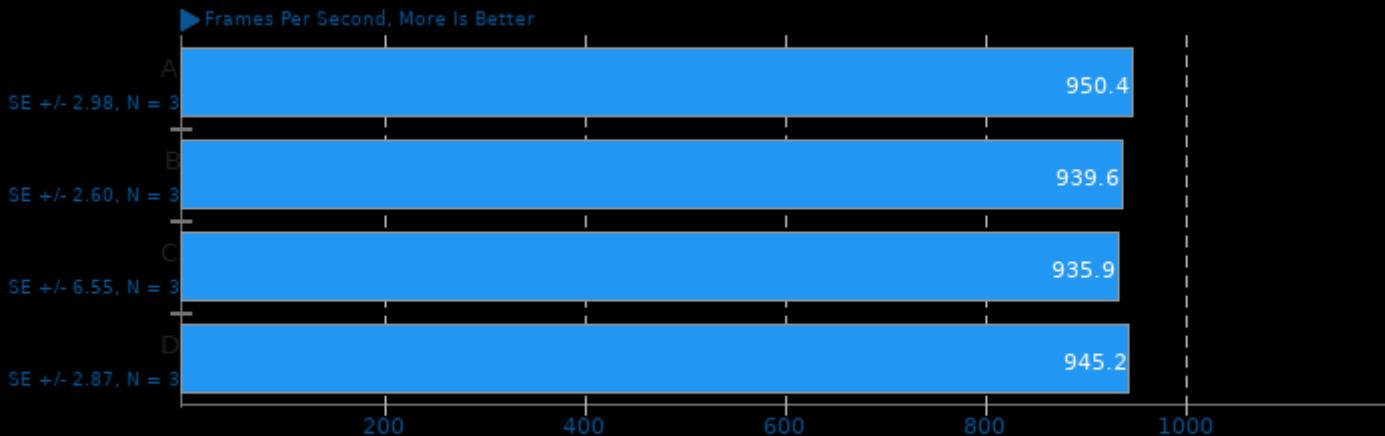
Renderer: Vulkan - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

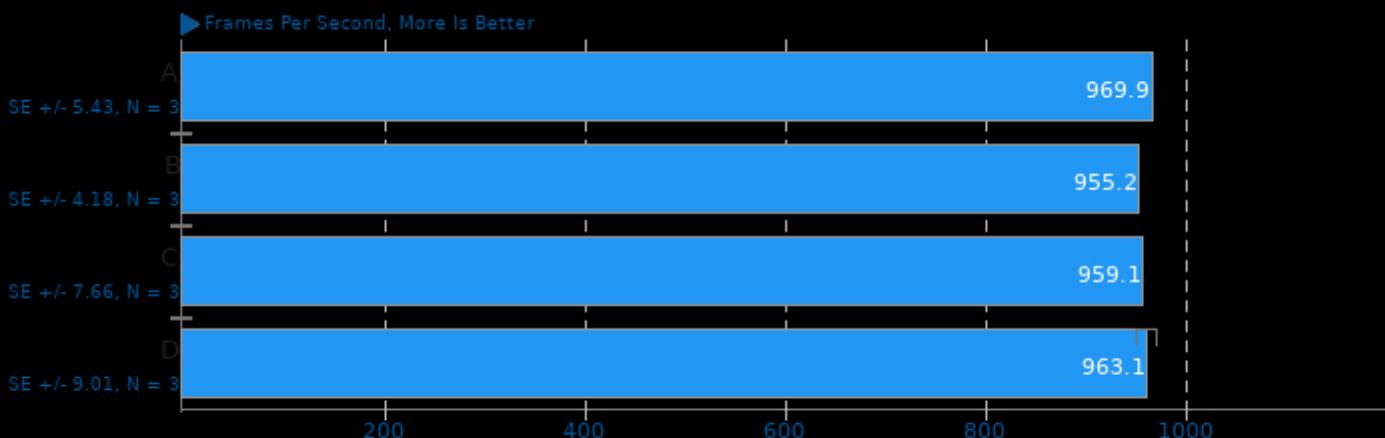
Renderer: OpenGL ES 3.x - AF: On - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

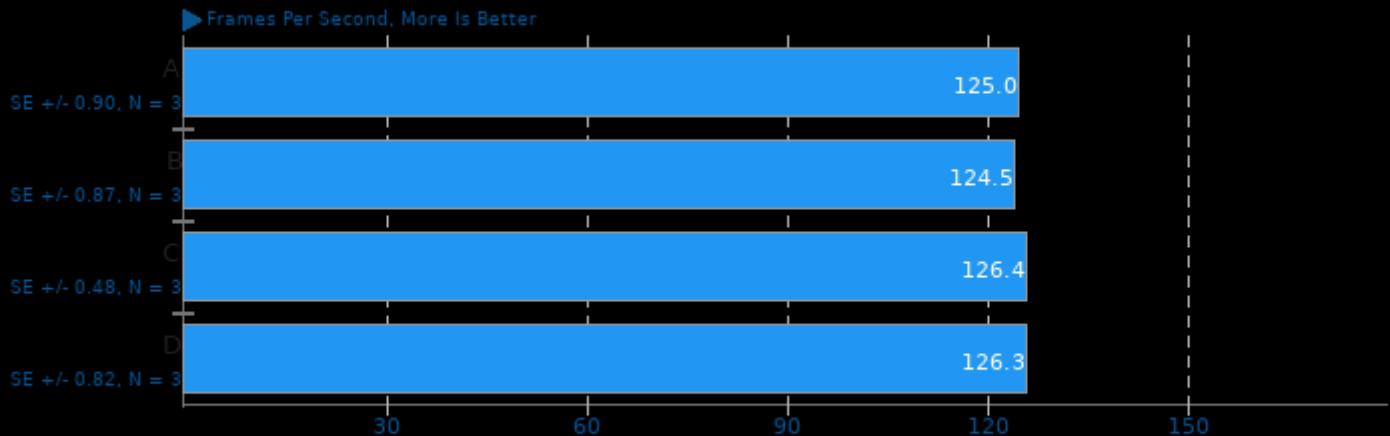
Renderer: OpenGL ES 3.x - AF: Off - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC

yquake2 8.10

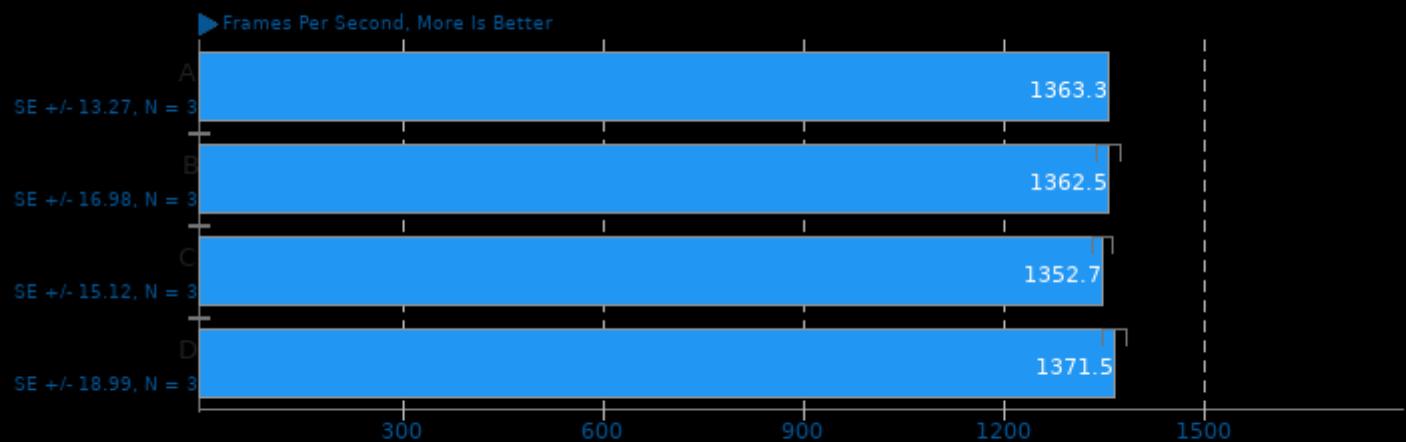
Renderer: Software CPU - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

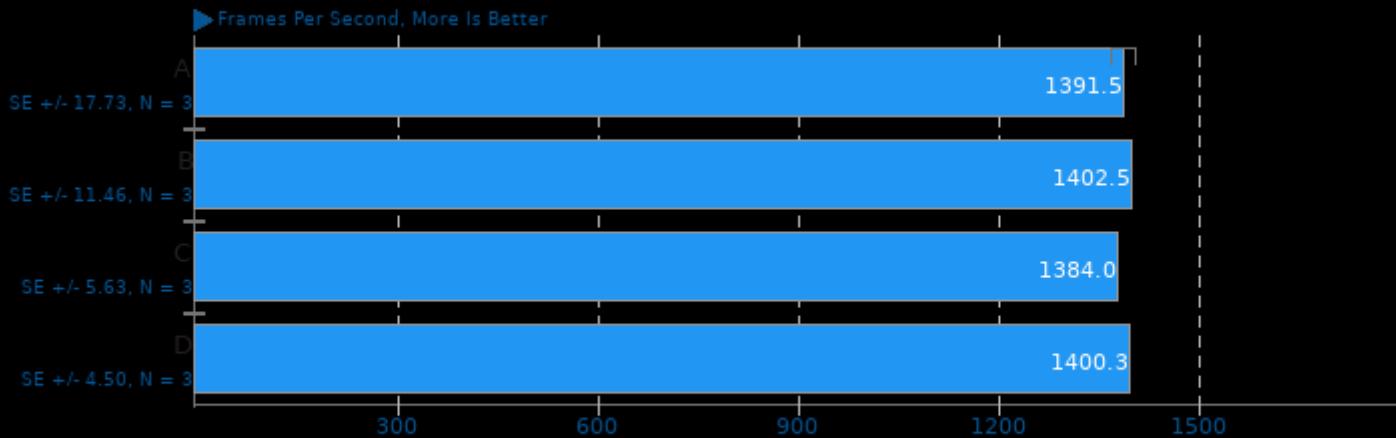
Renderer: OpenGL 3.x - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

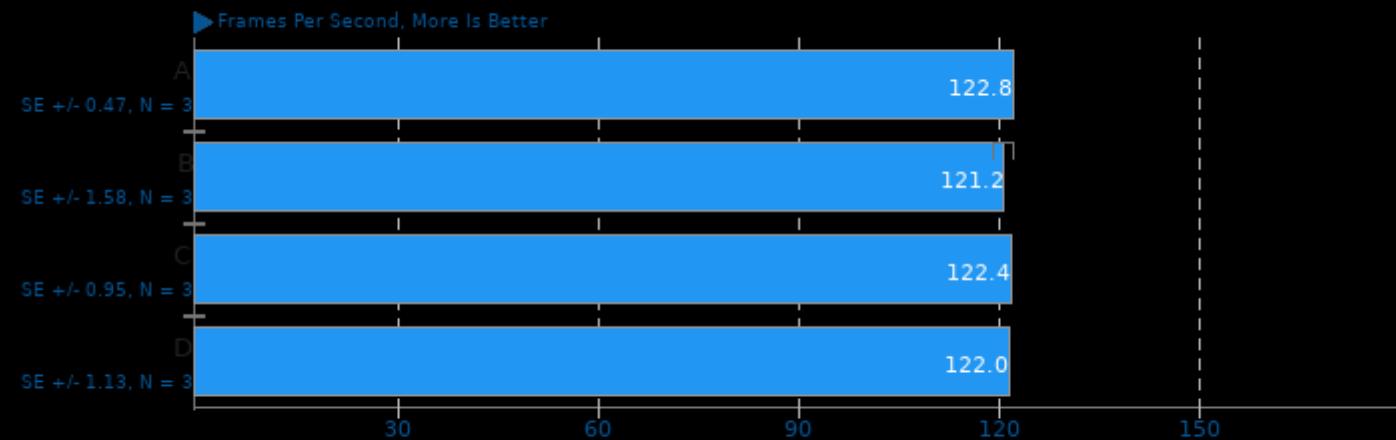
Renderer: OpenGL 3.x - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC

yquake2 8.10

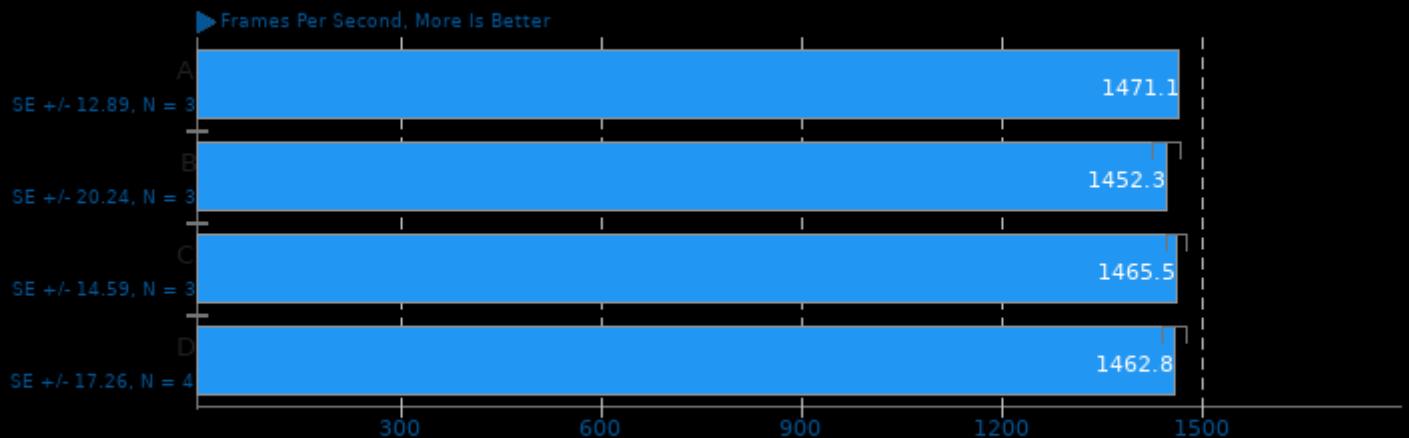
Renderer: Software CPU - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC

yquake2 8.10

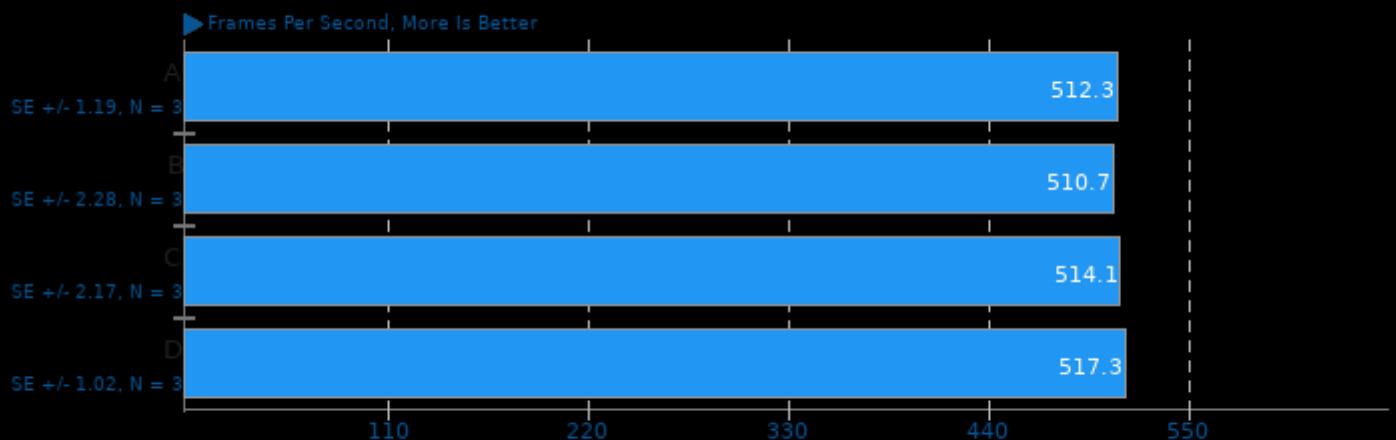
Renderer: OpenGL ES 3.x - AF: Off - MSAA: Off - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

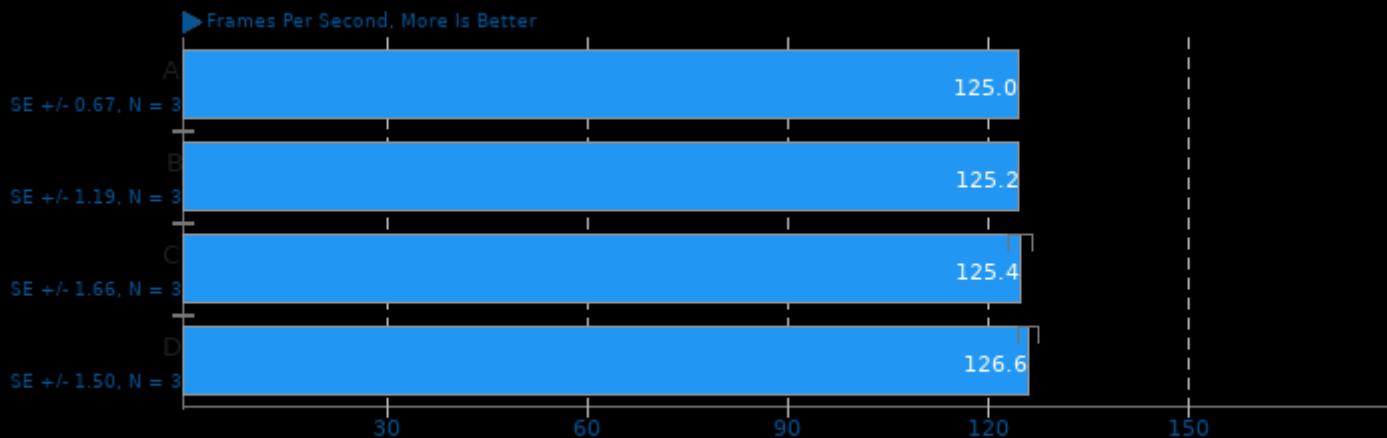
Renderer: OpenGL ES 3.x - AF: Off - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10**yquake2 8.10**

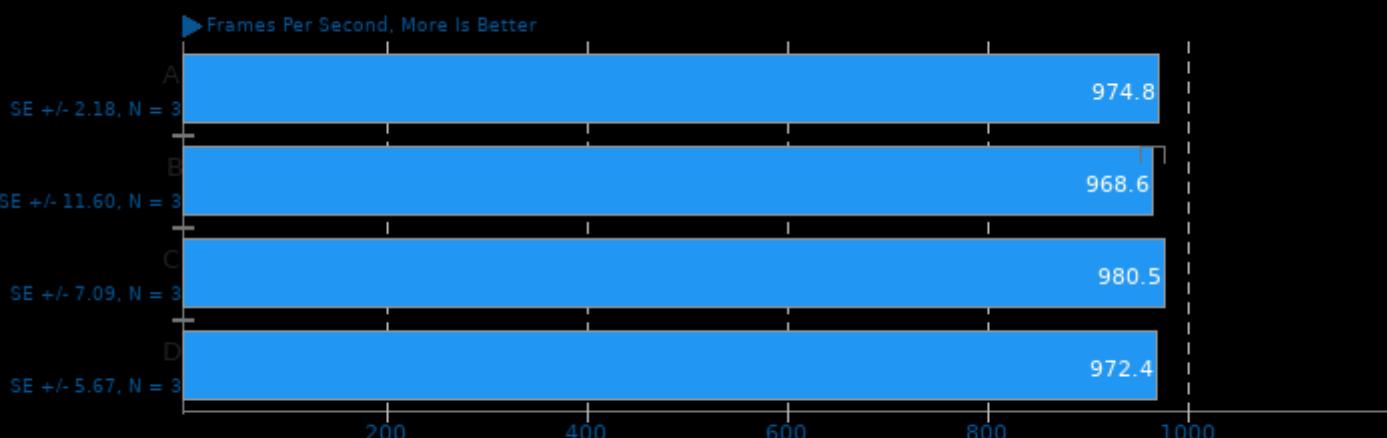
Renderer: Software CPU - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fISDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

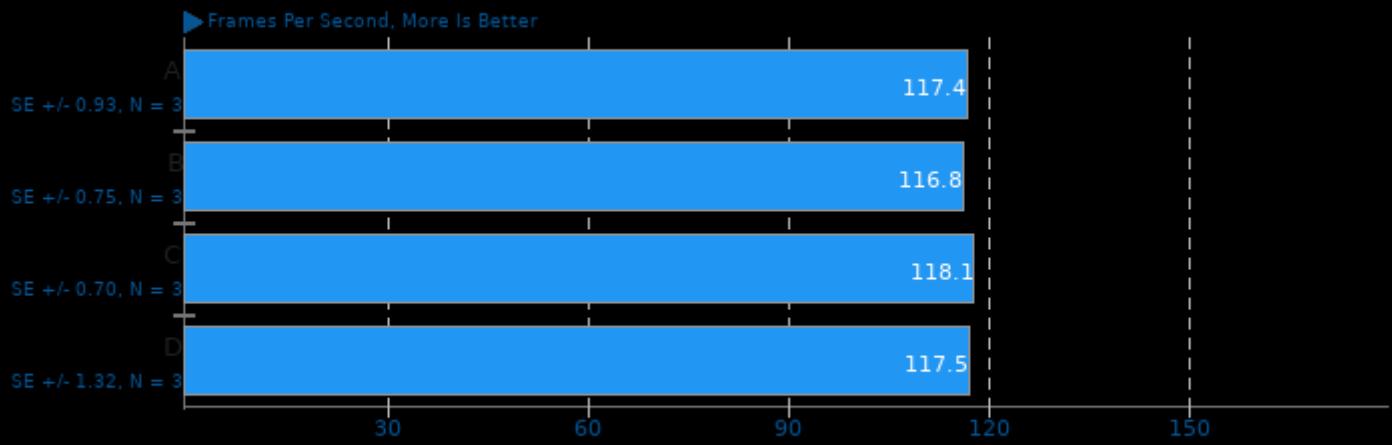
Renderer: OpenGL 3.x - AF: Off - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fISDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

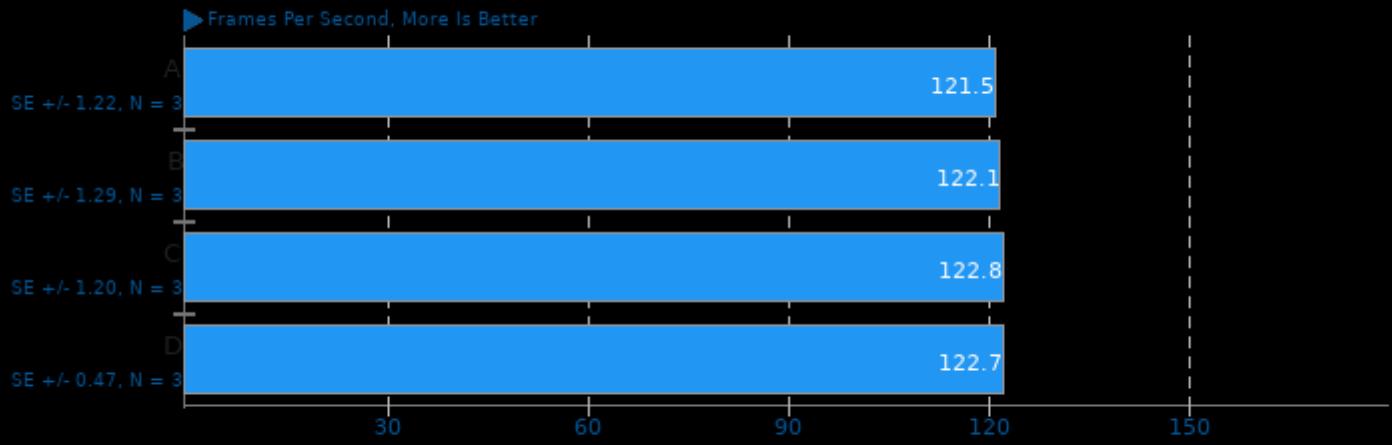
Renderer: Software CPU Color Light - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -fPIC -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -ffast-math

yquake2 8.10

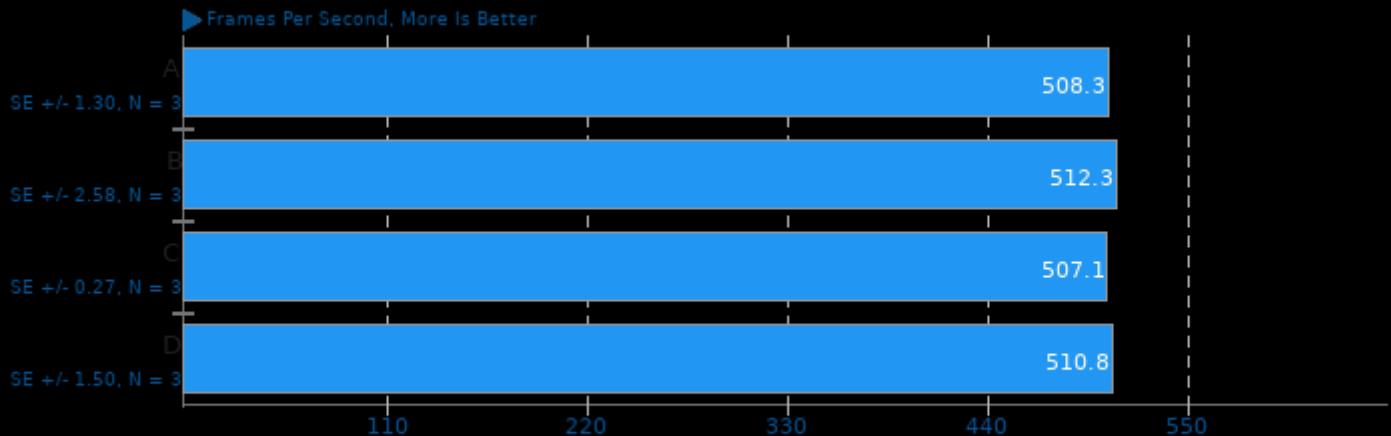
Renderer: Software CPU - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -fPIC -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpu=neon -ffast-math

yquake2 8.10

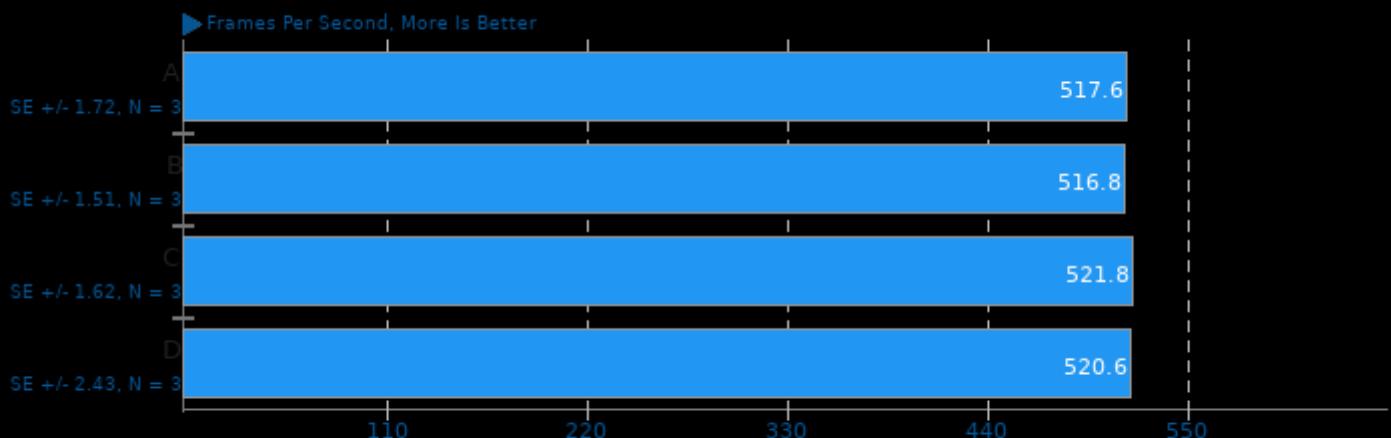
Renderer: OpenGL ES 3.x - AF: On - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC

yquake2 8.10

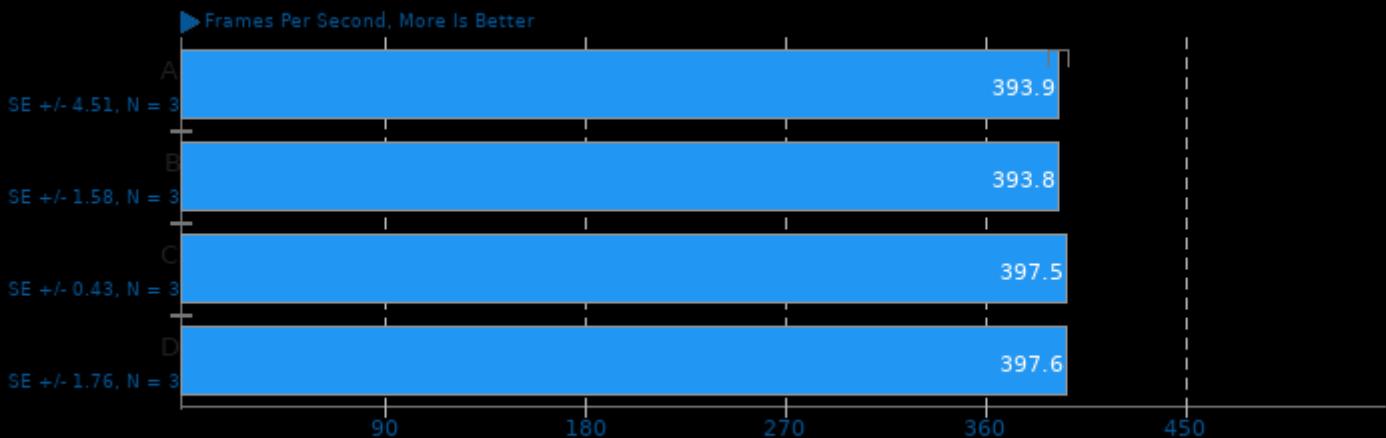
Renderer: OpenGL 3.x - AF: Off - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC

yquake2 8.10

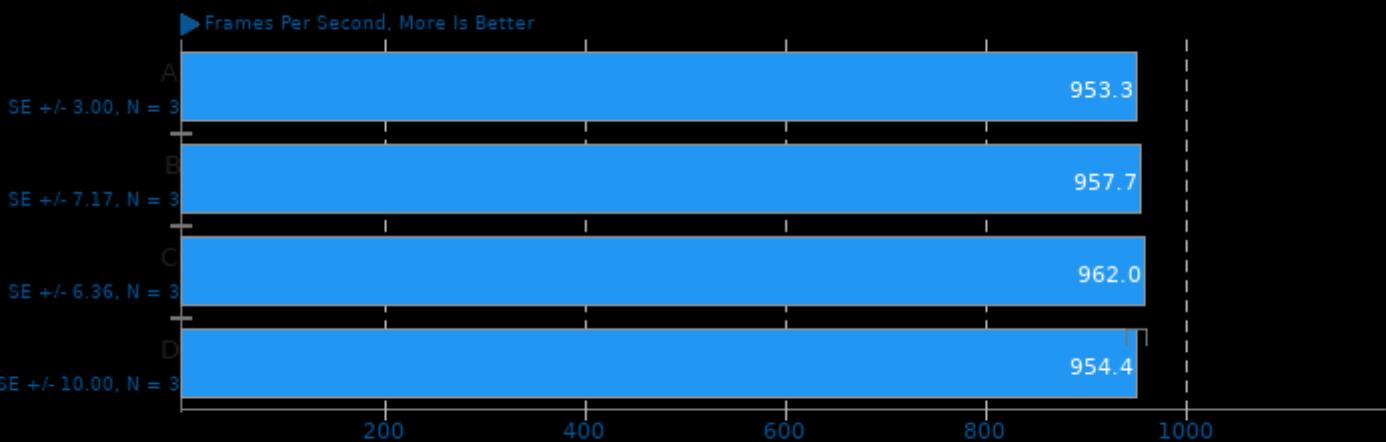
Renderer: Vulkan - AF: Off - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

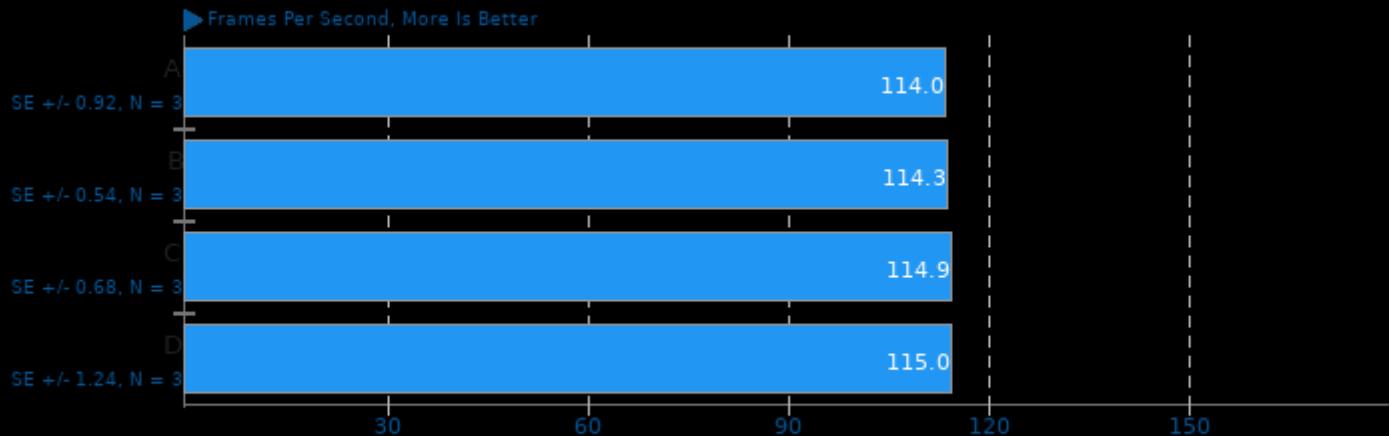
Renderer: OpenGL 3.x - AF: On - MSAA: On - Resolution: 2560 x 1440



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfpmath=sse

yquake2 8.10

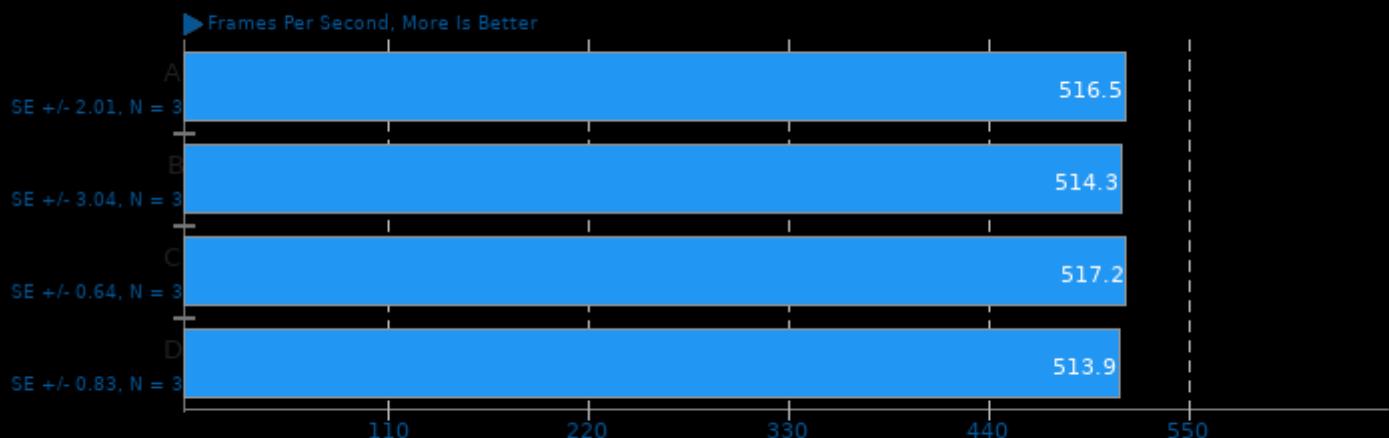
Renderer: Software CPU Color Light - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -fPIC -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC

yquake2 8.10

Renderer: OpenGL 3.x - AF: On - MSAA: On - Resolution: 3840 x 2160



1. (CC) gcc options: -shared -fPIC -fPIC -rdynamic -fPIC -O2 -fPIC -fomit-frame-pointer -fPIC -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -fPIC -fPIC -fPIC

This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 00:37.