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Intel Core i7-1185G7 testing with a Dell 0DXP1F (3.4.0 BIOS) and Intel Xe TGL GT2 3GB on Pop 22.04 via the Phoronix Test Suite.

Automated Executive Summary

A had the most wins, coming in first place for 66% of the tests.

Based on the geometric mean of all complete results, the fastest (A) was 1.013x the speed of the slowest (BB). C was 0.989x the speed of A and BB was 0.998x the speed of C.

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

Ethr (Server Address: localhost - Protocol: UDP - Test: Bandwidth - Threads: 2) at 1.285x
Ethr (Server Address: localhost - Protocol: TCP - Test: Latency - Threads: 16) at 1.18x
Ethr (Server Address: localhost - Protocol: TCP - Test: Latency - Threads: 2) at 1.172x
Ethr (Server Address: localhost - Protocol: TCP - Test: Latency - Threads: 1) at 1.17x
Ethr (Server Address: localhost - Protocol: TCP - Test: Bandwidth - Threads: 1) at 1.161x
Ethr (Server Address: localhost - Protocol: TCP - Test: Latency - Threads: 64) at 1.138x
Ethr (Server Address: localhost - Protocol: TCP - Test: Bandwidth - Threads: 2) at 1.134x
Ethr (Server Address: localhost - Protocol: TCP - Test: Latency - Threads: 4) at 1.122x
Ethr (Server Address: localhost - Protocol: TCP - Test: Bandwidth - Threads: 8) at 1.11x

AOM AV1 (Encoder Mode: Speed 9 Realtime - Input: Bosphorus 1080p) at 1.099x.

Test Systems:

A

BB

C

Processor: Intel Core i7-1185G7 @ 4.80GHz (4 Cores / 8 Threads), Motherboard: Dell 0DXP1F (3.4.0 BIOS), Chipset: Intel Tiger Lake-LP, Memory: 16GB, Disk: Micron 2300 NVMe 512GB, Graphics: Intel Xe TGL GT2 3GB (1350MHz), Audio: Realtek ALC289, Network: Intel Wi-Fi 6 AX201

OS: Pop 22.04, Kernel: 5.17.5-76051705-generic (x86_64), Desktop: GNOME Shell 42.1, Display Server: X Server 1.21.1.3, OpenGL: 4.6 Mesa 22.0.1, Vulkan: 1.3.204, Compiler: GCC 11.2.0, File-System: ext4, Screen Resolution: 1920x1200

Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-bootstrap --enable-cet --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++,m2 --enable-libphobos-checking=release --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-link-serialization=2 --enable-multiarch --enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none=/build/gcc-11-gBFGDP/gcc-11-11.2.0/debian/tmp-nvptx/usr,amdgcn-amdhsa=/build/gcc-11-gBFGDP/gcc-11-11.2.0/debian/tmp-gcn/usr --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-build-config=bootstrap-lto-lean --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: intel_pstate powersave (EPP: balance_performance) - CPU Microcode: 0x9a - Thermald 2.4.9
Security Notes: itlb_multihit: Not affected + l1tf: Not affected + mds: Not affected + meltdown: Not affected + spec_store_bypass: Mitigation of SSB disabled via prctl + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Enhanced IBRS IBPB: conditional RSB filling + srbds: Not affected + tsx_async_abort: Not affected

	A	BB	C
AOM AV1 - Speed 4 Two-Pass - Bosphorus 4K (FPS)	**2.43**	**2.41**	**2.41**
Normalized	100%	99.18%	99.18%
AOM AV1 - Speed 0 Two-Pass - Bosphorus 4K (FPS)	0.07	0.07	0.07
AOM AV1 - Speed 6 Two-Pass - Bosphorus 4K (FPS)	**4.55**	**4.5**	4.52
Normalized	100%	98.9%	99.34%
AOM AV1 - Speed 4 Two-Pass - Bosphorus 1080p (FPS)	**5.81**	**5.7**	5.76
Normalized	100%	98.11%	99.14%

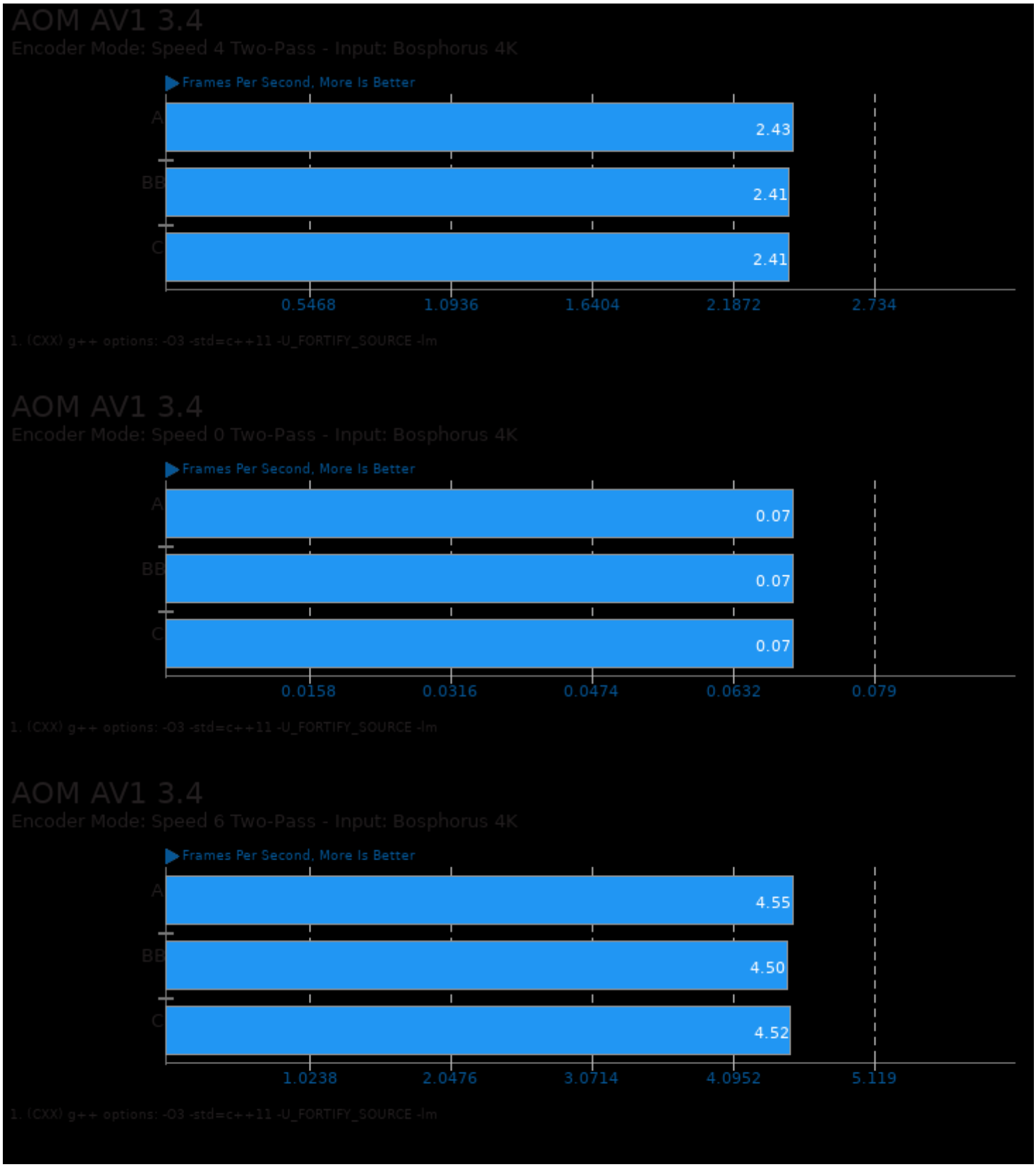
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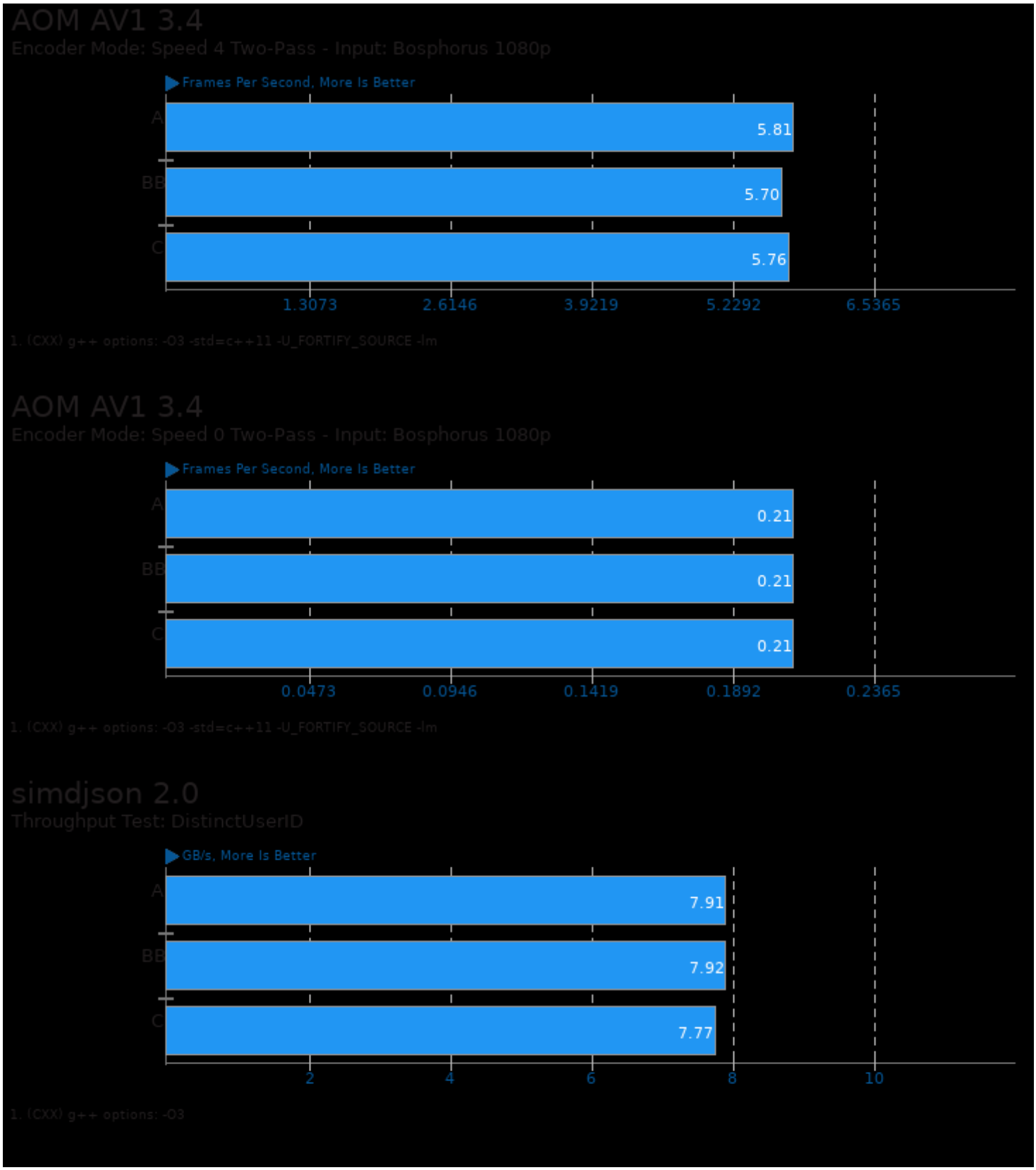
AOM AV1 - Speed 0 Two-Pass - Bosphorus 1080p (FPS)	0.21	0.21	0.21
simdjson - DistinctUserID (GB/s)	7.91	7.92	7.77
Normalized	99.87%	100%	98.11%
simdjson - PartialTweets (GB/s)	6.44	6.31	6.44
Normalized	100%	97.98%	100%
simdjson - TopTweet (GB/s)	7.86	7.86	7.86
simdjson - Kostya (GB/s)	3.59	3.59	3.57
Normalized	100%	100%	99.44%
AOM AV1 - Speed 6 Two-Pass - Bosphorus 1080p (FPS)	13.67	13.25	13.53
Normalized	100%	96.93%	98.98%
simdjson - LargeRand (GB/s)	1.24	1.24	1.23
Normalized	100%	100%	99.19%
AOM AV1 - Speed 6 Realtime - Bosphorus 4K (FPS)	13.8	13.64	13.65
Normalized	100%	98.84%	98.91%
Ethr - TCP - Connections/s - 8 (Connections/sec)	506	506	506
Ethr - TCP - Connections/s - 32 (Connections/sec)	506	507	506
Normalized	99.8%	100%	99.8%
Ethr - TCP - Connections/s - 64 (Connections/sec)	507	505	506
Normalized	100%	99.61%	99.8%
Ethr - TCP - Connections/s - 2 (Connections/sec)	505	505	505
Ethr - UDP - Bandwidth - 8 (Packets/sec)	1398000	1280000	1281600
Normalized	100%	91.56%	91.67%
Ethr - TCP - Bandwidth - 64 (Gbits/sec)	101.81	102.08	101.66
Normalized	99.74%	100%	99.59%
Ethr - TCP - Bandwidth - 32 (Gbits/sec)	101.1	99.88	103.38
Normalized	97.79%	96.61%	100%
Ethr - TCP - Bandwidth - 8 (Gbits/sec)	101.93	93.22	91.81
Normalized	100%	91.45%	90.07%
Ethr - TCP - Bandwidth - 4 (Gbits/sec)	90.99	89.9	87.83
Normalized	100%	98.8%	96.53%
Ethr - TCP - Latency - 32 (us)	13.367	12.956	13.483
Normalized	96.93%	100%	96.09%
Ethr - TCP - Bandwidth - 2 (Gbits/sec)	61.67	68.39	60.29
Normalized	90.17%	100%	88.16%
Ethr - TCP - Latency - 2 (us)	12.462	13.077	14.602
Normalized	100%	95.3%	85.34%
Ethr - UDP - Bandwidth - 2 (Packets/sec)	457782	356215	426626
Normalized	100%	77.81%	93.19%
Ethr - UDP - Bandwidth - 1 (Packets/sec)	267685	270844	261140
Normalized	98.83%	100%	96.42%
Ethr - TCP - Latency - 4 (us)	14.51	14.436	12.932
Normalized	89.12%	89.58%	100%
Ethr - TCP - Latency - 64 (us)	14.576	13.873	12.806
Normalized	87.86%	92.31%	100%
Ethr - UDP - Bandwidth - 4 (Packets/sec)	1125344	1098311	1052735

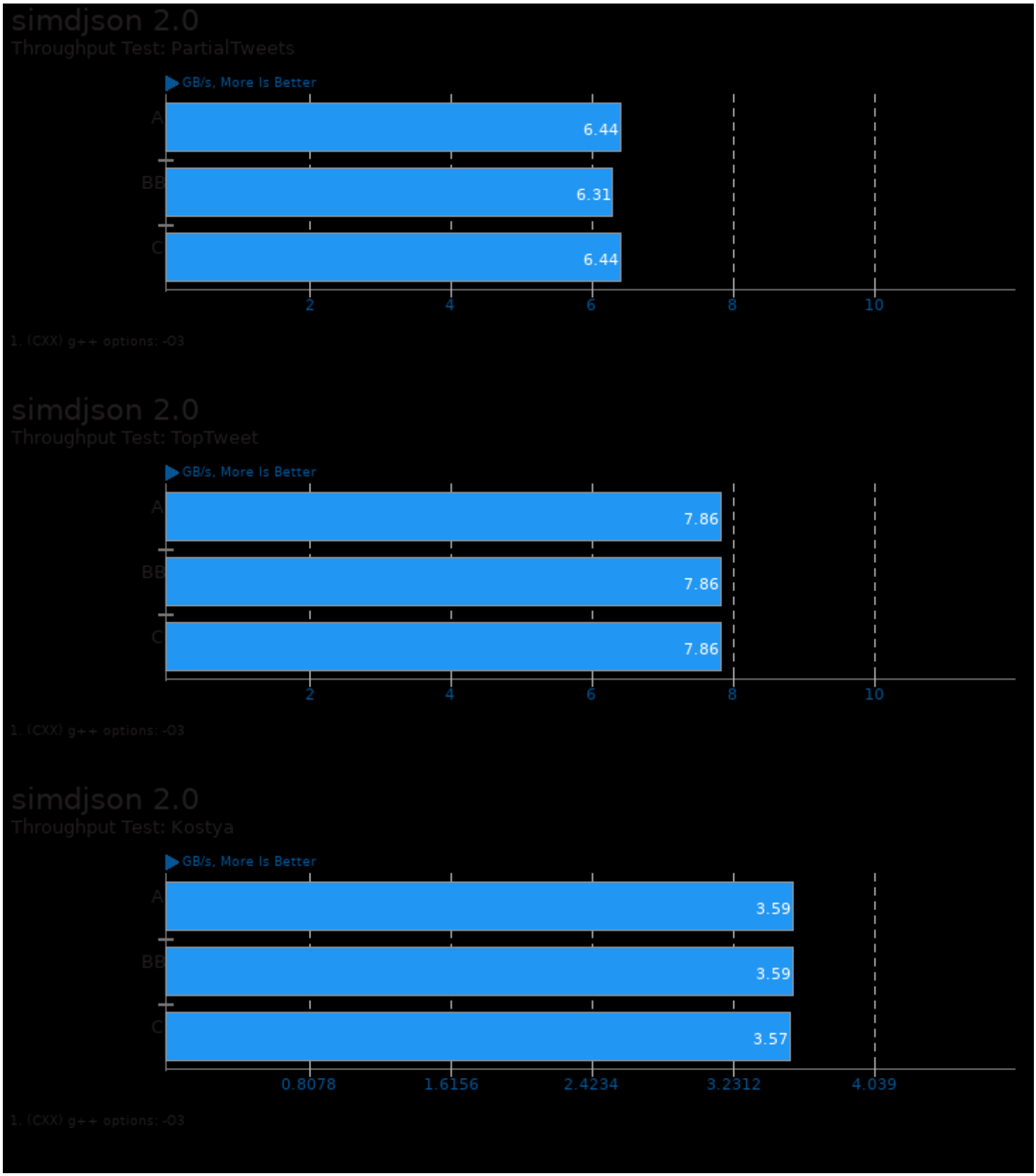
Normalized	100%	97.6%	93.55%
Ethr - UDP - Bandwidth - 32 (Packets/sec)	1721600	1726400	1582800
Normalized	99.72%	100%	91.68%
Ethr - TCP - Connections/s - 4 (Connections/sec)	506	506	506
Ethr - TCP - Connections/s - 1 (Connections/sec)	505	505	505
Ethr - TCP - Connections/s - 16 (Connections/sec)	506	506	506
Ethr - UDP - Bandwidth - 64 (Packets/sec)	1989600	2106000	2093200
Normalized	94.47%	100%	99.39%
Ethr - TCP - Latency - 16 (us)	12.575	14.842	14.069
Normalized	100%	84.73%	89.38%
Ethr - TCP - Bandwidth - 1 (Gbits/sec)	51.93	44.74	45.05
Normalized	100%	86.15%	86.75%
Ethr - TCP - Latency - 8 (us)	14.044	14.133	14.242
Normalized	100%	99.37%	98.61%
Ethr - TCP - Latency - 1 (us)	12.583	14.476	12.375
Normalized	98.35%	85.49%	100%
AOM AV1 - Speed 8 Realtime - Bosphorus 4K (FPS)	21	20.82	20.85
Normalized	100%	99.14%	99.29%
AOM AV1 - Speed 6 Realtime - Bosphorus 1080p (FPS)	28.16	27.76	27.69
Normalized	100%	98.58%	98.33%
AOM AV1 - Speed 9 Realtime - Bosphorus 4K (FPS)	33.27	32.52	33.67
Normalized	98.81%	96.58%	100%
AOM AV1 - Speed 10 Realtime - Bosphorus 4K (FPS)	34.39	34.05	34.42
Normalized	99.91%	98.93%	100%
AOM AV1 - Speed 8 Realtime - Bosphorus 1080p (FPS)	74.41	76.66	74.2
Normalized	97.06%	100%	96.79%
yquake2 - Vulkan - On - On - 1920 x 1080 (FPS)	90	88.7	89.2
Normalized	100%	98.56%	99.11%
yquake2 - Vulkan - Off - On - 1920 x 1080 (FPS)	90.9	90.9	90.7
Normalized	100%	100%	99.78%
yquake2 - S.C.C.L - On - Off - 1920 x 1080 (FPS)	110.1	110.7	110.3
Normalized	99.46%	100%	99.64%
yquake2 - S.C.C.L - On - On - 1920 x 1080 (FPS)	110.9	110.2	109.8
Normalized	100%	99.37%	99.01%
yquake2 - S.C.C.L - Off - Off - 1920 x 1080 (FPS)	113.4	112.9	112.8
Normalized	100%	99.56%	99.47%

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yquake2 - S.C.C.L - Off - On - 1920 x 1080 (FPS)	112.9	112.7	113.3
Normalized	99.65%	99.47%	100%
yquake2 - Software CPU - On - On - 1920 x 1080 (FPS)	117.8	117.4	116.9
Normalized	100%	99.66%	99.24%
yquake2 - Software CPU - On - Off - 1920 x 1080 (FPS)	117.7	117	117.2
Normalized	100%	99.41%	99.58%
yquake2 - Software CPU - Off - On - 1920 x 1080 (FPS)	120.4	120.3	120.6
Normalized	99.83%	99.75%	100%
yquake2 - Software CPU - Off - Off - 1920 x 1080 (FPS)	121.7	120.1	120.2
Normalized	100%	98.69%	98.77%
AOM AV1 - Speed 9 Realtime - Bosphorus 1080p (FPS)	119.98	130.32	131.88
Normalized	90.98%	98.82%	100%
AOM AV1 - Speed 10 Realtime - Bosphorus 1080p (FPS)	138.92	138.77	138.67
Normalized	100%	99.89%	99.82%
yquake2 - OpenGL 3.x - On - On - 1920 x 1080 (FPS)	315.5	315.4	319.7
Normalized	98.69%	98.65%	100%
yquake2 - OpenGL ES 3.x - On - On - 1920 x 1080 (FPS)	317.1	322	317.9
Normalized	98.48%	100%	98.73%
yquake2 - OpenGL 3.x - Off - On - 1920 x 1080 (FPS)	323.4	321	320.5
Normalized	100%	99.26%	99.1%
yquake2 - OpenGL ES 3.x - Off - On - 1920 x 1080 (FPS)	321.5	321	321
Normalized	100%	99.84%	99.84%
yquake2 - Vulkan - Off - Off - 1920 x 1080 (FPS)	636.5	632	639
Normalized	99.61%	98.9%	100%
yquake2 - Vulkan - On - Off - 1920 x 1080 (FPS)	630.1	626.4	626.4
Normalized	100%	99.41%	99.41%
yquake2 - OpenGL ES 3.x - Off - Off - 1920 x 1080 (FPS)	1059	1053	1052
Normalized	100%	99.5%	99.34%
yquake2 - OpenGL ES 3.x - On - Off - 1920 x 1080 (FPS)	1057	1040	1008
Normalized	100%	98.35%	95.37%
yquake2 - OpenGL 3.x - On - Off - 1920 x 1080 (FPS)	1040	1024	1031
Normalized	100%	98.54%	99.18%
yquake2 - OpenGL 3.x - Off - Off - 1920 x 1080 (FPS)	1071	1066	1055
Normalized	100%	99.5%	98.5%

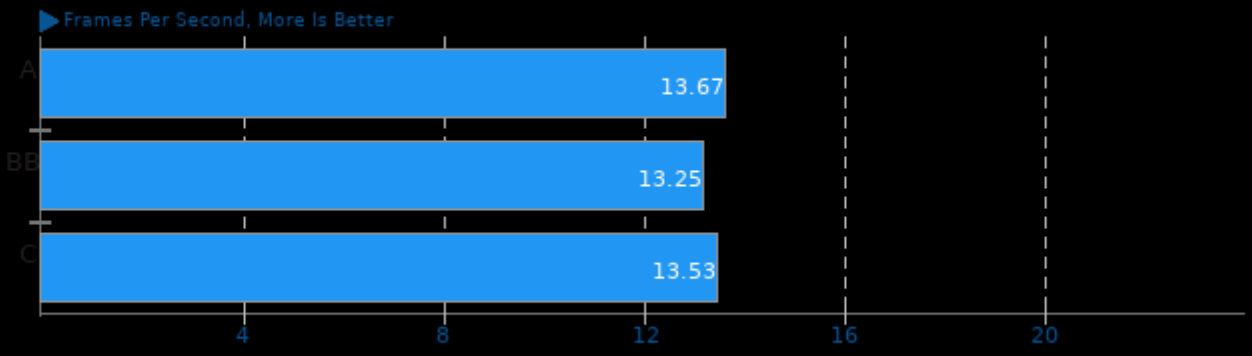

AOM AV1 3.4
Encoder Mode: Speed 4 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
BB
C
2.43
2.41
2.41
0.5468
1.0936
1.6404
2.1872
2.734
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 0 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
BB
C
0.07
0.07
0.07
0.0158
0.0316
0.0474
0.0632
0.079
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 6 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
BB
C
4.55
4.50
4.52
1.0238
2.0476
3.0714
4.0952
5.119
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm


AOM AV1 3.4
Encoder Mode: Speed 4 Two-Pass - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
BB
C
5.81
5.70
5.76
1.3073
2.6146
3.9219
5.2292
6.5365
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 0 Two-Pass - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
BB
C
0.21
0.21
0.21
0.0473
0.0946
0.1419
0.1892
0.2365
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
simdjson 2.0
Throughput Test: DistinctUserID
GB/s, More Is Better
A
BB
C
7.91
7.92
7.77
2
4
6
8
10
1. (CXX) g++ options: -O3


simdjson 2.0
Throughput Test: PartialTweets
GB/s, More Is Better
A
BB
C
6.44
6.31
6.44
2
4
6
8
10
1. (CXX) g++ options: -O3
simdjson 2.0
Throughput Test: TopTweet
GB/s, More Is Better
A
BB
C
7.86
7.86
7.86
2
4
6
8
10
1. (CXX) g++ options: -O3
simdjson 2.0
Throughput Test: Kostya
GB/s, More Is Better
A
BB
C
3.59
3.59
3.57
0.8078
1.6156
2.4234
3.2312
4.039
1. (CXX) g++ options: -O3

AOM AV1 3.4

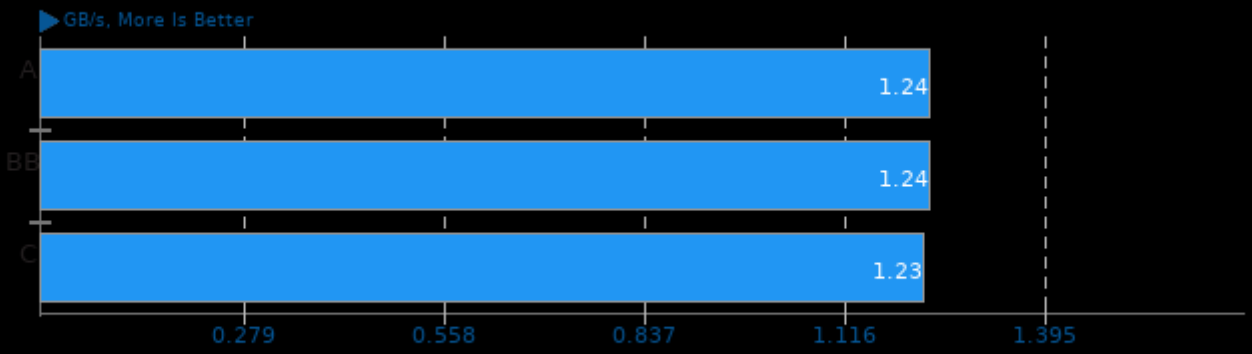
Encoder Mode: Speed 6 Two-Pass - Input: Bosphorus 1080p



1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

simdjson 2.0

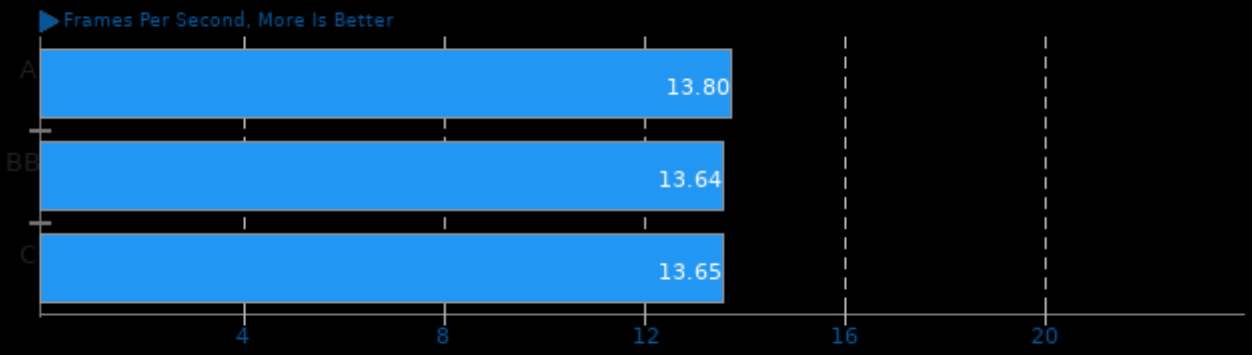
Throughput Test: LargeRandom



1. (CXX) g++ options: -O3

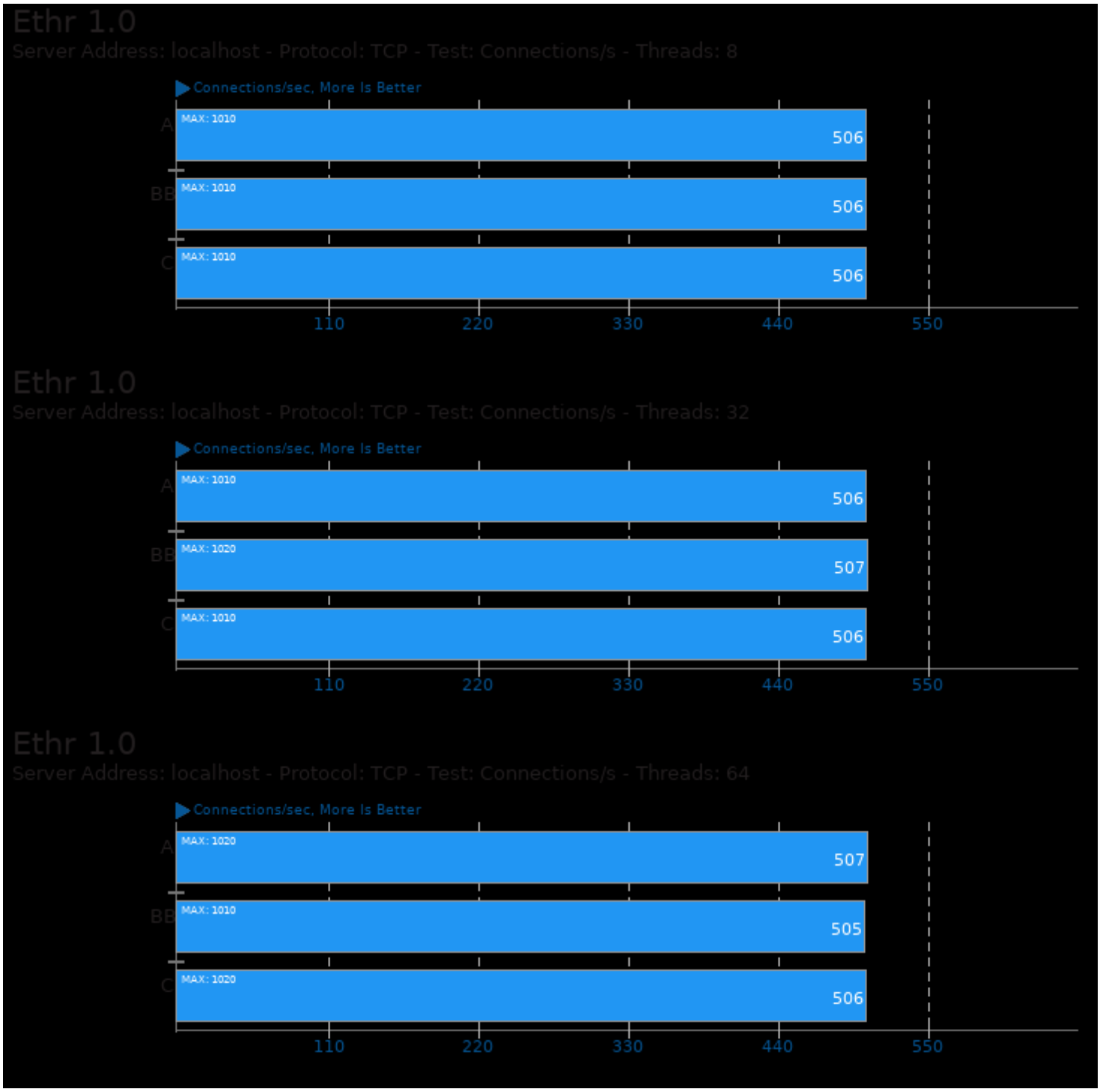
AOM AV1 3.4

Encoder Mode: Speed 6 Realtime - Input: Bosphorus 4K

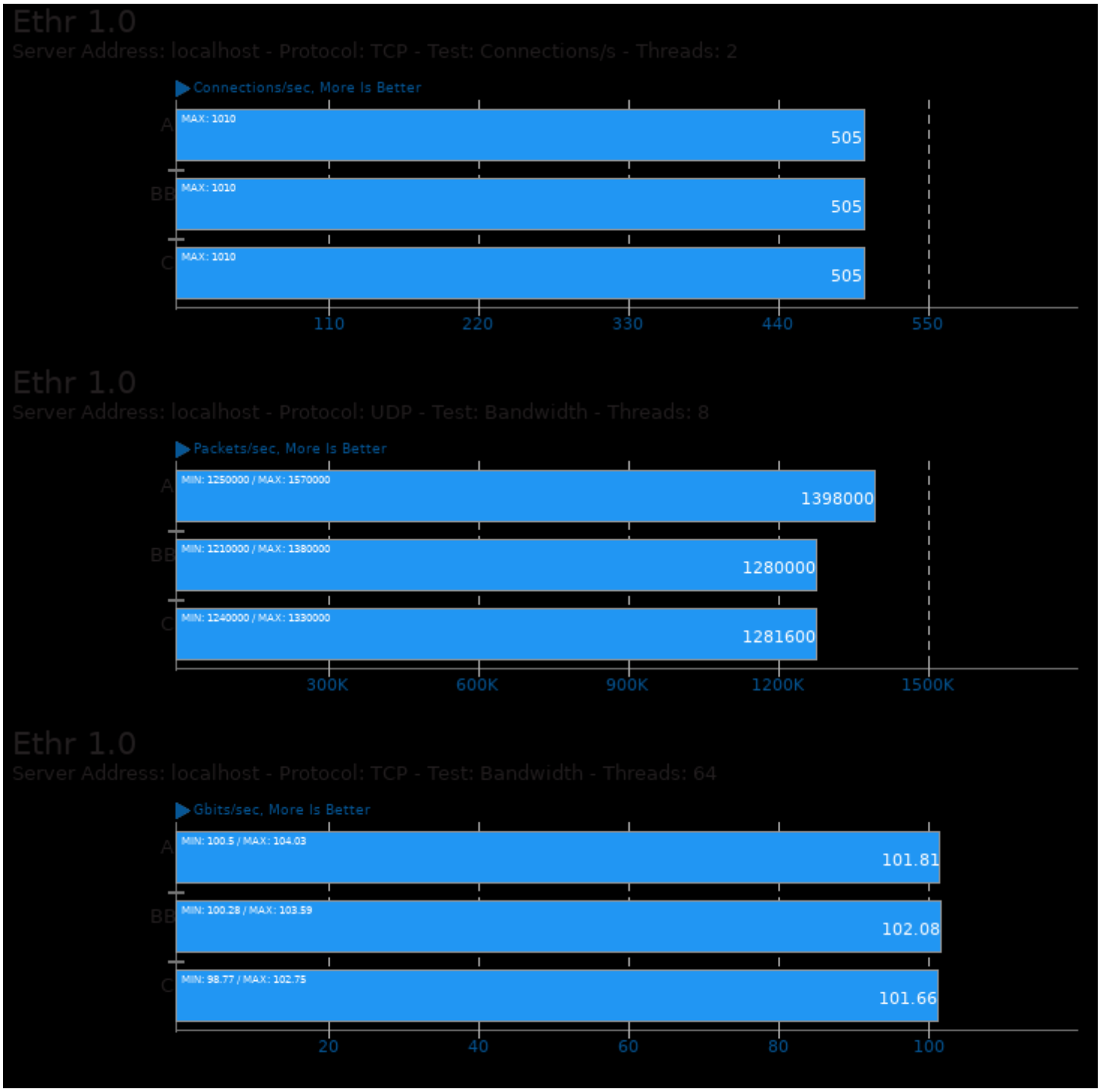


1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

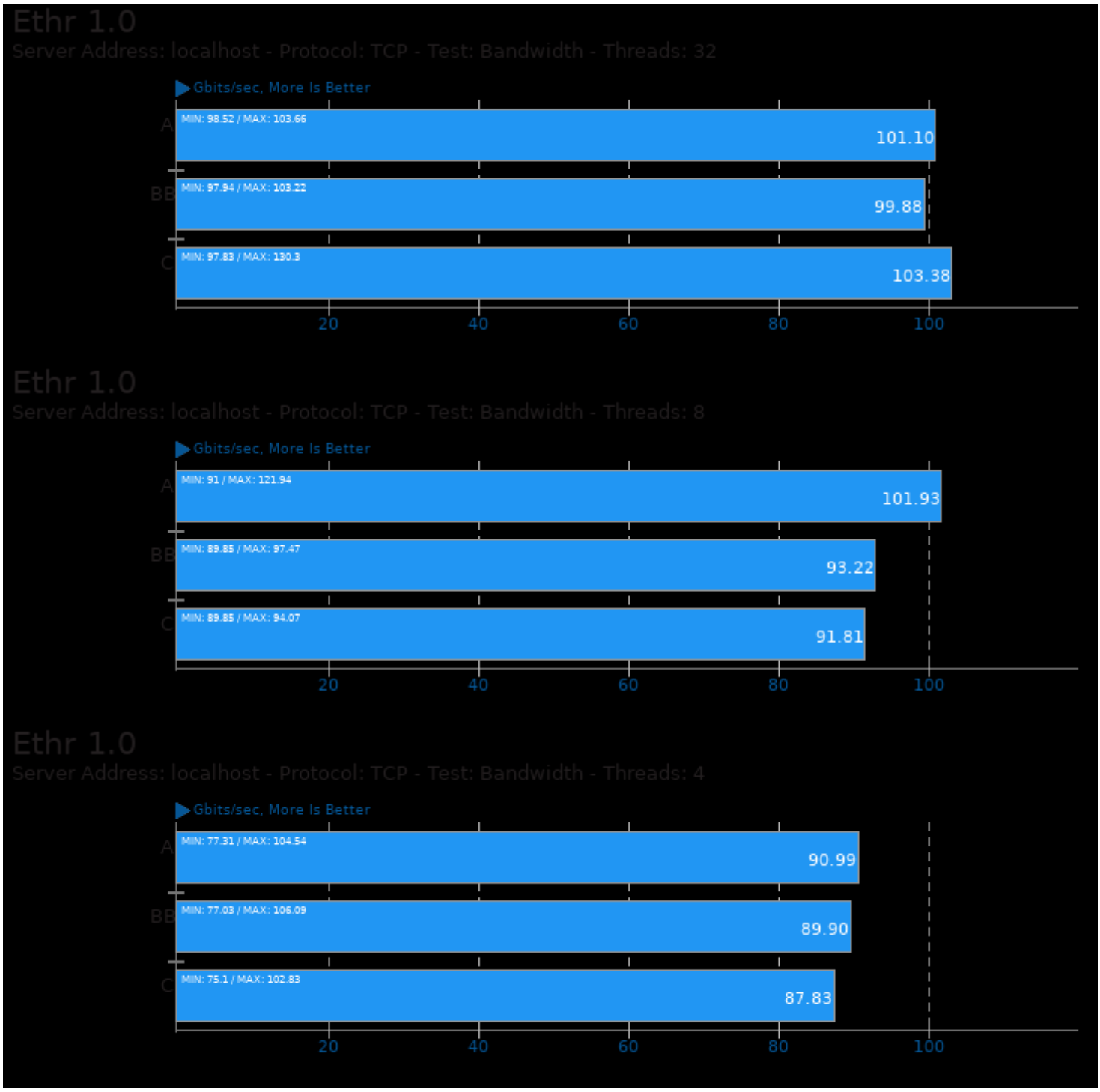
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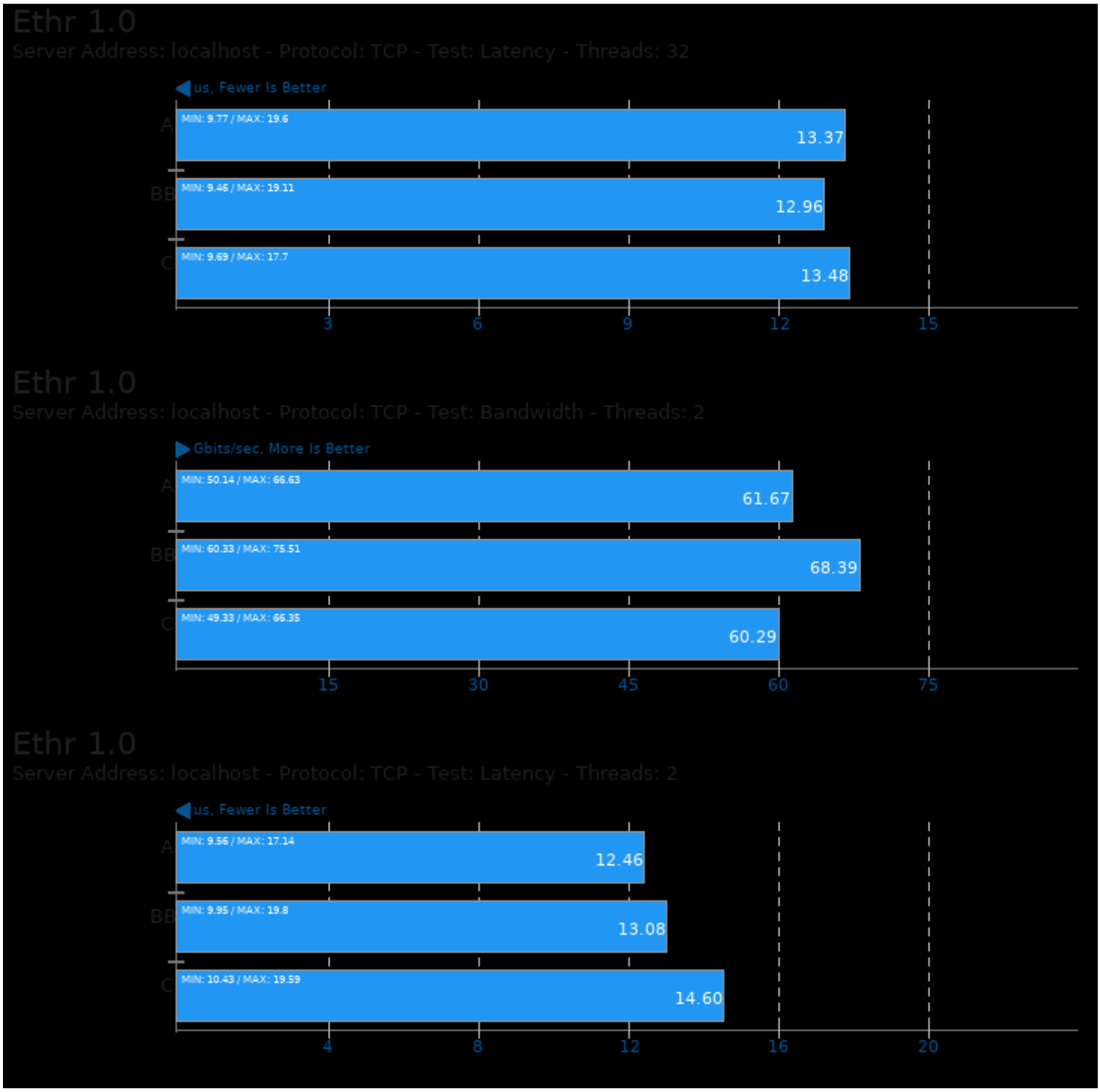
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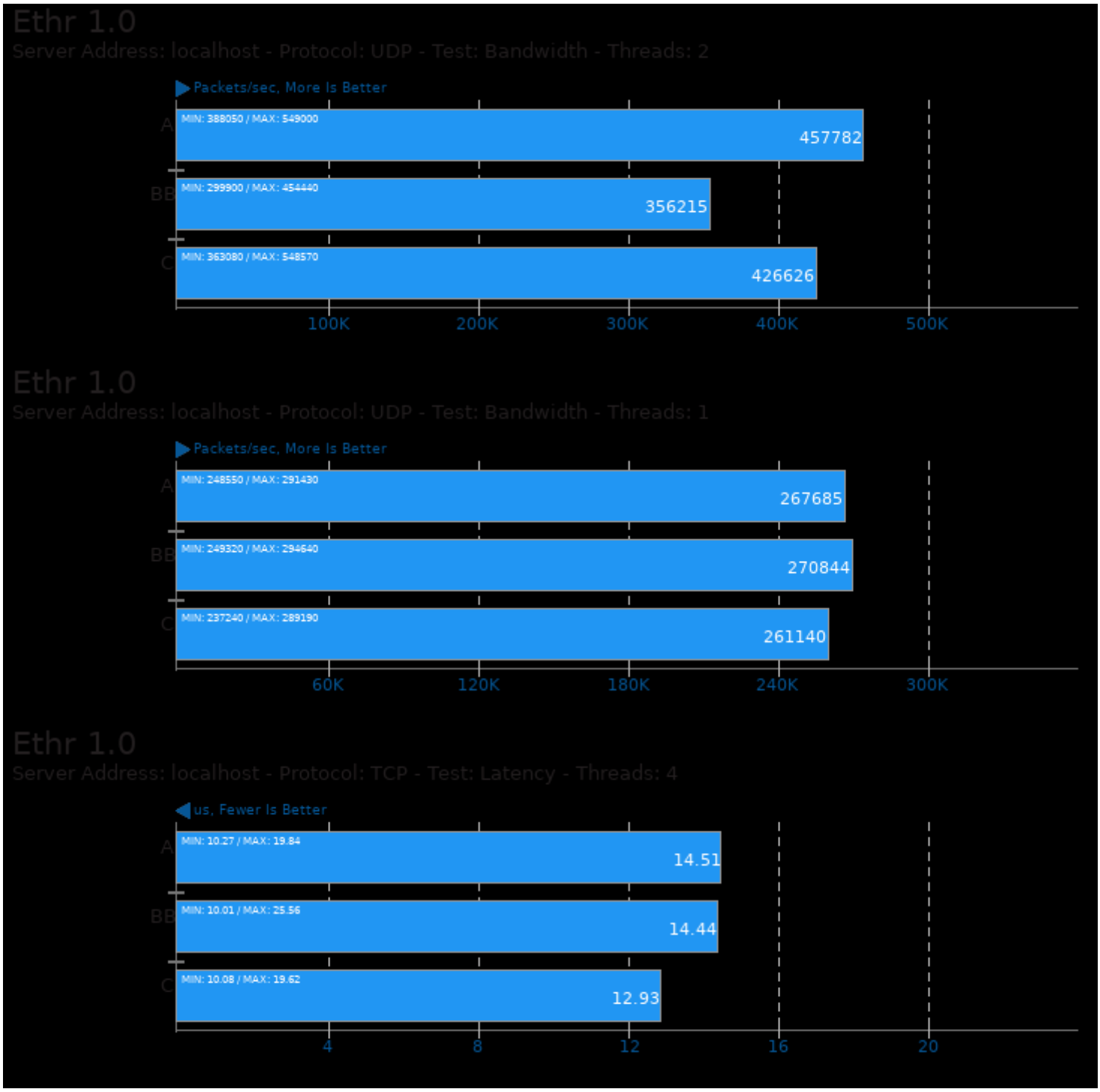


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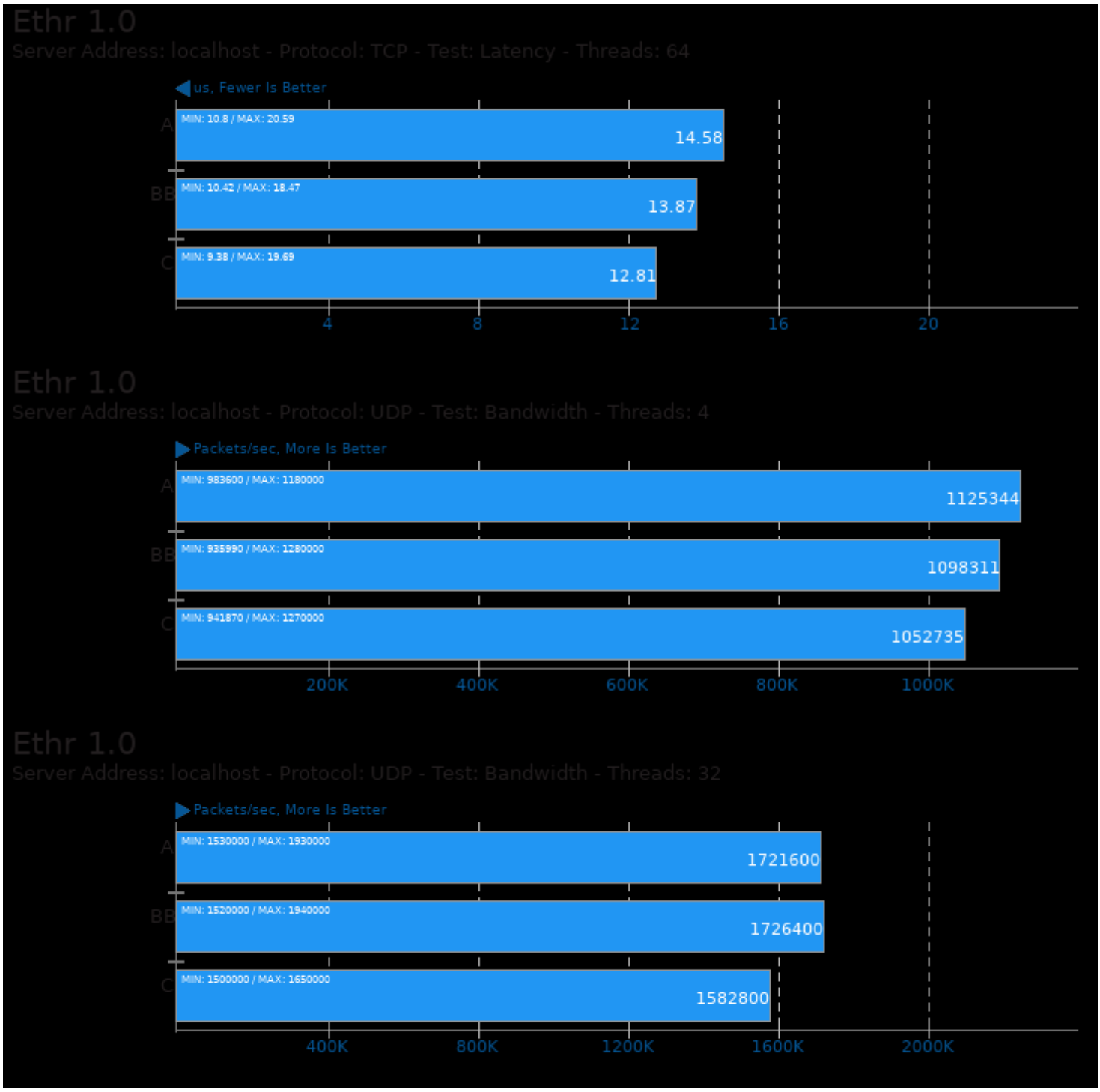


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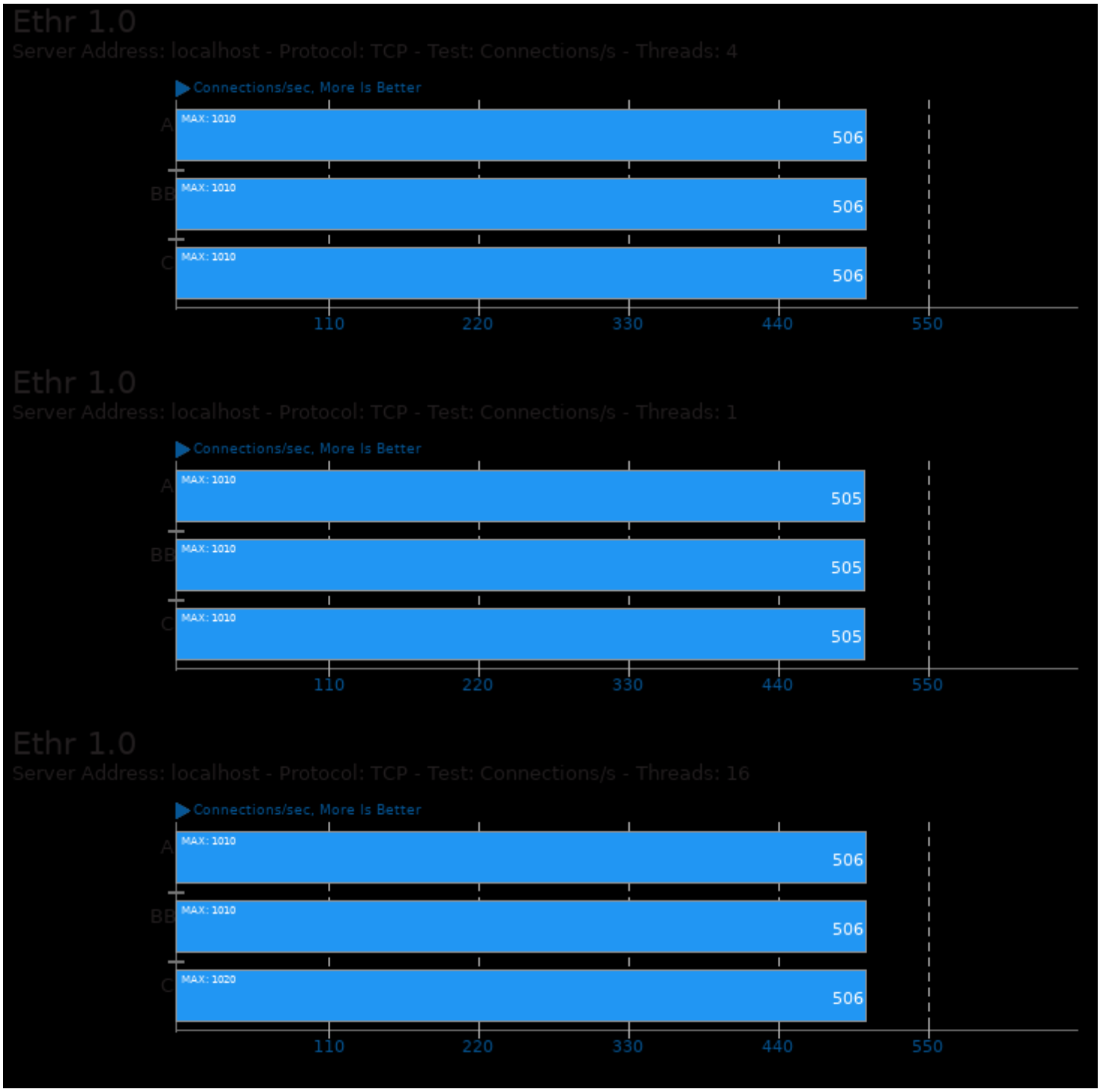


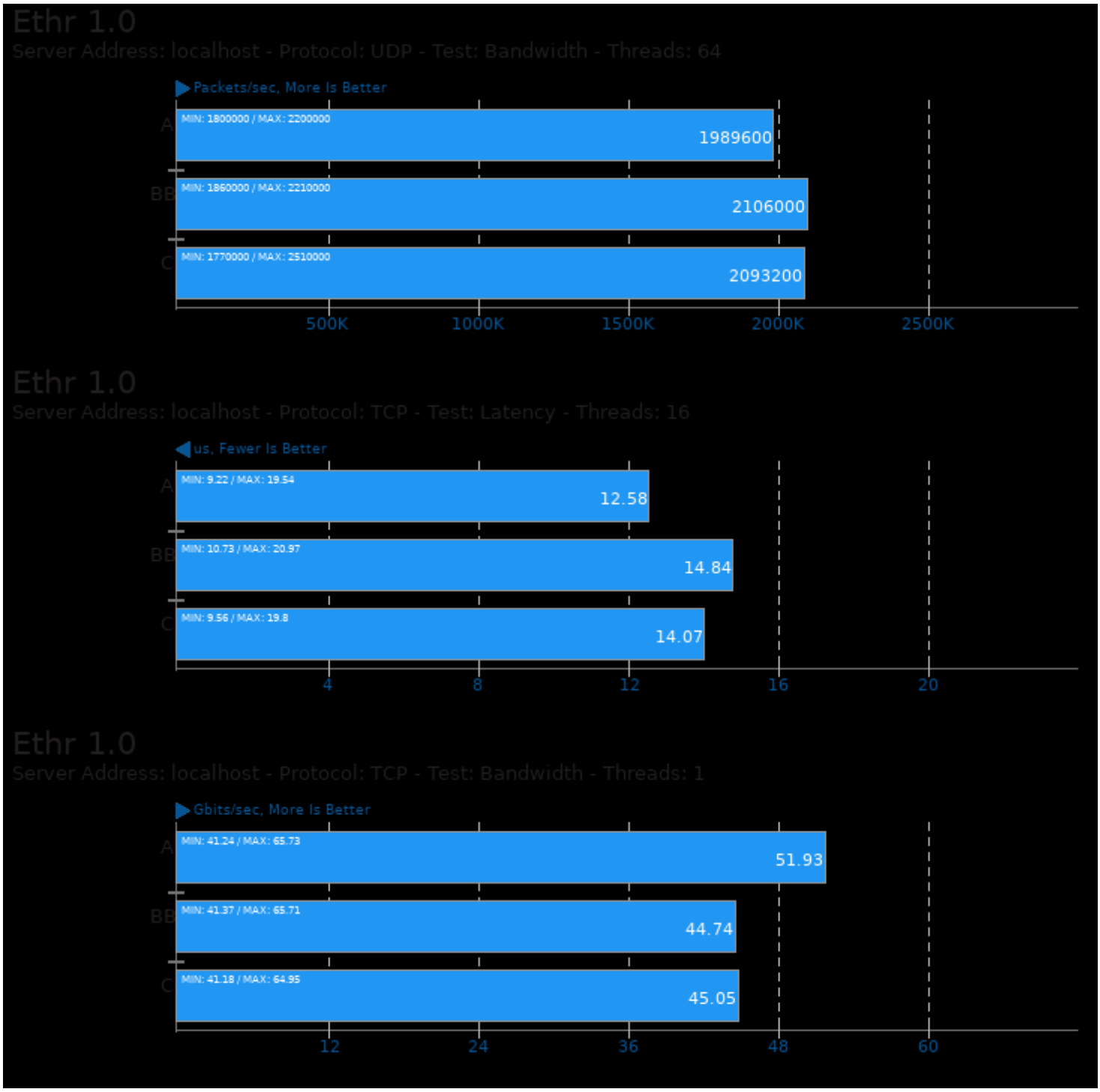

Ethr 1.0
Server Address: localhost - Protocol: UDP - Test: Bandwidth - Threads: 2
Packets/sec, More Is Better
A
MIN: 388050 / MAX: 549000
457782
BB
MIN: 299900 / MAX: 454440
356215
C
MIN: 363080 / MAX: 548570
426626
100K
200K
300K
400K
500K
Ethr 1.0
Server Address: localhost - Protocol: UDP - Test: Bandwidth - Threads: 1
Packets/sec, More Is Better
A
MIN: 248550 / MAX: 291430
267685
BB
MIN: 249320 / MAX: 294640
270844
C
MIN: 237240 / MAX: 289190
261140
60K
120K
180K
240K
300K
Ethr 1.0
Server Address: localhost - Protocol: TCP - Test: Latency - Threads: 4
us, Fewer Is Better
A
MIN: 10.27 / MAX: 19.84
14.51
BB
MIN: 10.01 / MAX: 25.56
14.44
C
MIN: 10.08 / MAX: 19.62
12.93
4
8
12
16
20

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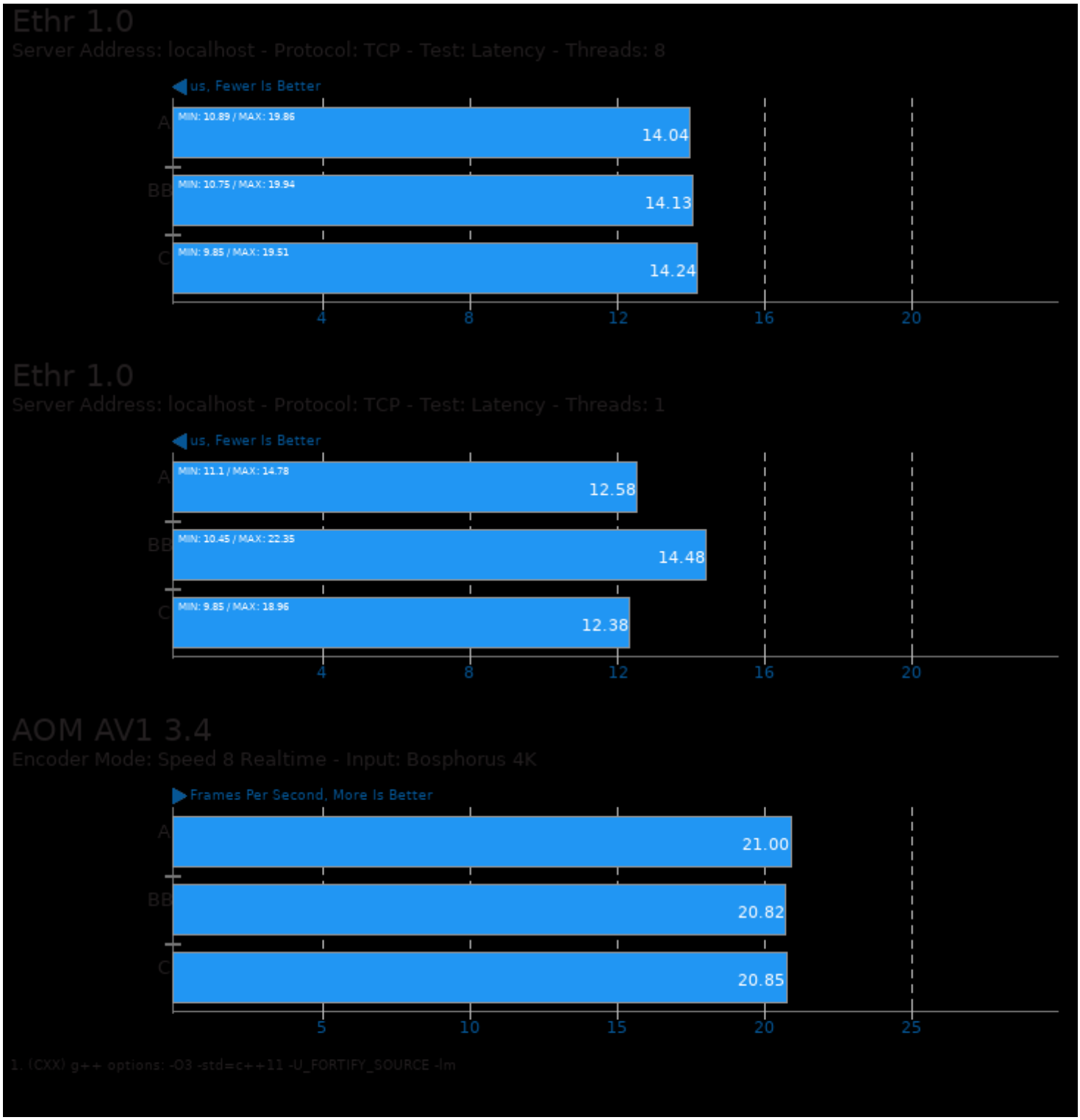


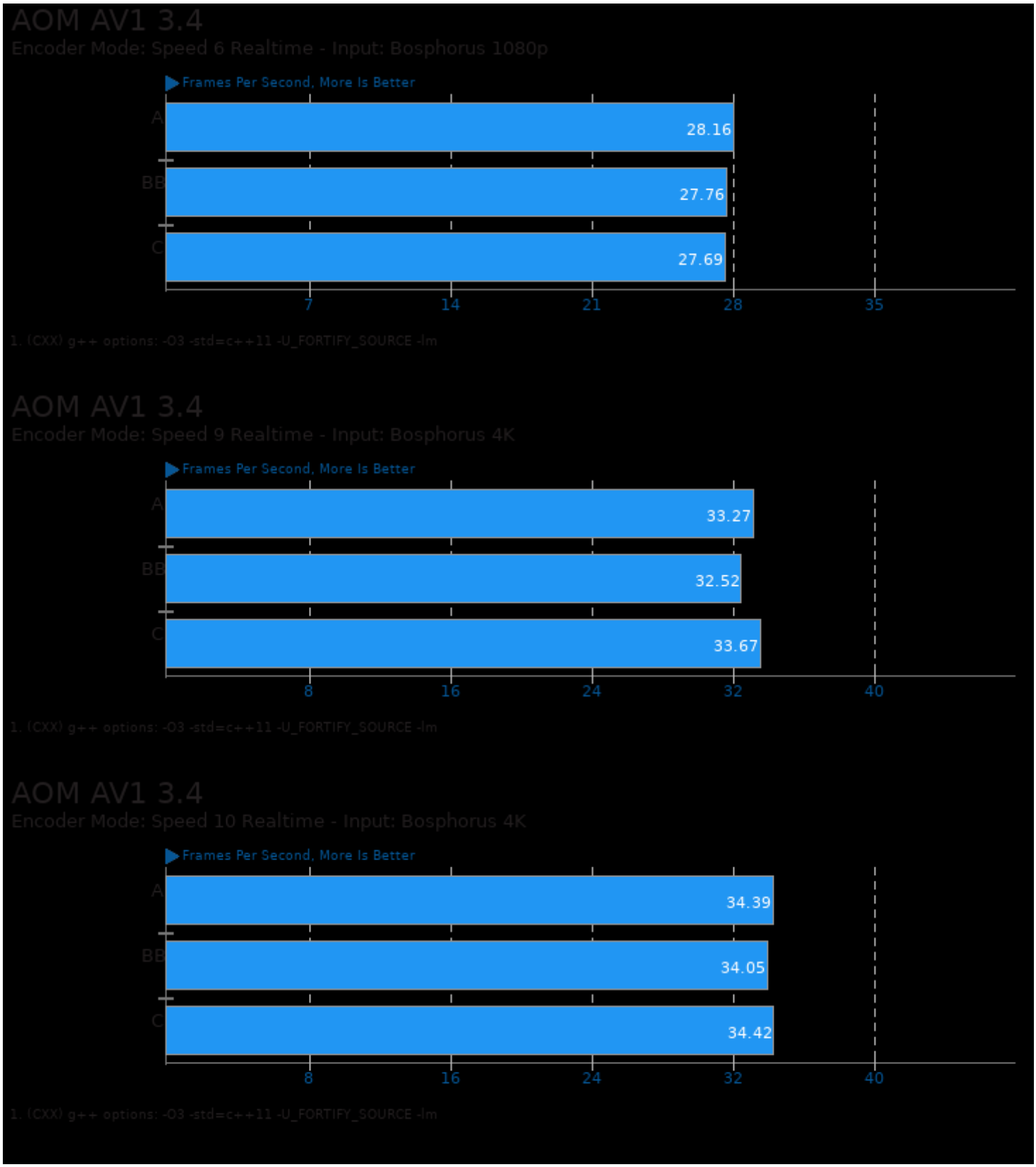
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Ethr 1.0
Server Address: localhost - Protocol: UDP - Test: Bandwidth - Threads: 64
Packets/sec, More Is Better
A
MIN: 1800000 / MAX: 2200000
1989600
BB
MIN: 1860000 / MAX: 2210000
2106000
C
MIN: 1770000 / MAX: 2510000
2093200
500K
1000K
1500K
2000K
2500K
Ethr 1.0
Server Address: localhost - Protocol: TCP - Test: Latency - Threads: 16
us, Fewer Is Better
A
MIN: 9.22 / MAX: 19.54
12.58
BB
MIN: 10.73 / MAX: 20.97
14.84
C
MIN: 9.56 / MAX: 19.8
14.07
4
8
12
16
20
Ethr 1.0
Server Address: localhost - Protocol: TCP - Test: Bandwidth - Threads: 1
Gbits/sec, More Is Better
A
MIN: 41.24 / MAX: 65.73
51.93
BB
MIN: 41.37 / MAX: 65.71
44.74
C
MIN: 41.18 / MAX: 64.95
45.05
12
24
36
48
60

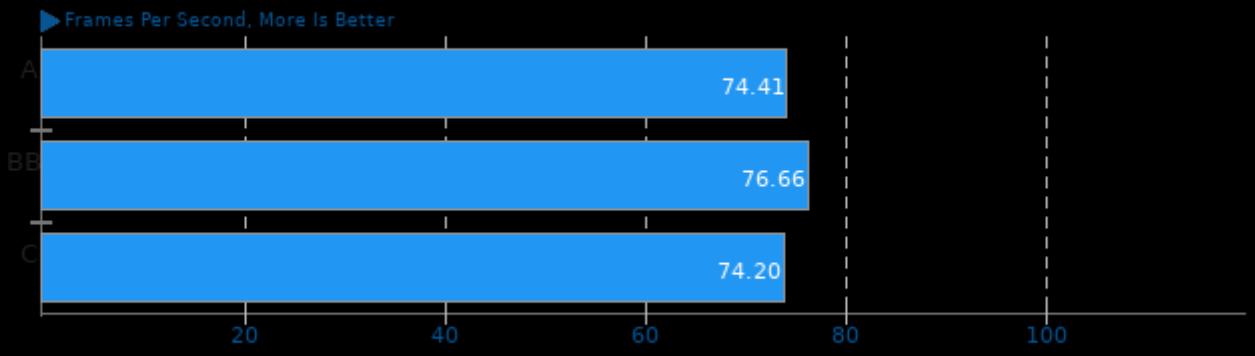
tigerlake mid june




AOM AV1 3.4
Encoder Mode: Speed 6 Realtime - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
28.16
BB
27.76
C
27.69
7
14
21
28
35
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 9 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
33.27
BB
32.52
C
33.67
8
16
24
32
40
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 10 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
34.39
BB
34.05
C
34.42
8
16
24
32
40
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

AOM AV1 3.4

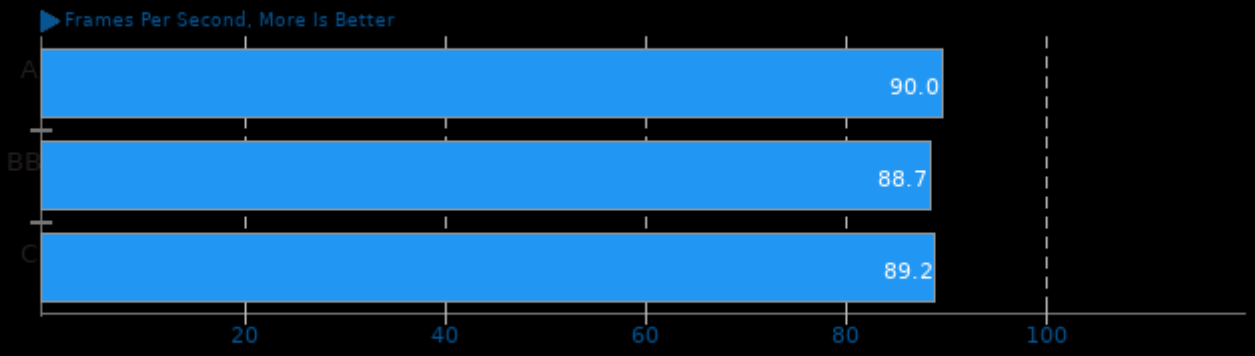
Encoder Mode: Speed 8 Realtime - Input: Bosphorus 1080p



1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

yquake2 8.10

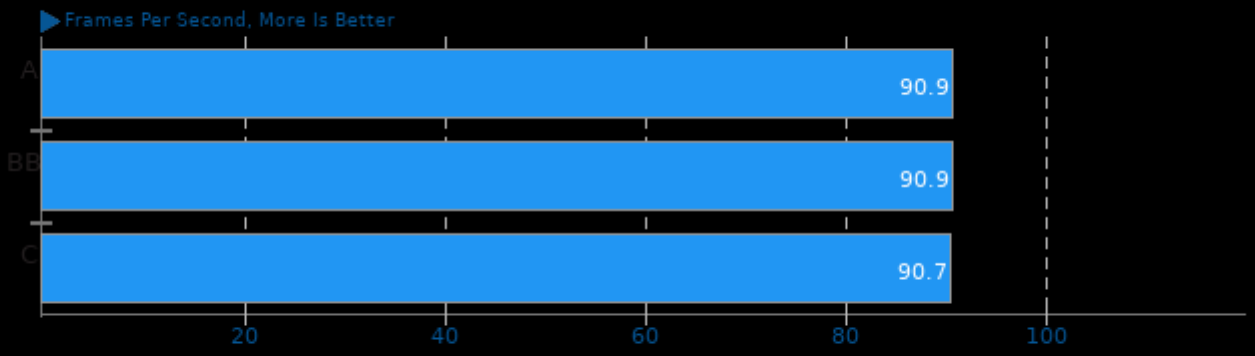
Renderer: Vulkan - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

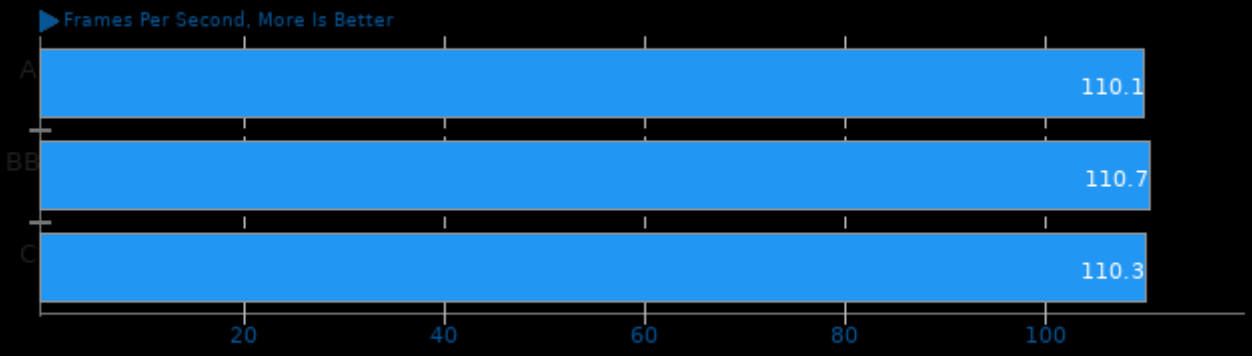
Renderer: Vulkan - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

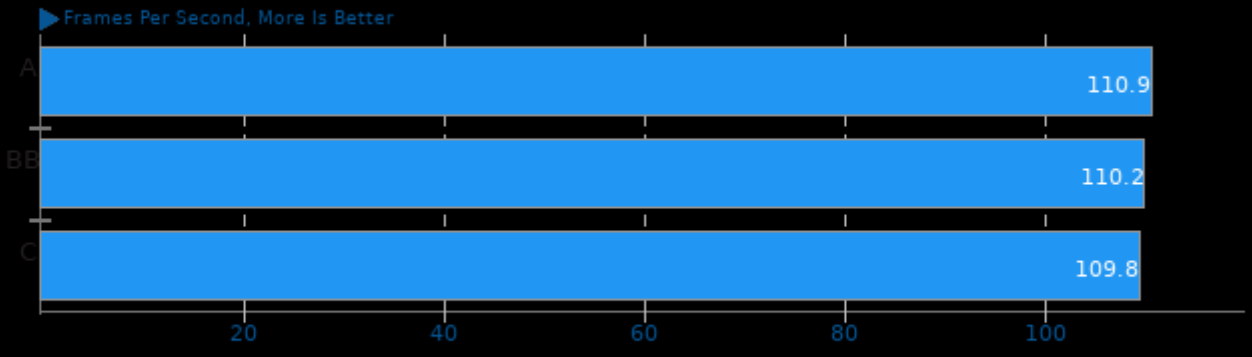
Renderer: Software CPU Color Light - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

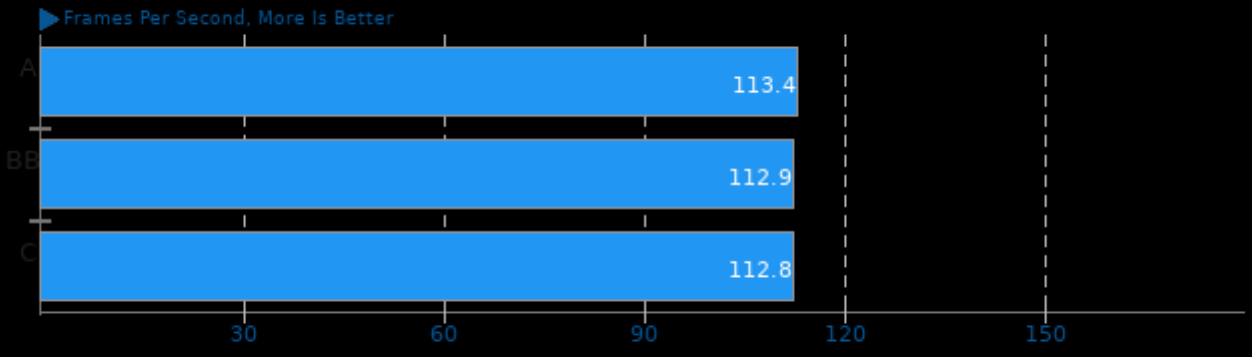
Renderer: Software CPU Color Light - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

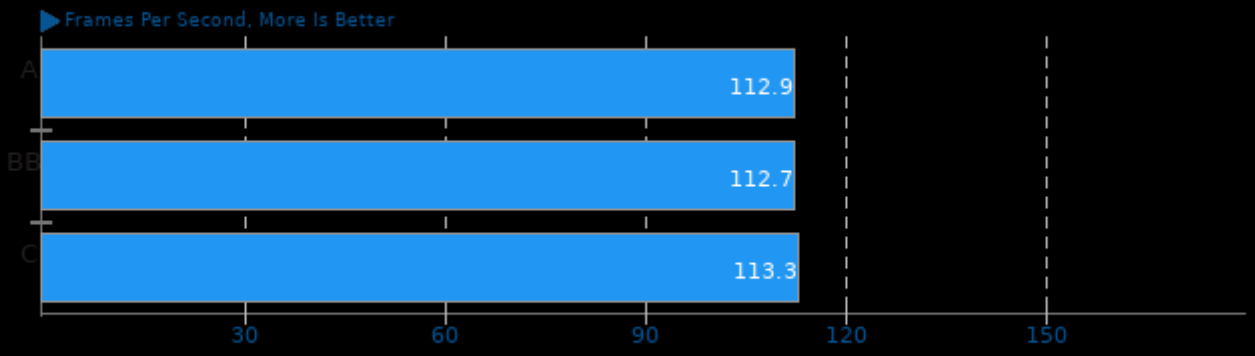
Renderer: Software CPU Color Light - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

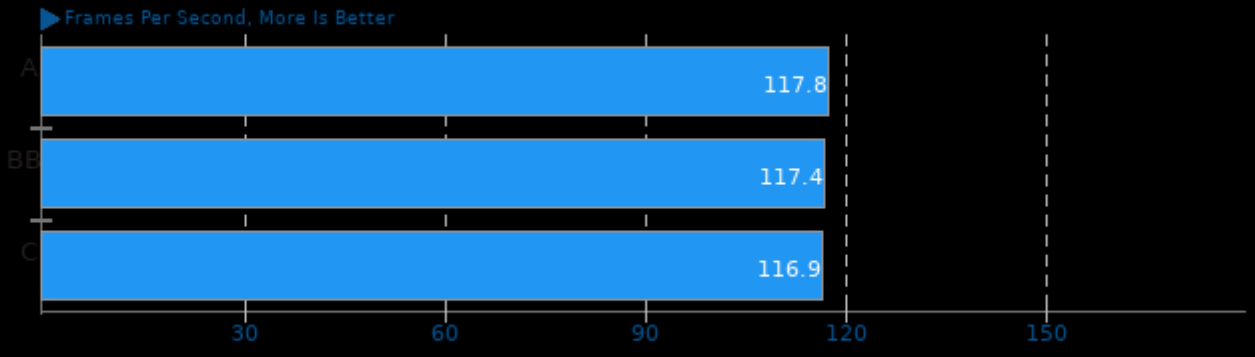
Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

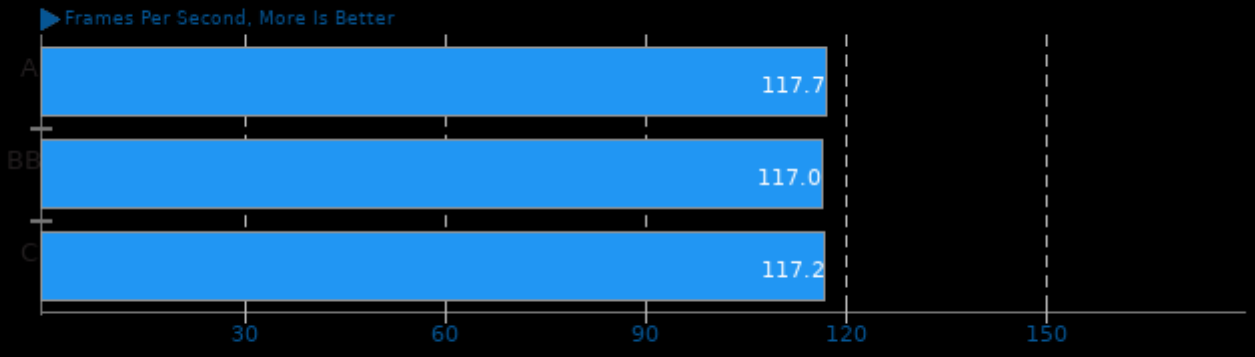
Renderer: Software CPU - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

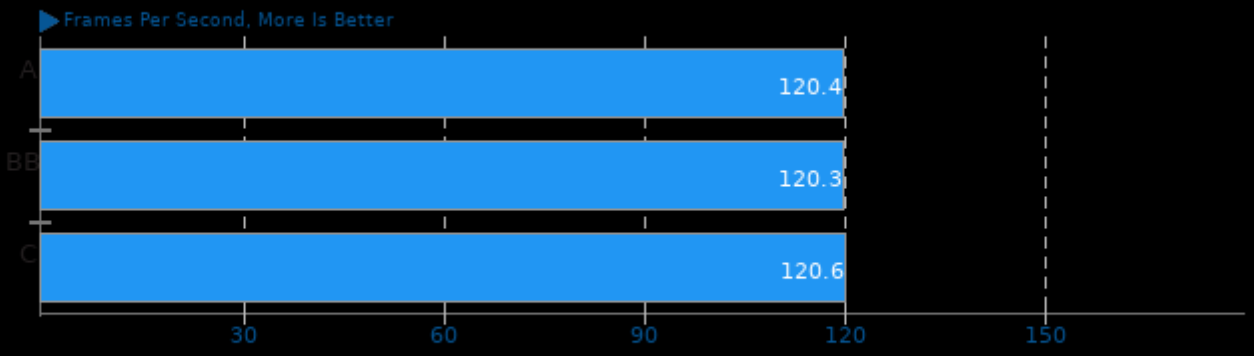
Renderer: Software CPU - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

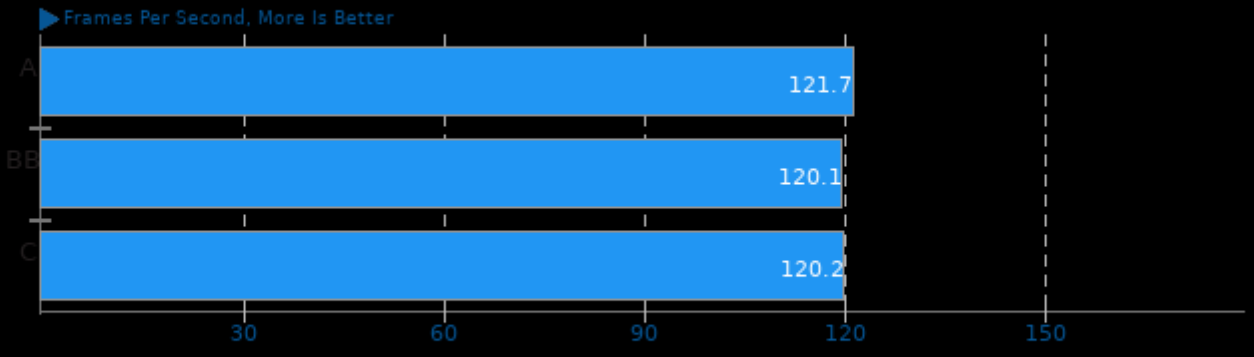
Renderer: Software CPU - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfp

yquake2 8.10

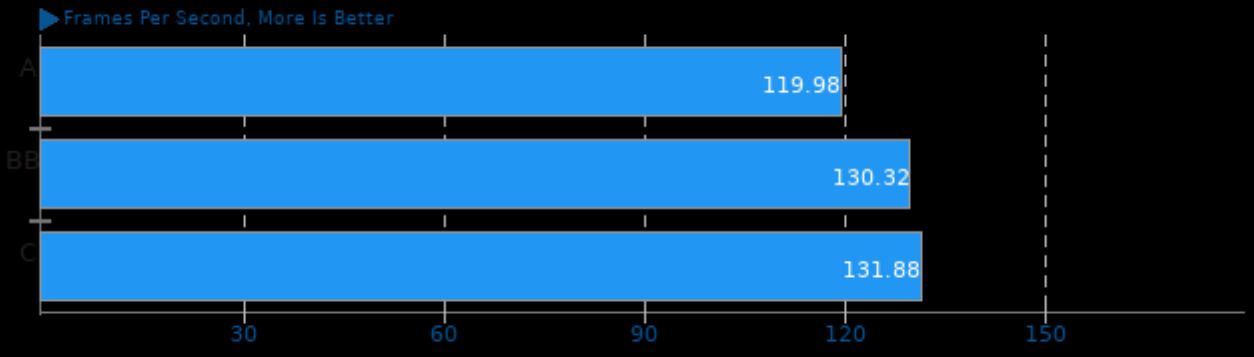
Renderer: Software CPU - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mfp

AOM AV1 3.4

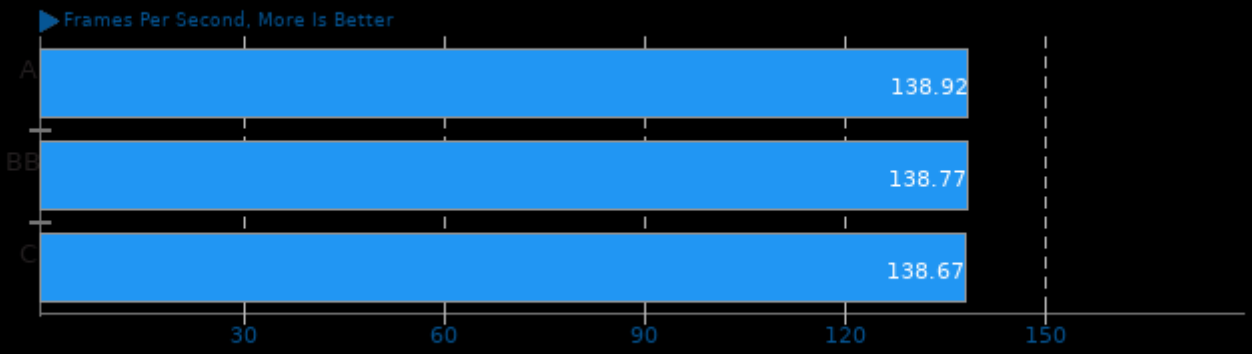
Encoder Mode: Speed 9 Realtime - Input: Bosphorus 1080p



1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

AOM AV1 3.4

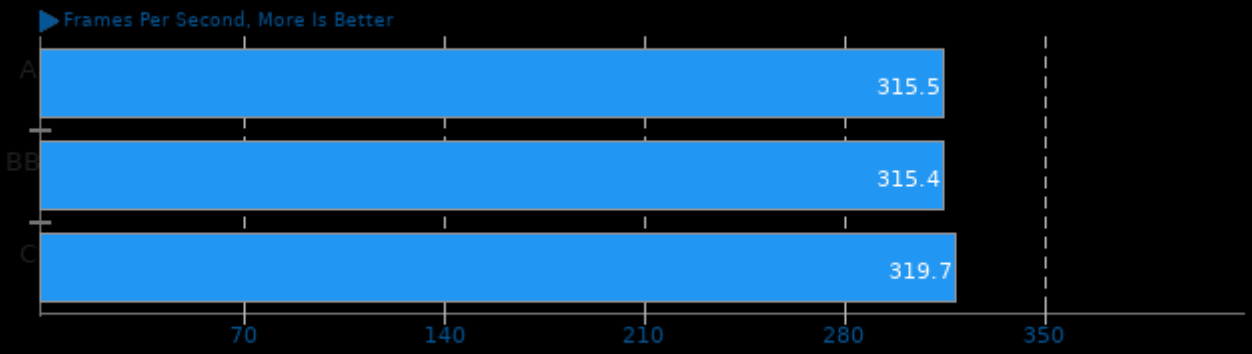
Encoder Mode: Speed 10 Realtime - Input: Bosphorus 1080p



1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

yquake2 8.10

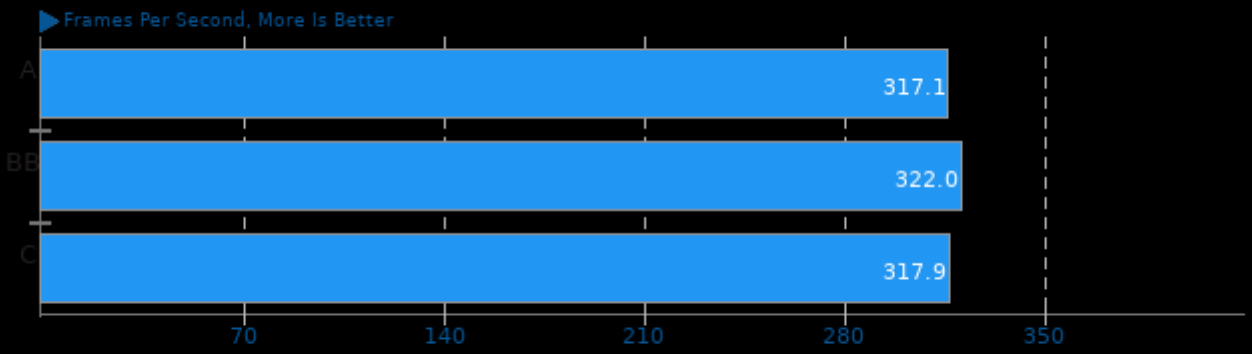
Renderer: OpenGL 3.x - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

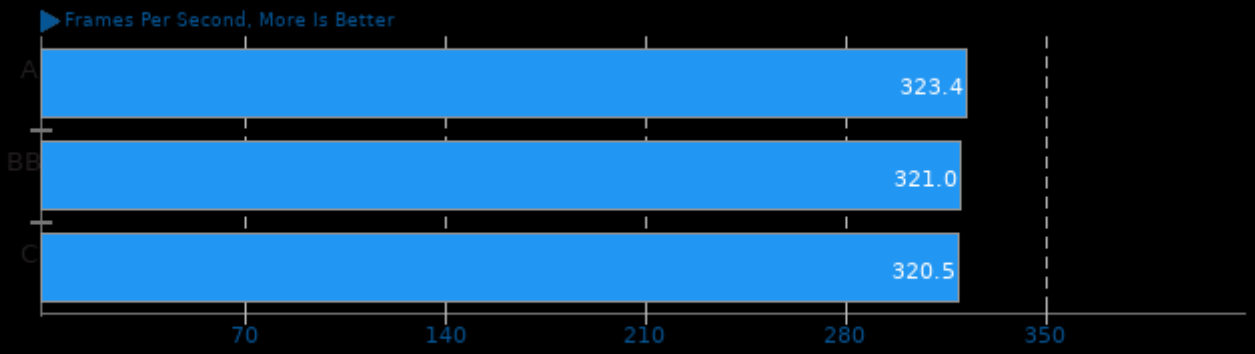
Renderer: OpenGL ES 3.x - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

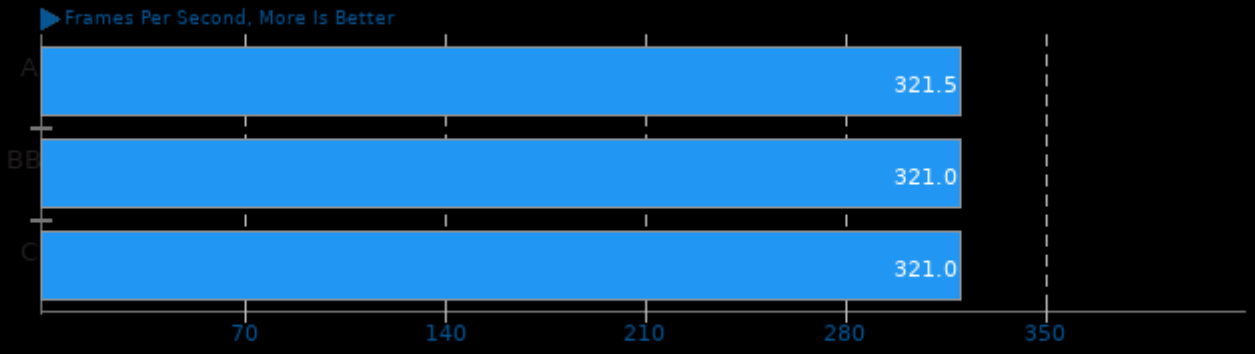
Renderer: OpenGL 3.x - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

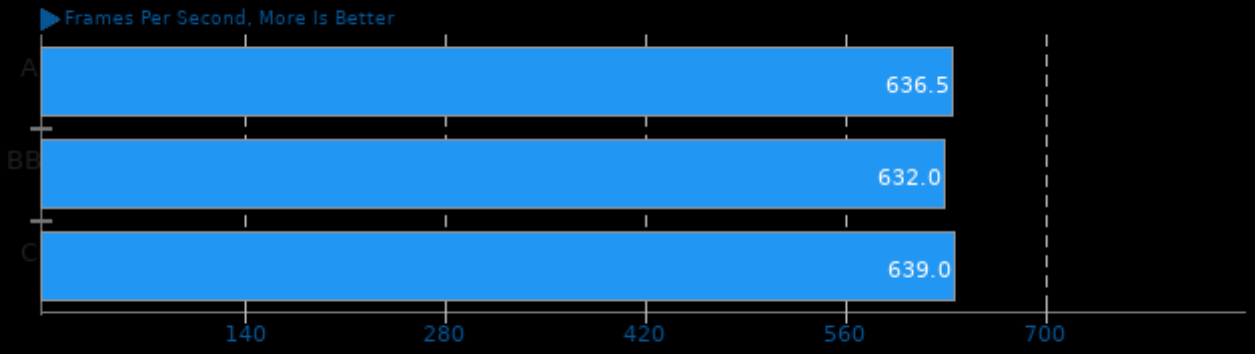
Renderer: OpenGL ES 3.x - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

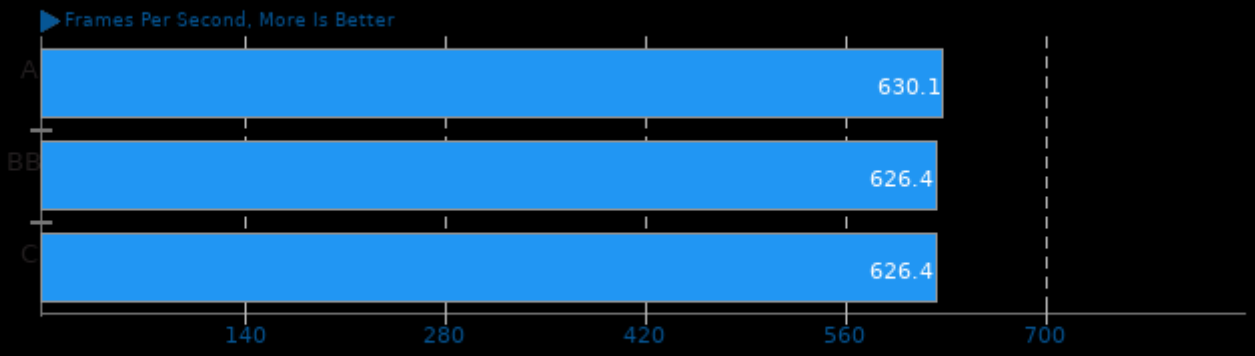
Renderer: Vulkan - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

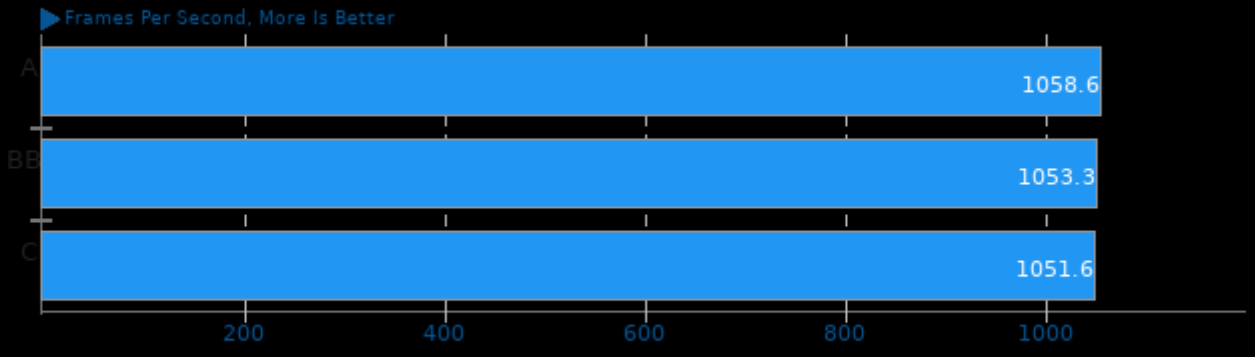
Renderer: Vulkan - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

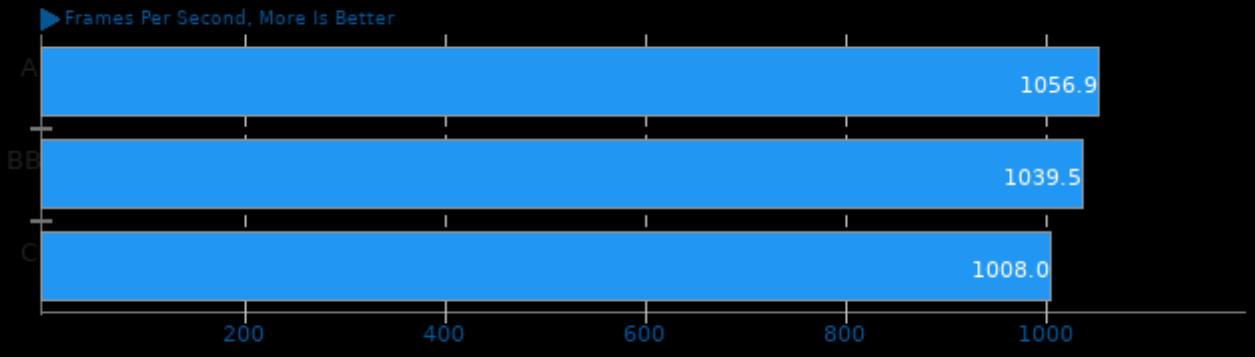
Renderer: OpenGL ES 3.x - AF: Off - MSAA: Off - Resolution: 1920 x 1080



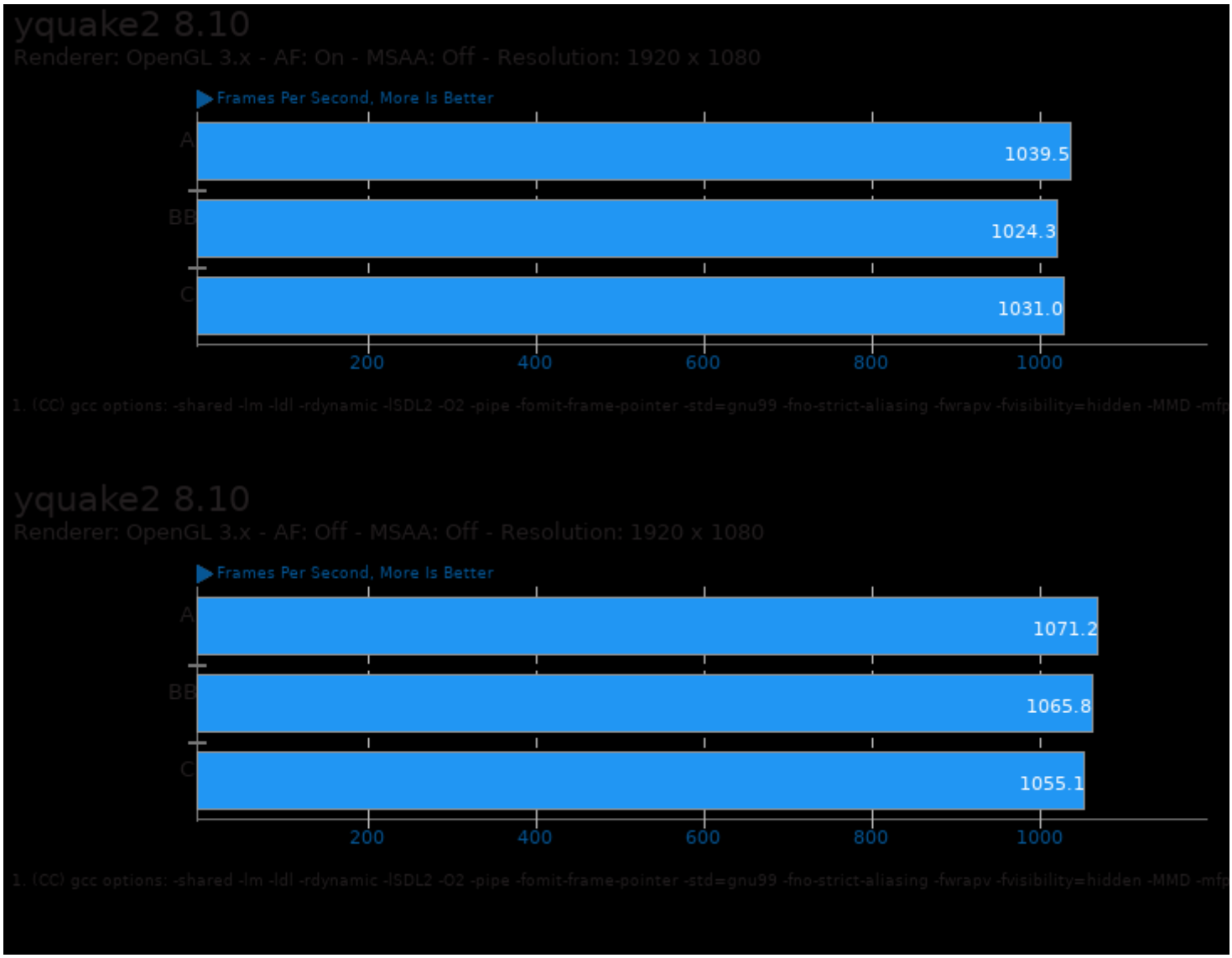
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

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



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf



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