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Lenono 20HRCTO1WW ThinkPad X1 Carbon Laptop, Intel Core i7-7600U, Intel HD 620

Test Systems:

Hedy

Processor: Intel Core i7-7600U @ 3.90GHz (2 Cores / 4 Threads), Motherboard: LENOVO 20HRCTO1WW (N1MET71W 1.56 BIOS), Chipset: Intel Xeon E3-1200 v6/7th, Memory: 16GB, Disk: 1024GB INTEL SSDPEKNW010T9, Graphics: Intel HD 620 KBL GT2 14GB (1150MHz), Audio: Conexant CX8200, Network: Intel I219-LM + Intel 8265 / 8275

OS: Linuxmint 21, Kernel: 5.15.0-56-generic (x86_64), Desktop: Cinnamon 5.4.12, Display Server: X Server 1.21.1.3, OpenGL: 4.6 Mesa 22.0.5, Vulkan: 1.3.204, Compiler: GCC 11.3.0, File-System: ext4, Screen Resolution: 2560x1440

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-xKlWfi/gcc-11-11.3.0/debian/tmp-nvptx/usr,amdgcn-amdhsa=/build/gcc-11-xKlWfi/gcc-11-11.3.0/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 performance (EPP: performance) - CPU Microcode: 0xf0 - ThermalD 2.4.9

Security Notes: intel_multithit: KVM: Mitigation of VMX disabled + l1tf: Mitigation of PTE Inversion; VMX: conditional cache flushes SMT vulnerable + mds: Mitigation of Clear buffers; SMT vulnerable + meltdown: Mitigation of PTI + mmio_stale_data: Mitigation of Clear buffers; SMT vulnerable + rebleed: Mitigation of IBRS + spec_store_bypass: Mitigation of SSB disabled via prctl and seccomp + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of IBRS IBPB: conditional RSB filling PBRSB-eIBRS: Not affected + srbd: Mitigation of Microcode + tsx_async_abort: Mitigation of TSX disabled

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Stress-NG - S.V.M.P (Bogo Ops/s)	1152872
Standard Deviation	4.8%
Stress-NG - G.Q.D.S (Bogo Ops/s)	22.02
Standard Deviation	0.8%
Stress-NG - G.C.S.F (Bogo Ops/s)	224245
Standard Deviation	1.5%
Stress-NG - Context Switching (Bogo Ops/s)	479883
Standard Deviation	0.6%
Stress-NG - Socket Activity (Bogo Ops/s)	1562
Standard Deviation	1.3%
Stress-NG - Memory Copying (Bogo Ops/s)	437.63
Standard Deviation	0.7%
Stress-NG - x86_64 RdRand (Bogo Ops/s)	3402
Standard Deviation	0.4%
Stress-NG - Vector Math (Bogo Ops/s)	6993
Standard Deviation	0.2%
Stress-NG - Matrix Math (Bogo Ops/s)	8620
Standard Deviation	0.7%
Stress-NG - Semaphores (Bogo Ops/s)	390030
Standard Deviation	0.1%
Stress-NG - CPU Stress (Bogo Ops/s)	4160
Standard Deviation	0.5%
Stress-NG - CPU Cache (Bogo Ops/s)	136.70
Standard Deviation	2.4%
Stress-NG - SENDFILE (Bogo Ops/s)	24776
Standard Deviation	1.8%
Stress-NG - IO_uring (Bogo Ops/s)	7714
Standard Deviation	0.2%
Stress-NG - Forking (Bogo Ops/s)	13732
Standard Deviation	1.2%
Stress-NG - Malloc (Bogo Ops/s)	160873
Standard Deviation	1.8%
Stress-NG - Crypto (Bogo Ops/s)	2266
Standard Deviation	0.3%
Stress-NG - Mutex (Bogo Ops/s)	435457
Standard Deviation	2.5%
Stress-NG - MEMFD (Bogo Ops/s)	52.00
Standard Deviation	0.9%
Stress-NG - NUMA (Bogo Ops/s)	40.15
Standard Deviation	0.5%
Stress-NG - MMAP (Bogo Ops/s)	6.59
Standard Deviation	1.9%

G'MIC - 3.E.F.I.R.C.1.T (sec)	73.323
Standard Deviation	0.4%
G'MIC - P.I.O.A.3.V.1.T (sec)	15.256
Standard Deviation	1.8%
G'MIC - 2.F.P.1.T (sec)	127.398
Standard Deviation	0.8%
OpenSSL - RSA4096 (verify/s)	32976
Standard Deviation	0.5%
OpenSSL - RSA4096 (sign/s)	506.0
Standard Deviation	0.4%
OpenSSL - SHA256 (byte/s)	563850150
Standard Deviation	0.2%
Core-Latency - A.L.B.C.C (ns)	84.1652
C-Ray - Total Time - 4.1.R.P.P (sec)	392.873
Standard Deviation	0.3%
Timed PHP Compilation - Time To Compile (sec)	258.288
Standard Deviation	0.4%
Timed Linux Kernel Compilation - allmodconfig (sec)	6944
Standard Deviation	0.8%
Timed Linux Kernel Compilation - defconfig (sec)	522.609
Standard Deviation	0.3%
7-Zip Compression - D.R (MIPS)	10339
Standard Deviation	0.5%
7-Zip Compression - Compression Rating (MIPS)	13918
Standard Deviation	2.4%
Coremark - CoreMark Size 666 - I.P.S (Iterations/Sec)	65452
Standard Deviation	0.4%
GraphicsMagick - HWB Color Space (Iterations/min)	317
Standard Deviation	0.5%
GraphicsMagick - Noise-Gaussian (Iterations/min)	51
Standard Deviation	1.1%
GraphicsMagick - Resizing (Iterations/min)	181
Standard Deviation	0.3%
GraphicsMagick - Enhanced (Iterations/min)	39
Standard Deviation	0%
GraphicsMagick - Sharpen (Iterations/min)	24
Standard Deviation	0%
GraphicsMagick - Rotate (Iterations/min)	618
Standard Deviation	0.2%
GraphicsMagick - Swirl (Iterations/min)	69
Standard Deviation	0%
SciMark - J.S.O.R (Mflops)	1062
Standard Deviation	1%
SciMark - D.L.M.F (Mflops)	804.54
Standard Deviation	0.6%
SciMark - S.M.M (Mflops)	620.15
Standard Deviation	1.5%
SciMark - F.F.T (Mflops)	164.01
Standard Deviation	0.3%
SciMark - Monte Carlo (Mflops)	131.20
Standard Deviation	1.8%
SciMark - Composite (Mflops)	556.47
Standard Deviation	0.6%

CacheBench - R.M.W (MB/s)	18715
Standard Deviation	0.6%
CacheBench - Write (MB/s)	27454
Standard Deviation	0.1%
CacheBench - Read (MB/s)	3709
Standard Deviation	0%
Crypto++ - I.E.C.P.K.A (MiB/s)	4277
Standard Deviation	0.6%
Crypto++ - Unkeyed Algorithms (MiB/s)	257.314972
Standard Deviation	0.3%
Crypto++ - Keyed Algorithms (MiB/s)	561.992885
Standard Deviation	0.7%
Crypto++ - All Algorithms (MiB/s)	1372
Standard Deviation	0.7%
OSBench - Memory Allocations (Ns/Event)	98.310311
Standard Deviation	0.1%
OSBench - Create Processes (us/Event)	39.936702
Standard Deviation	0.7%
OSBench - Launch Programs (us/Event)	126.840274
Standard Deviation	0.1%
OSBench - Create Threads (us/Event)	19.023895
Standard Deviation	2.5%
OSBench - Create Files (us/Event)	25.232942
Standard Deviation	2.6%
MBW - M.C.F.B.S - 8192 MiB (MiB/s)	40.810
Standard Deviation	0.9%
MBW - M.C.F.B.S - 4096 MiB (MiB/s)	9102
Standard Deviation	0.1%
MBW - M.C.F.B.S - 1024 MiB (MiB/s)	9176
Standard Deviation	0.6%
MBW - M.C.F.B.S - 512 MiB (MiB/s)	9199
Standard Deviation	0.1%
MBW - M.C.F.B.S - 128 MiB (MiB/s)	9183
Standard Deviation	0.1%
MBW - Memory Copy - 8192 MiB (MiB/s)	56.304
Standard Deviation	1.4%
MBW - Memory Copy - 4096 MiB (MiB/s)	11748
Standard Deviation	1.8%
MBW - Memory Copy - 1024 MiB (MiB/s)	11686
Standard Deviation	0.9%
MBW - Memory Copy - 512 MiB (MiB/s)	11575
Standard Deviation	0.6%
MBW - Memory Copy - 128 MiB (MiB/s)	11824
Standard Deviation	0.3%
Stream - Add (MB/s)	18067
Standard Deviation	0.1%
Stream - Triad (MB/s)	18028
Standard Deviation	0.2%
Stream - Scale (MB/s)	16140
Standard Deviation	0.1%
Stream - Copy (MB/s)	23294
Standard Deviation	0.7%
RAMspeed SMP - Average - Floating Point (MB/s)	17578

	Standard Deviation	0.1%
RAMspeed SMP - Triad - Floating Point (MB/s)	18572	
	Standard Deviation	0.2%
RAMspeed SMP - Scale - Floating Point (MB/s)	16591	
	Standard Deviation	0.5%
RAMspeed SMP - Copy - Floating Point (MB/s)	16628	
	Standard Deviation	0%
RAMspeed SMP - Add - Floating Point (MB/s)	18587	
	Standard Deviation	0.3%
RAMspeed SMP - Average - Integer (MB/s)	17547	
	Standard Deviation	0.1%
RAMspeed SMP - Triad - Integer (MB/s)	18546	
	Standard Deviation	0.1%
RAMspeed SMP - Scale - Integer (MB/s)	16504	
	Standard Deviation	0.1%
RAMspeed SMP - Copy - Integer (MB/s)	16581	
	Standard Deviation	0.4%
RAMspeed SMP - Add - Integer (MB/s)	18668	
	Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 2560 x 1440 - Fullscreen (Points)	218	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1920 x 1200 - Fullscreen (Points)	218	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1920 x 1080 - Fullscreen (Points)	218	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1600 x 1200 - Fullscreen (Points)	218	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1280 x 1024 - Fullscreen (Points)	218	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1024 x 768 - Fullscreen (Points)	218	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 800 x 600 - Fullscreen (Points)	218	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 2560 x 1440 - Windowed (Points)	242	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1920 x 1200 - Windowed (Points)	342	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1920 x 1080 - Windowed (Points)	381	
	Standard Deviation	0.2%
GpuTest - Pixmark Volplosion - 1600 x 1200 - Windowed (Points)	404	
	Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1280 x 1024 - Windowed (Points)	583	
	Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 1024 x 768 - Windowed (Points)	954	
	Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 800 x 600 - Windowed (Points)	1511	
	Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1920 x 1200 - Windowed (Points)	132	
	Standard Deviation	0%
GpuTest - Pixmark Piano - 1920 x 1080 - Windowed (Points)	146	
	Standard Deviation	0%
GpuTest - Pixmark Piano - 1600 x 1200 - Windowed (Points)	156	
	Standard Deviation	0%

GpuTest - Pixmark Piano - 1280 x 1024 - Windowed (Points)	227
Standard Deviation	0%
GpuTest - Pixmark Piano - 1024 x 768 - Windowed (Points)	373
Standard Deviation	0%
GpuTest - Pixmark Piano - 800 x 600 - Windowed (Points)	601
Standard Deviation	0.1%
GpuTest - Triangle - 2560 x 1440 - Fullscreen (Points)	11682
Standard Deviation	0.1%
GpuTest - Triangle - 1920 x 1200 - Fullscreen (Points)	11756
Standard Deviation	0.3%
GpuTest - Triangle - 1920 x 1080 - Fullscreen (Points)	11769
Standard Deviation	0.2%
GpuTest - Triangle - 1600 x 1200 - Fullscreen (Points)	11705
Standard Deviation	0.2%
GpuTest - Triangle - 1280 x 1024 - Fullscreen (Points)	11735
Standard Deviation	0.3%
GpuTest - TessMark - 2560 x 1440 - Fullscreen (Points)	1689
Standard Deviation	0.1%
GpuTest - TessMark - 1920 x 1200 - Fullscreen (Points)	1690
Standard Deviation	0.5%
GpuTest - TessMark - 1920 x 1080 - Fullscreen (Points)	1682
Standard Deviation	0.5%
GpuTest - TessMark - 1600 x 1200 - Fullscreen (Points)	1683
Standard Deviation	0%
GpuTest - TessMark - 1280 x 1024 - Fullscreen (Points)	1677
Standard Deviation	0.8%
GpuTest - Triangle - 1024 x 768 - Fullscreen (Points)	11773
Standard Deviation	0.4%
GpuTest - TessMark - 1024 x 768 - Fullscreen (Points)	1669
Standard Deviation	0.2%
GpuTest - Furmark - 2560 x 1440 - Fullscreen (Points)	335
Standard Deviation	0.5%
GpuTest - Furmark - 1920 x 1200 - Fullscreen (Points)	335
Standard Deviation	0.3%
GpuTest - Furmark - 1920 x 1080 - Fullscreen (Points)	335
Standard Deviation	0.2%
GpuTest - Furmark - 1600 x 1200 - Fullscreen (Points)	334
Standard Deviation	0.3%
GpuTest - Furmark - 1280 x 1024 - Fullscreen (Points)	336
Standard Deviation	0.2%
GpuTest - Triangle - 800 x 600 - Fullscreen (Points)	11749
Standard Deviation	0.1%
GpuTest - Triangle - 2560 x 1440 - Windowed (Points)	13399
Standard Deviation	0.1%
GpuTest - Triangle - 1920 x 1200 - Windowed (Points)	21597
Standard Deviation	0.3%
GpuTest - Triangle - 1920 x 1080 - Windowed (Points)	24808
Standard Deviation	0.4%
GpuTest - Triangle - 1600 x 1200 - Windowed (Points)	27143
Standard Deviation	0.3%
GpuTest - Triangle - 1280 x 1024 - Windowed (Points)	43208
Standard Deviation	0.3%
GpuTest - TessMark - 800 x 600 - Fullscreen (Points)	1679

	Standard Deviation	0.4%
GpuTest - TessMark - 2560 x 1440 - Windowed (Points)	1837	
	Standard Deviation	0.4%
GpuTest - TessMark - 1920 x 1200 - Windowed (Points)	2079	
	Standard Deviation	0.4%
GpuTest - TessMark - 1920 x 1080 - Windowed (Points)	2269	
	Standard Deviation	0.1%
GpuTest - TessMark - 1600 x 1200 - Windowed (Points)	2156	
	Standard Deviation	0.3%
GpuTest - TessMark - 1280 x 1024 - Windowed (Points)	2502	
	Standard Deviation	0.4%
GpuTest - Plot3D - 2560 x 1440 - Fullscreen (Points)	3709	
	Standard Deviation	0.1%
GpuTest - Plot3D - 1920 x 1200 - Fullscreen (Points)	3710	
	Standard Deviation	0%
GpuTest - Plot3D - 1920 x 1080 - Fullscreen (Points)	3713	
	Standard Deviation	0.2%
GpuTest - Plot3D - 1600 x 1200 - Fullscreen (Points)	3725	
	Standard Deviation	0.1%
GpuTest - Plot3D - 1280 x 1024 - Fullscreen (Points)	3719	
	Standard Deviation	0.3%
GpuTest - GiMark - 2560 x 1440 - Fullscreen (Points)	927	
	Standard Deviation	0.3%
GpuTest - GiMark - 1920 x 1200 - Fullscreen (Points)	928	
	Standard Deviation	0.3%
GpuTest - GiMark - 1920 x 1080 - Fullscreen (Points)	929	
	Standard Deviation	0.1%
GpuTest - GiMark - 1600 x 1200 - Fullscreen (Points)	927	
	Standard Deviation	0.5%
GpuTest - GiMark - 1280 x 1024 - Fullscreen (Points)	924	
	Standard Deviation	0.3%
GpuTest - Furmark - 1024 x 768 - Fullscreen (Points)	335	
	Standard Deviation	0.2%
GpuTest - Triangle - 1024 x 768 - Windowed (Points)	79388	
	Standard Deviation	0.4%
GpuTest - TessMark - 1024 x 768 - Windowed (Points)	3130	
	Standard Deviation	0.3%
GpuTest - Plot3D - 1024 x 768 - Fullscreen (Points)	3709	
	Standard Deviation	0.3%
GpuTest - GiMark - 1024 x 768 - Fullscreen (Points)	921	
	Standard Deviation	0.2%
GpuTest - Furmark - 800 x 600 - Fullscreen (Points)	335	
	Standard Deviation	0.8%
GpuTest - Furmark - 2560 x 1440 - Windowed (Points)	392	
	Standard Deviation	0.5%
GpuTest - Furmark - 1920 x 1200 - Windowed (Points)	457	
	Standard Deviation	0.4%
GpuTest - Furmark - 1920 x 1080 - Windowed (Points)	539	
	Standard Deviation	0.2%
GpuTest - Furmark - 1600 x 1200 - Windowed (Points)	459	
	Standard Deviation	0.3%
GpuTest - Furmark - 1280 x 1024 - Windowed (Points)	593	
	Standard Deviation	0.7%

GpuTest - Triangle - 800 x 600 - Windowed (Points)	140320
Standard Deviation	0.5%
GpuTest - TessMark - 800 x 600 - Windowed (Points)	3595
Standard Deviation	0.2%
GpuTest - Plot3D - 800 x 600 - Fullscreen (Points)	3713
Standard Deviation	0.3%
GpuTest - Plot3D - 2560 x 1440 - Windowed (Points)	3978
Standard Deviation	0.1%
GpuTest - Plot3D - 1920 x 1200 - Windowed (Points)	5063
Standard Deviation	0.3%
GpuTest - Plot3D - 1920 x 1080 - Windowed (Points)	5329
Standard Deviation	0%
GpuTest - Plot3D - 1600 x 1200 - Windowed (Points)	5755
Standard Deviation	0.1%
GpuTest - Plot3D - 1280 x 1024 - Windowed (Points)	6902
Standard Deviation	0%
GpuTest - GiMark - 800 x 600 - Fullscreen (Points)	926
Standard Deviation	0.4%
GpuTest - GiMark - 2560 x 1440 - Windowed (Points)	979
Standard Deviation	0.4%
GpuTest - GiMark - 1920 x 1200 - Windowed (Points)	1107
Standard Deviation	0.5%
GpuTest - GiMark - 1920 x 1080 - Windowed (Points)	1161
Standard Deviation	0.4%
GpuTest - GiMark - 1600 x 1200 - Windowed (Points)	1190
Standard Deviation	0.2%
GpuTest - GiMark - 1280 x 1024 - Windowed (Points)	1358
Standard Deviation	0.6%
GpuTest - Furmark - 1024 x 768 - Windowed (Points)	948
Standard Deviation	0.3%
GpuTest - Plot3D - 1024 x 768 - Windowed (Points)	7677
Standard Deviation	0.1%
GpuTest - GiMark - 1024 x 768 - Windowed (Points)	1593
Standard Deviation	0.5%
GpuTest - Furmark - 800 x 600 - Windowed (Points)	1379
Standard Deviation	0.3%
GpuTest - Plot3D - 800 x 600 - Windowed (Points)	8262
Standard Deviation	0.1%
GpuTest - GiMark - 800 x 600 - Windowed (Points)	1808
Standard Deviation	1.5%
APITest - 2560 x 1440 - U.G.N (FPS)	3.587
Standard Deviation	1.4%
APITest - 1920 x 1200 - U.G.N (FPS)	3.571
Standard Deviation	0.4%
APITest - 1920 x 1080 - U.G.N (FPS)	3.576
Standard Deviation	0.8%
APITest - 1600 x 1200 - U.G.N (FPS)	3.582
Standard Deviation	1.5%
APITest - 1280 x 1024 - U.G.N (FPS)	3.567
Standard Deviation	0.6%
APITest - 1024 x 768 - U.G.N (FPS)	3.597
Standard Deviation	0%
APITest - 800 x 600 - U.G.N (FPS)	3.619

	Standard Deviation	0.7%
APITest - 2560 x 1440 - U.G.S (FPS)	3.319	
	Standard Deviation	1.7%
APITest - 2560 x 1440 - U.G.N (FPS)	3.567	
	Standard Deviation	0.8%
APITest - 1920 x 1200 - U.G.S (FPS)	3.311	
	Standard Deviation	1.7%
APITest - 1920 x 1200 - U.G.N (FPS)	3.572	
	Standard Deviation	0.4%
APITest - 1920 x 1080 - U.G.S (FPS)	3.315	
	Standard Deviation	1.3%
APITest - 1920 x 1080 - U.G.N (FPS)	3.572	
	Standard Deviation	0.9%
APITest - 1600 x 1200 - U.G.S (FPS)	3.319	
	Standard Deviation	1%
APITest - 1600 x 1200 - U.G.N (FPS)	3.584	
	Standard Deviation	1.2%
APITest - 1280 x 1024 - U.G.S (FPS)	3.352	
	Standard Deviation	1%
APITest - 1280 x 1024 - U.G.N (FPS)	3.621	
	Standard Deviation	0.4%
APITest - 1024 x 768 - U.G.S (FPS)	3.377	
	Standard Deviation	1.6%
APITest - 1024 x 768 - U.G.N (FPS)	3.597	
	Standard Deviation	1.1%
APITest - 800 x 600 - U.G.S (FPS)	3.376	
	Standard Deviation	1%
APITest - 800 x 600 - U.G.N (FPS)	3.608	
	Standard Deviation	0.5%
APITest - 2560 x 1440 - U.G (FPS)	6.408	
	Standard Deviation	0.1%
APITest - 2560 x 1440 - U.G.S (FPS)	3.356	
	Standard Deviation	1.4%
APITest - 1920 x 1200 - U.G (FPS)	6.489	
	Standard Deviation	0.4%
APITest - 1920 x 1200 - U.G.S (FPS)	3.314	
	Standard Deviation	0.6%
APITest - 1920 x 1080 - U.G (FPS)	6.525	
	Standard Deviation	0.2%
APITest - 1920 x 1080 - U.G.S (FPS)	3.325	
	Standard Deviation	0.8%
APITest - 1600 x 1200 - U.G (FPS)	6.521	
	Standard Deviation	0.2%
APITest - 1600 x 1200 - U.G.S (FPS)	3.332	
	Standard Deviation	1%
APITest - 1280 x 1024 - U.G (FPS)	6.591	
	Standard Deviation	0.2%
APITest - 1280 x 1024 - U.G.S (FPS)	3.339	
	Standard Deviation	1.4%
APITest - 2560 x 1440 - D.G (FPS)	6.418	
	Standard Deviation	0.3%
APITest - 1920 x 1200 - D.G (FPS)	6.498	
	Standard Deviation	0.2%

APITest - 1920 x 1080 - D.G (FPS) 6.514
Standard Deviation 0.3%
APITest - 1600 x 1200 - D.G (FPS) 6.524
Standard Deviation 0.2%
APITest - 1280 x 1024 - D.G (FPS) 6.578
Standard Deviation 0.2%
APITest - 1024 x 768 - U.G (FPS) 6.646
Standard Deviation 0.3%
APITest - 1024 x 768 - U.G.S (FPS) 3.339
Standard Deviation 0.5%
APITest - 800 x 600 - U.G (FPS) 7.006
Standard Deviation 0.1%
APITest - 800 x 600 - U.G.S (FPS) 3.399
Standard Deviation 1.1%
APITest - 2560 x 1440 - T.G (FPS) 151.037
Standard Deviation 0.4%
APITest - 2560 x 1440 - T.G (FPS) 137.561
Standard Deviation 0.5%
APITest - 2560 x 1440 - T.G (FPS) 109.972
Standard Deviation 1%
APITest - 1920 x 1200 - T.G (FPS) 222.806
Standard Deviation 0.2%
APITest - 1920 x 1200 - T.G (FPS) 195.064
Standard Deviation 0.3%
APITest - 1920 x 1200 - T.G (FPS) 150.208
Standard Deviation 4.7%
APITest - 1920 x 1080 - T.G (FPS) 241.062
Standard Deviation 0.6%
APITest - 1920 x 1080 - T.G (FPS) 209.875
Standard Deviation 1.4%
APITest - 1920 x 1080 - T.G (FPS) 143.155
Standard Deviation 2.4%
APITest - 1600 x 1200 - T.G (FPS) 255.466
Standard Deviation 0.2%
APITest - 1600 x 1200 - T.G (FPS) 215.095
Standard Deviation 1.6%
APITest - 1600 x 1200 - T.G (FPS) 149.573
Standard Deviation 3.8%
APITest - 1280 x 1024 - T.G (FPS) 328.234
Standard Deviation 0.6%
APITest - 1280 x 1024 - T.G (FPS) 255.337
Standard Deviation 1.4%
APITest - 1280 x 1024 - T.G (FPS) 156.042
Standard Deviation 2.4%
APITest - 1024 x 768 - D.G (FPS) 6.633
Standard Deviation 0.5%
APITest - 800 x 600 - D.G (FPS) 6.999
Standard Deviation 0.1%
APITest - 1024 x 768 - T.G (FPS) 415.305
Standard Deviation 1.1%
APITest - 1024 x 768 - T.G (FPS) 258.190
Standard Deviation 3.1%
APITest - 1024 x 768 - T.G (FPS) 165.228

	Standard Deviation	0.1%
APITest - 800 x 600 - T.G (FPS)	480.335	
	Standard Deviation	0.3%
APITest - 800 x 600 - T.G (FPS)	271.535	
	Standard Deviation	0.9%
APITest - 800 x 600 - T.G (FPS)	165.473	
	Standard Deviation	3.5%
APITest - 2560 x 1440 - U.G (FPS)	49.448	
	Standard Deviation	1.6%
APITest - 2560 x 1440 - U.G (FPS)	1.803	
	Standard Deviation	1.6%
APITest - 2560 x 1440 - U.G (FPS)	26.584	
	Standard Deviation	1.3%
APITest - 1920 x 1200 - U.G (FPS)	52.063	
	Standard Deviation	2.2%
APITest - 1920 x 1200 - U.G (FPS)	1.803	
	Standard Deviation	2.2%
APITest - 1920 x 1200 - U.G (FPS)	26.464	
	Standard Deviation	1.1%
APITest - 1920 x 1080 - U.G (FPS)	50.643	
	Standard Deviation	4.5%
APITest - 1920 x 1080 - U.G (FPS)	1.839	
	Standard Deviation	3.3%
APITest - 1920 x 1080 - U.G (FPS)	26.618	
	Standard Deviation	2.2%
APITest - 1600 x 1200 - U.G (FPS)	49.901	
	Standard Deviation	4.2%
APITest - 1600 x 1200 - U.G (FPS)	1.854	
	Standard Deviation	3.2%
APITest - 1600 x 1200 - U.G (FPS)	26.110	
	Standard Deviation	2.5%
APITest - 1280 x 1024 - U.G (FPS)	51.686	
	Standard Deviation	5.1%
APITest - 1280 x 1024 - U.G (FPS)	1.858	
	Standard Deviation	0.3%
APITest - 1280 x 1024 - U.G (FPS)	26.464	
	Standard Deviation	2.5%
APITest - 2560 x 1440 - D.G (FPS)	49.767	
	Standard Deviation	2.8%
APITest - 2560 x 1440 - D.G (FPS)	26.023	
	Standard Deviation	0.6%
APITest - 1920 x 1200 - D.G (FPS)	51.512	
	Standard Deviation	4.9%
APITest - 1920 x 1200 - D.G (FPS)	26.303	
	Standard Deviation	1.5%
APITest - 1920 x 1080 - D.G (FPS)	51.184	
	Standard Deviation	2.4%
APITest - 1920 x 1080 - D.G (FPS)	26.412	
	Standard Deviation	0.7%
APITest - 1600 x 1200 - D.G (FPS)	50.765	
	Standard Deviation	5.4%
APITest - 1600 x 1200 - D.G (FPS)	26.176	
	Standard Deviation	0.7%

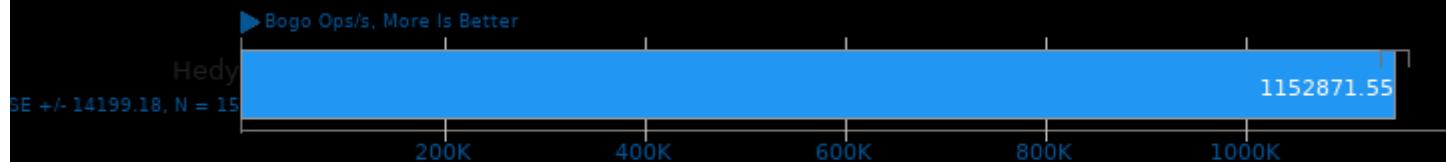
APITest - 1280 x 1024 - D.G (FPS) 51.362
Standard Deviation 2.3%
APITest - 1280 x 1024 - D.G (FPS) 27.036
Standard Deviation 1.9%
APITest - 1024 x 768 - U.G (FPS) 52.367
Standard Deviation 4.7%
APITest - 1024 x 768 - U.G (FPS) 1.849
Standard Deviation 2.5%
APITest - 1024 x 768 - U.G (FPS) 26.799
Standard Deviation 1.2%
APITest - 800 x 600 - U.G (FPS) 52.251
Standard Deviation 4.6%
APITest - 800 x 600 - U.G (FPS) 1.862
Standard Deviation 3.2%
APITest - 800 x 600 - U.G (FPS) 26.473
Standard Deviation 1.9%
APITest - 2560 x 1440 - U.G (FPS) 12.192
Standard Deviation 1.3%
APITest - 1920 x 1200 - U.G (FPS) 12.278
Standard Deviation 3.6%
APITest - 1920 x 1080 - U.G (FPS) 12.307
Standard Deviation 3.9%
APITest - 1600 x 1200 - U.G (FPS) 11.975
Standard Deviation 4.3%
APITest - 1280 x 1024 - U.G (FPS) 12.427
Standard Deviation 4.6%
APITest - 1024 x 768 - D.G (FPS) 53.006
Standard Deviation 2.1%
APITest - 1024 x 768 - D.G (FPS) 26.048
Standard Deviation 2%
APITest - 800 x 600 - D.G (FPS) 53.011
Standard Deviation 4.4%
APITest - 800 x 600 - D.G (FPS) 26.30
Standard Deviation 2%
APITest - 1024 x 768 - U.G (FPS) 12.319
Standard Deviation 4.6%
APITest - 800 x 600 - U.G (FPS) 12.628
Standard Deviation 4%
APITest - 2560 x 1440 - U.G (FPS) 7.890
Standard Deviation 2.4%
APITest - 2560 x 1440 - U.G (FPS) 22.061
Standard Deviation 3.3%
APITest - 2560 x 1440 - T.G (FPS) 151.046
Standard Deviation 0.4%
APITest - 2560 x 1440 - T.G (FPS) 85.948
Standard Deviation 0.5%
APITest - 1920 x 1200 - U.G (FPS) 7.886
Standard Deviation 4.1%
APITest - 1920 x 1200 - U.G (FPS) 23.036
Standard Deviation 3.8%
APITest - 1920 x 1200 - T.G (FPS) 224.605
Standard Deviation 0.5%
APITest - 1920 x 1200 - T.G (FPS) 147.450

	Standard Deviation	1.9%
APITest - 1920 x 1080 - U.G (FPS)	7.889	
	Standard Deviation	5.6%
APITest - 1920 x 1080 - U.G (FPS)	23.115	
	Standard Deviation	4.2%
APITest - 1920 x 1080 - T.G (FPS)	243.893	
	Standard Deviation	0.2%
APITest - 1920 x 1080 - T.G (FPS)	153.828	
	Standard Deviation	3%
APITest - 1600 x 1200 - U.G (FPS)	7.979	
	Standard Deviation	3.4%
APITest - 1600 x 1200 - U.G (FPS)	22.687	
	Standard Deviation	5.1%
APITest - 1600 x 1200 - T.G (FPS)	256.606	
	Standard Deviation	0.4%
APITest - 1600 x 1200 - T.G (FPS)	153.951	
	Standard Deviation	3.7%
APITest - 1280 x 1024 - U.G (FPS)	7.867	
	Standard Deviation	4.3%
APITest - 1280 x 1024 - U.G (FPS)	23.031	
	Standard Deviation	1.9%
APITest - 1280 x 1024 - T.G (FPS)	330.890	
	Standard Deviation	0.2%
APITest - 1280 x 1024 - T.G (FPS)	159.184	
	Standard Deviation	3.8%
APITest - 2560 x 1440 - U.G (FPS)	12.065	
	Standard Deviation	0.7%
APITest - 1920 x 1200 - U.G (FPS)	12.017	
	Standard Deviation	2.7%
APITest - 1920 x 1080 - U.G (FPS)	11.915	
	Standard Deviation	2.1%
APITest - 1600 x 1200 - U.G (FPS)	12.039	
	Standard Deviation	2.5%
APITest - 1280 x 1024 - U.G (FPS)	11.956	
	Standard Deviation	3.6%
APITest - 1024 x 768 - U.G (FPS)	7.895	
	Standard Deviation	5.5%
APITest - 1024 x 768 - U.G (FPS)	24.054	
	Standard Deviation	4.5%
APITest - 1024 x 768 - T.G (FPS)	415.960	
	Standard Deviation	0.5%
APITest - 1024 x 768 - T.G (FPS)	163.744	
	Standard Deviation	2.4%
APITest - 800 x 600 - U.G (FPS)	7.894	
	Standard Deviation	5.5%
APITest - 800 x 600 - U.G (FPS)	23.717	
	Standard Deviation	2.2%
APITest - 800 x 600 - T.G (FPS)	493.264	
	Standard Deviation	0.5%
APITest - 800 x 600 - T.G (FPS)	170.597	
	Standard Deviation	4%
APITest - 1024 x 768 - U.G (FPS)	12.132	
	Standard Deviation	3%

APITest - 800 x 600 - U.G (FPS)	11.780
Standard Deviation	2.2%
x265 - Bosphorus 4K (FPS)	3.57
Standard Deviation	1%
x265 - Bosphorus 1080p (FPS)	15.63
Standard Deviation	0.9%
x264 - Bosphorus 4K (FPS)	4.93
Standard Deviation	1.2%
x264 - Bosphorus 1080p (FPS)	21.24
Standard Deviation	0.6%
LuxCoreRender - Orange Juice - CPU (M samples/sec)	0.47
Standard Deviation	2.1%
LuxCoreRender - LuxCore Benchmark - CPU (M samples/sec)	0.04
Standard Deviation	0%
LuxCoreRender - R.C.a.P - CPU (M samples/sec)	1.31
Standard Deviation	1.8%
LuxCoreRender - DLSC - CPU (M samples/sec)	0.31
Standard Deviation	4.7%
Stress-NG - Atomic (Bogo Ops/s)	223600
Standard Deviation	6.3%
Stress-NG - Futex (Bogo Ops/s)	398025
Standard Deviation	9.3%
LuxCoreRender - Danish Mood - CPU (M samples/sec)	0.02
Standard Deviation	38.5%

Stress-NG 0.14.06

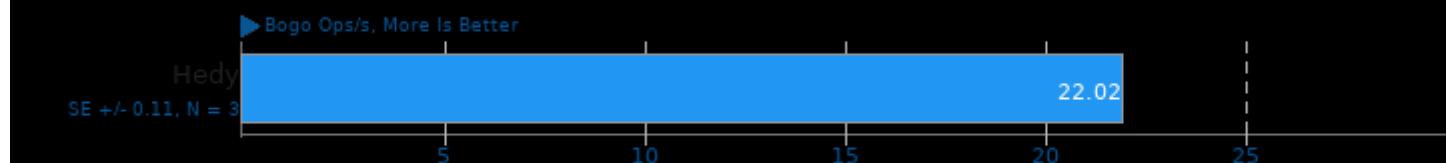
Test: System V Message Passing



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Glibc Qsort Data Sorting



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

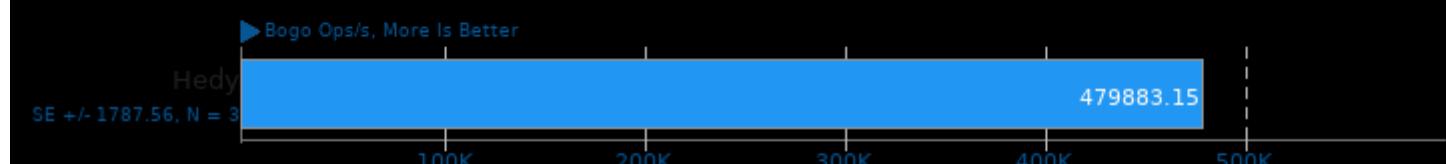
Test: Glibc C String Functions



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

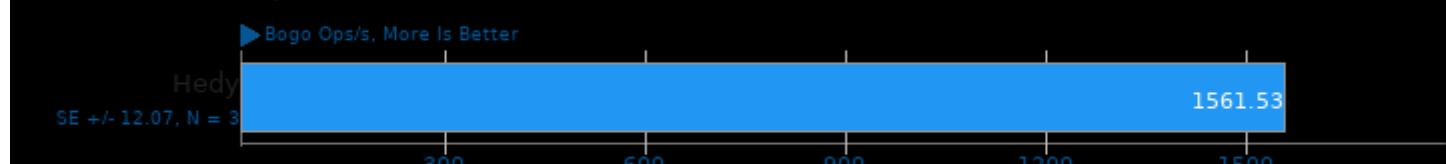
Test: Context Switching



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

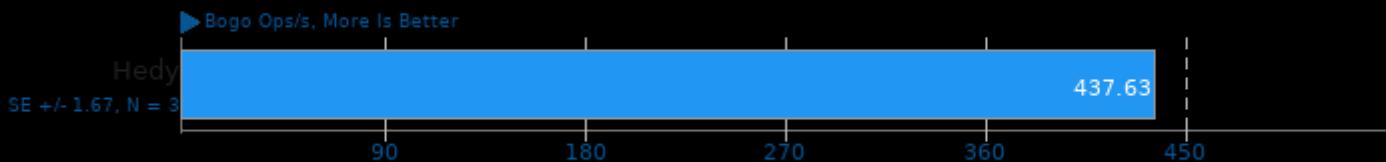
Test: Socket Activity



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Memory Copying



Stress-NG 0.14.06

Test: x86_64 RdRand



Stress-NG 0.14.06

Test: Vector Math



Stress-NG 0.14.06

Test: Matrix Math



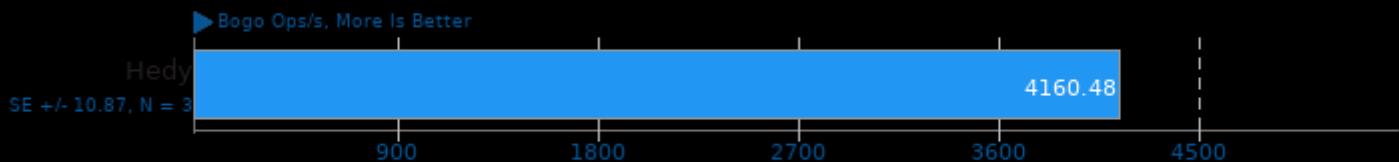
Stress-NG 0.14.06

Test: Semaphores



Stress-NG 0.14.06

Test: CPU Stress



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: CPU Cache



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

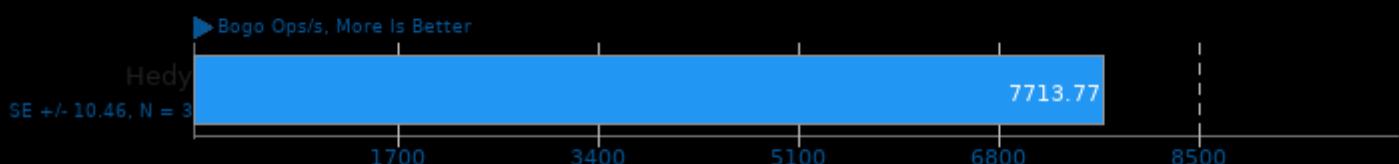
Test: SENDFILE



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: IO_uring



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Forking



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

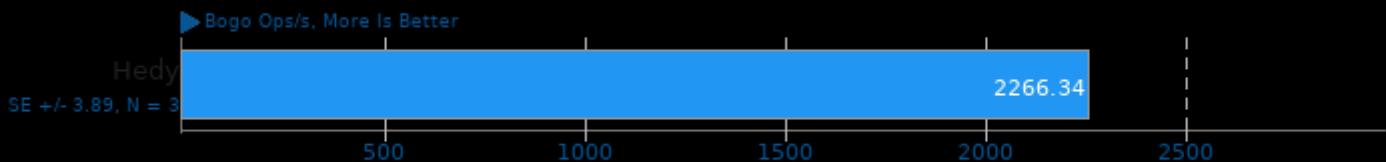
Test: Malloc



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Crypto



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Mutex



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: MEMFD



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: NUMA



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: MMAP



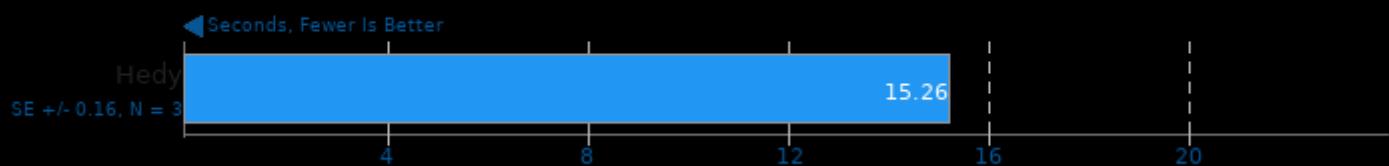
1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

G'MIC

Test: 3D Elevated Function In Random Colors, 100 Times

**G'MIC**

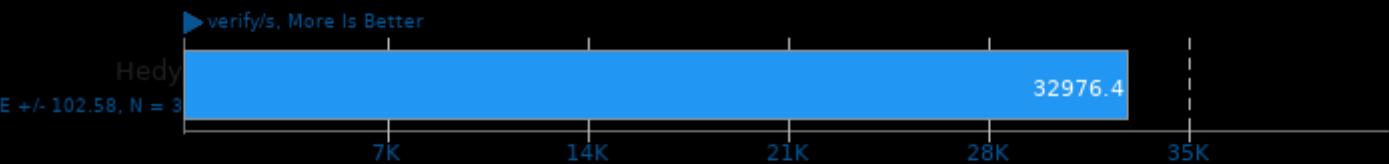
Test: Plotting Isosurface Of A 3D Volume, 1000 Times

**G'MIC**

Test: 2D Function Plotting, 1000 Times

**OpenSSL 3.0**

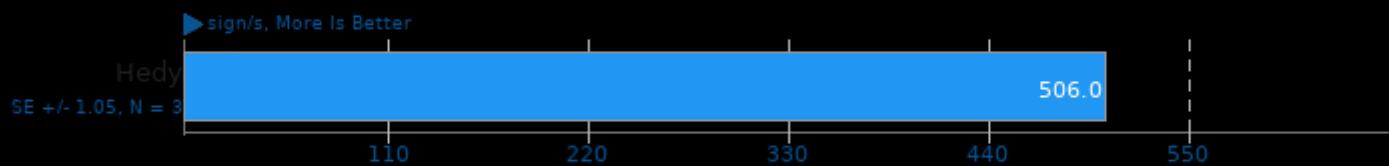
Algorithm: RSA4096



1. (CC) gcc options: -pthread -m64 -O3 -lssl -lcrypto -ldl

OpenSSL 3.0

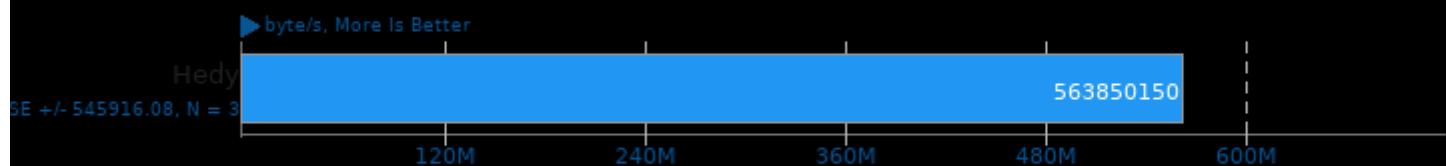
Algorithm: RSA4096



1. (CC) gcc options: -pthread -m64 -O3 -lssl -lcrypto -ldl

OpenSSL 3.0

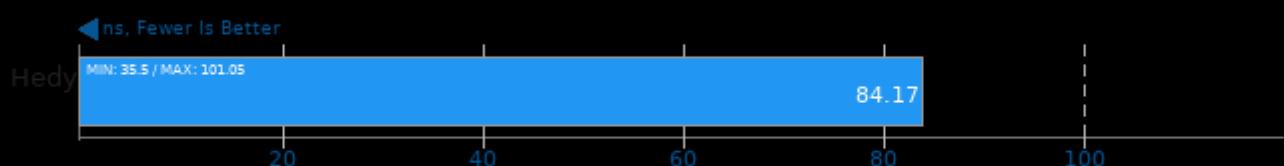
Algorithm: SHA256



1. (CC) gcc options: -pthread -m64 -O3 -lssl -lcrypto -ldl

Core-Latency

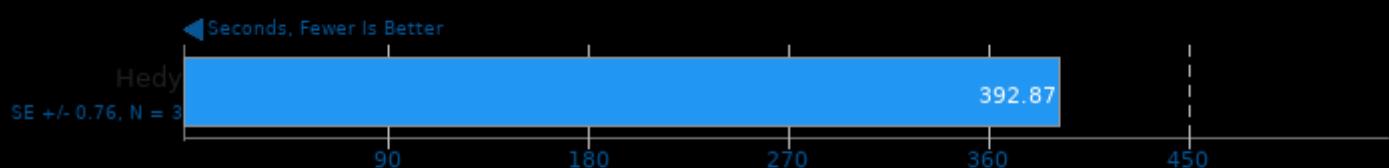
Average Latency Between CPU Cores



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

C-Ray 1.1

Total Time - 4K, 16 Rays Per Pixel



1. (CC) gcc options: -lm -pthread -O3

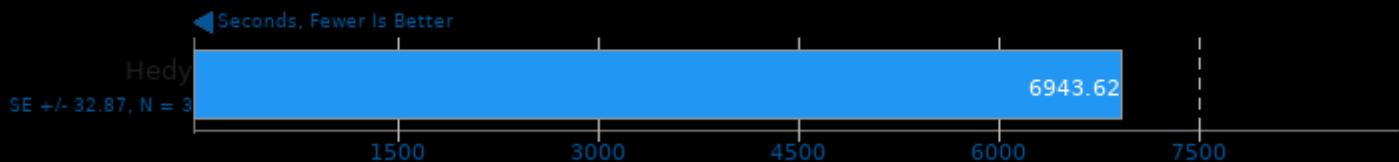
Timed PHP Compilation 8.1.9

Time To Compile



Timed Linux Kernel Compilation 5.18

Build: allmodconfig



Timed Linux Kernel Compilation 5.18

Build: defconfig



7-Zip Compression 22.01

Test: Decompression Rating



1. (CXX) g++ options: -fthread -fPIC

7-Zip Compression 22.01

Test: Compression Rating



1. (CXX) g++ options: -fthread -fPIC

Coremark 1.0

CoreMark Size 666 - Iterations Per Second



1. (CC) gcc options: -O2 -fint -fint

GraphicsMagick 1.3.38

Operation: HWB Color Space



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -lIzma -lxml2 -lz -lm -lpthread

GraphicsMagick 1.3.38

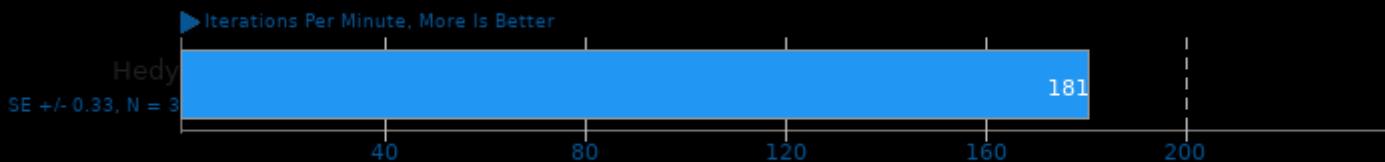
Operation: Noise-Gaussian



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -lIzma -lxml2 -lz -lm -lpthread

GraphicsMagick 1.3.38

Operation: Resizing



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -lIzma -lxml2 -lz -lm -lpthread

GraphicsMagick 1.3.38

Operation: Enhanced



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -lIzma -lxml2 -lz -lm -lpthread

GraphicsMagick 1.3.38

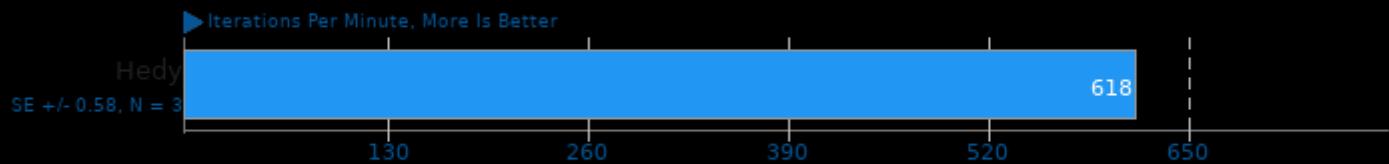
Operation: Sharpen



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -lIzma -lxml2 -lz -lm -lpthread

GraphicsMagick 1.3.38

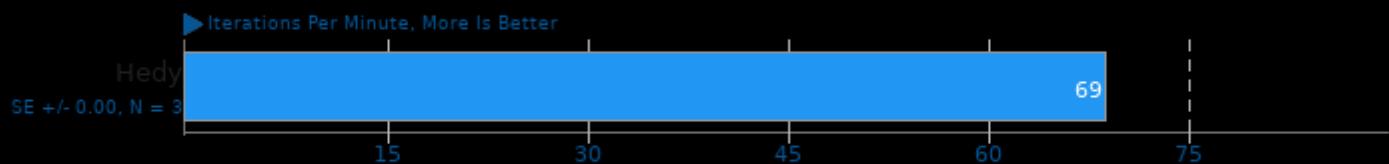
Operation: Rotate



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lxext -lSM -lICE -lX11 -lzma -lxml2 -lz -lm -lpthread

GraphicsMagick 1.3.38

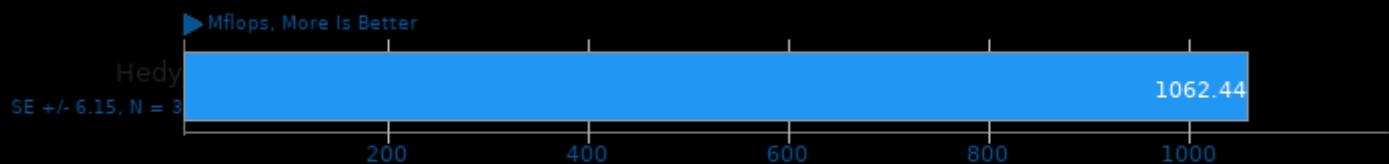
Operation: Swirl



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lxext -lSM -lICE -lX11 -lzma -lxml2 -lz -lm -lpthread

SciMark 2.0

Computational Test: Jacobi Successive Over-Relaxation



1. (CC) gcc options: -lm

SciMark 2.0

Computational Test: Dense LU Matrix Factorization



1. (CC) gcc options: -lm

SciMark 2.0

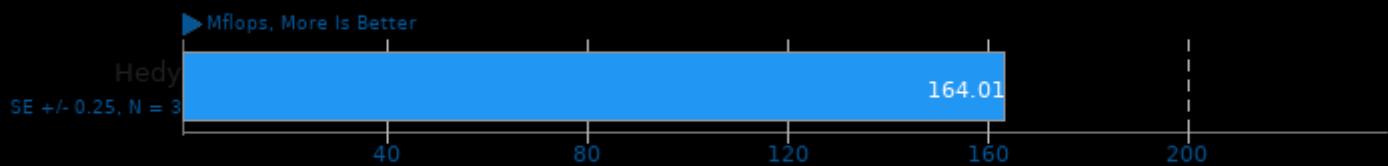
Computational Test: Sparse Matrix Multiply



1. (CC) gcc options: -lm

SciMark 2.0

Computational Test: Fast Fourier Transform



1. (CC) gcc options: -lm

SciMark 2.0

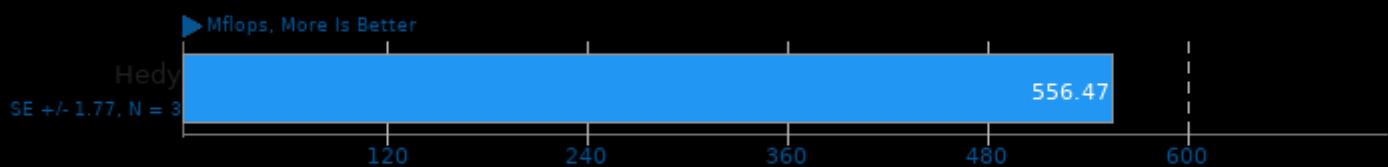
Computational Test: Monte Carlo



1. (CC) gcc options: -lm

SciMark 2.0

Computational Test: Composite



1. (CC) gcc options: -lm

CacheBench

Test: Read / Modify / Write



1. (CC) gcc options: -lrt

CacheBench

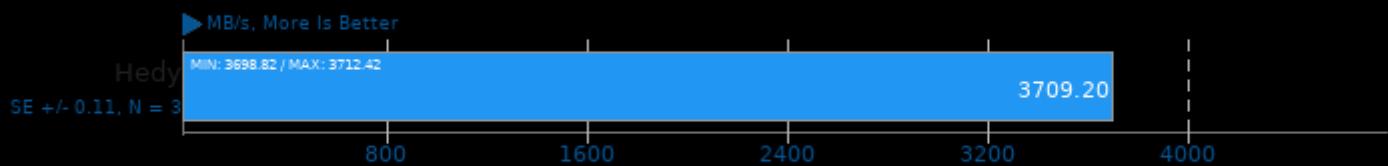
Test: Write



1. (CC) gcc options: -lrt

CacheBench

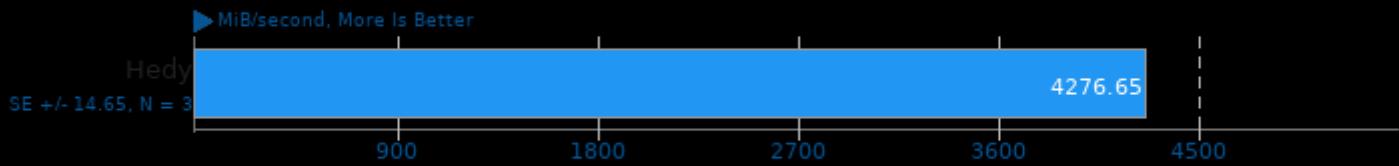
Test: Read



1. (CC) gcc options: -lrt

Crypto++ 8.2

Test: Integer + Elliptic Curve Public Key Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

Crypto++ 8.2

Test: Unkeyed Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

Crypto++ 8.2

Test: Keyed Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

Crypto++ 8.2

Test: All Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

OSBench

Test: Memory Allocations



1. (CC) gcc options: -lm

OSBench

Test: Create Processes



1. (CC) gcc options: -lm

OSBench

Test: Launch Programs



1. (CC) gcc options: -lm

OSBench

Test: Create Threads



1. (CC) gcc options: -lm

OSBench

Test: Create Files



1. (CC) gcc options: -lm

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 8192 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 4096 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 1024 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 512 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 128 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy - Array Size: 8192 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy - Array Size: 4096 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy - Array Size: 1024 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy - Array Size: 512 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy - Array Size: 128 MiB



1. (CC) gcc options: -O3 -march=native

Stream 2013-01-17

Type: Add



1. (CC) gcc options: -O3 -march=native -fopenmp

Stream 2013-01-17

Type: Triad



1. (CC) gcc options: -O3 -march=native -fopenmp

Stream 2013-01-17

Type: Scale



1. (CC) gcc options: -O3 -march=native -fopenmp

Stream 2013-01-17

Type: Copy



1. (CC) gcc options: -O3 -march=native -fopenmp

RAMspeed SMP 3.5.0

Type: Average - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Triad - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Scale - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Copy - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Add - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

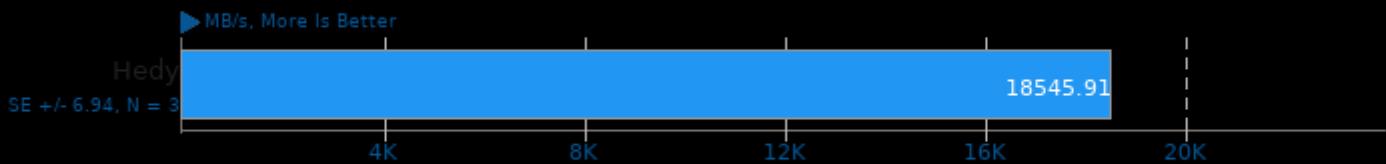
Type: Average - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

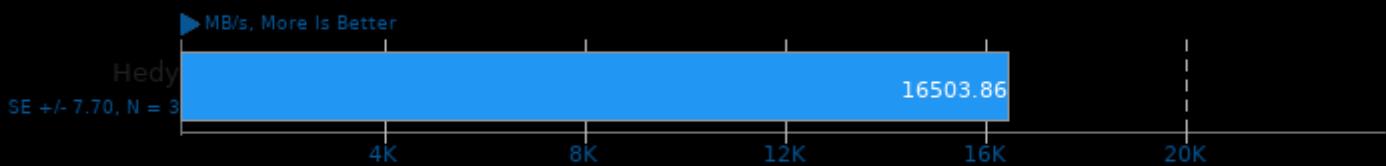
Type: Triad - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Scale - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Copy - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Add - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

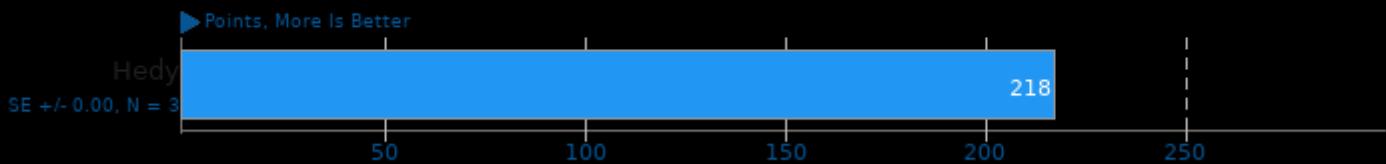
GpuTest 0.7.0

Test: Pixmark Volplosion - Resolution: 2560 x 1440 - Mode: Fullscreen



GpuTest 0.7.0

Test: Pixmark Volplosion - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1600 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1280 x 1024 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1024 x 768 - Mode: Fullscreen

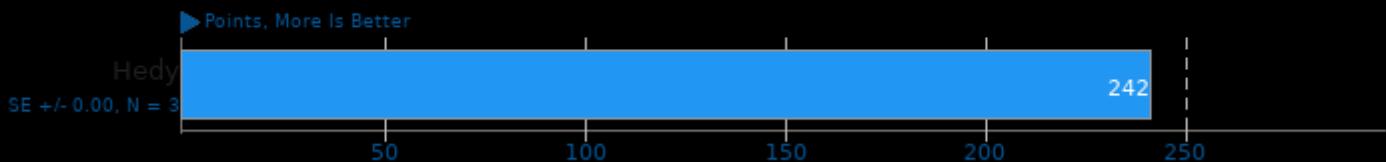
**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 800 x 600 - Mode: Fullscreen



GpuTest 0.7.0

Test: Pixmark Volplosion - Resolution: 2560 x 1440 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1920 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1280 x 1024 - Mode: Windowed

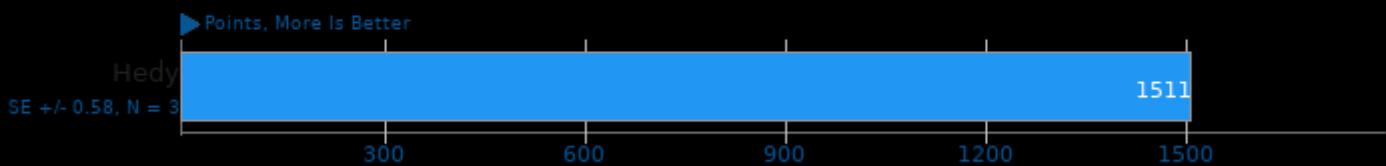
**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1024 x 768 - Mode: Windowed

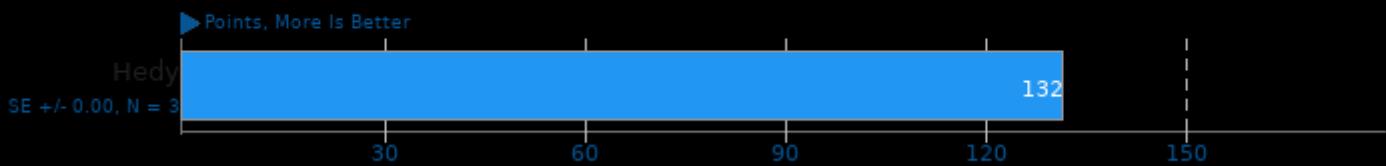


GpuTest 0.7.0

Test: Pixmark Volplosion - Resolution: 800 x 600 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1920 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1280 x 1024 - Mode: Windowed

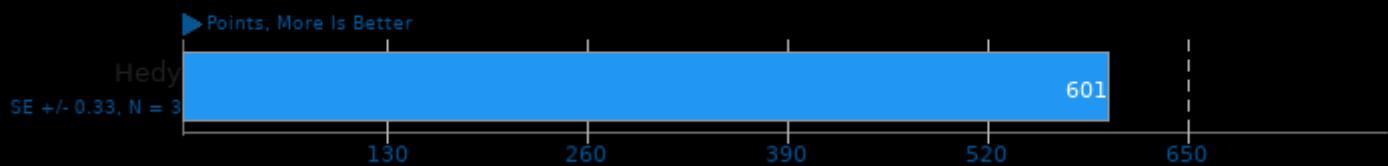
**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1024 x 768 - Mode: Windowed

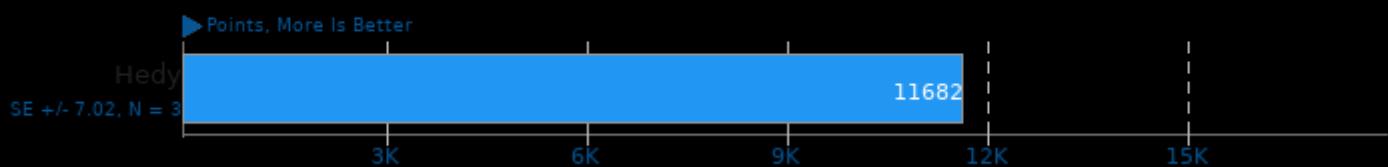


GpuTest 0.7.0

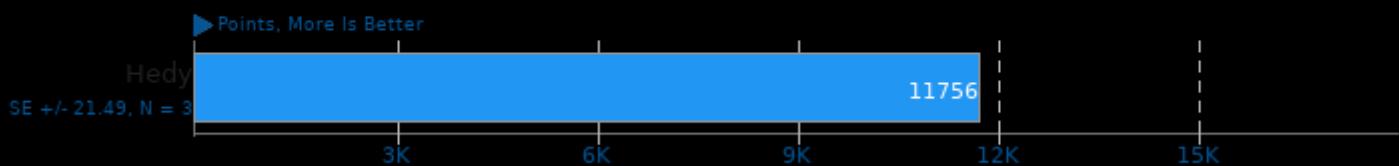
Test: Pixmark Piano - Resolution: 800 x 600 - Mode: Windowed

**GpuTest 0.7.0**

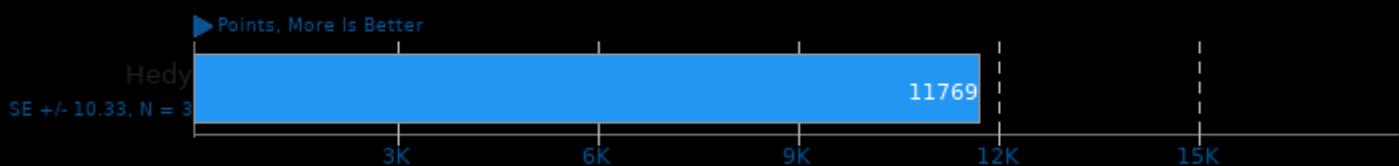
Test: Triangle - Resolution: 2560 x 1440 - Mode:Fullscreen

**GpuTest 0.7.0**

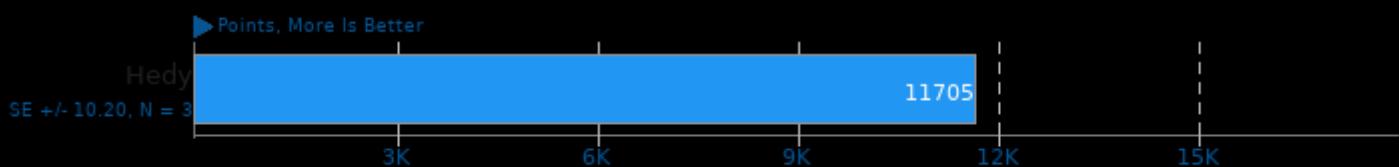
Test: Triangle - Resolution: 1920 x 1200 - Mode:Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1920 x 1080 - Mode:Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1600 x 1200 - Mode:Fullscreen

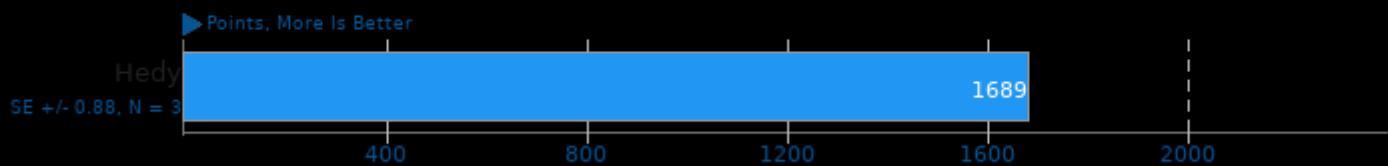
**GpuTest 0.7.0**

Test: Triangle - Resolution: 1280 x 1024 - Mode:Fullscreen

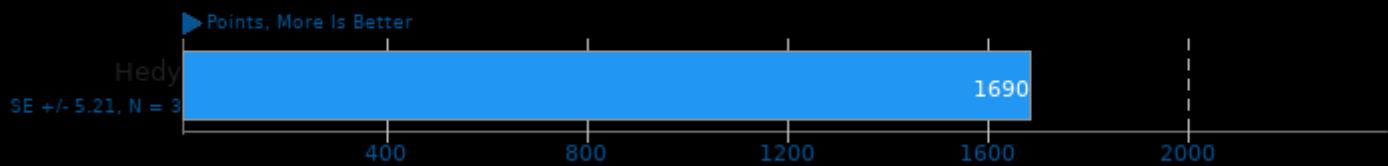


GpuTest 0.7.0

Test: TessMark - Resolution: 2560 x 1440 - Mode: Fullscreen

**GpuTest 0.7.0**

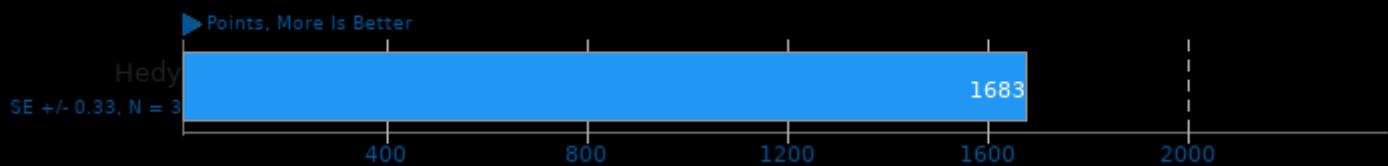
Test: TessMark - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

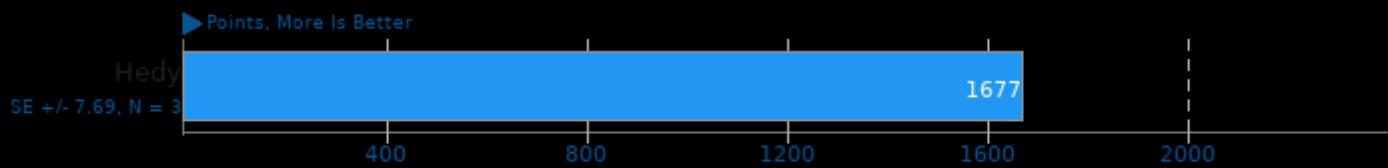
Test: TessMark - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

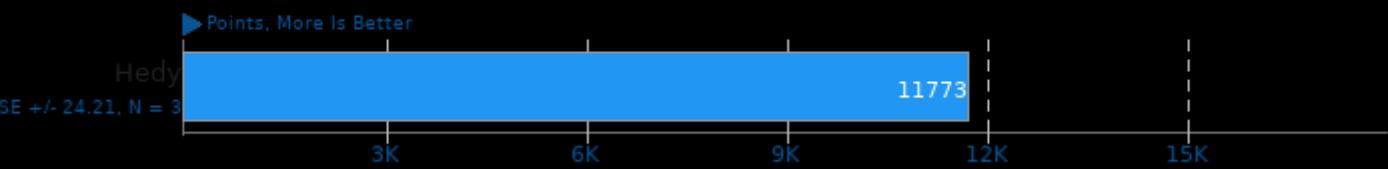
Test: TessMark - Resolution: 1600 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1280 x 1024 - Mode: Fullscreen

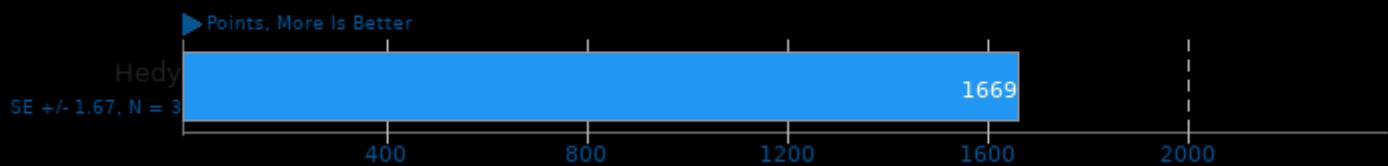
**GpuTest 0.7.0**

Test: Triangle - Resolution: 1024 x 768 - Mode: Fullscreen

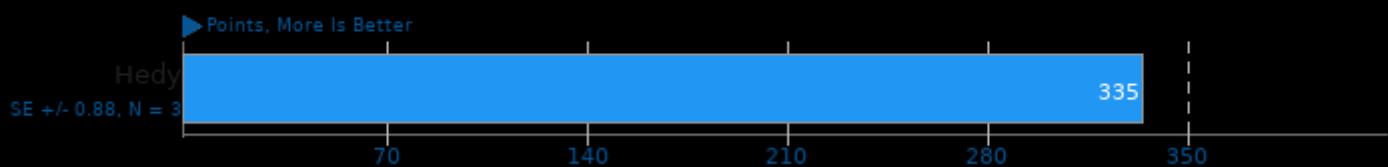


GpuTest 0.7.0

Test: TessMark - Resolution: 1024 x 768 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Furmark - Resolution: 2560 x 1440 - Mode: Fullscreen

**GpuTest 0.7.0**

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

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1600 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1280 x 1024 - Mode: Fullscreen



GpuTest 0.7.0

Test: Triangle - Resolution: 800 x 600 - Mode:Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 2560 x 1440 - Mode: Windowed

**GpuTest 0.7.0**

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

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1600 x 1200 - Mode: Windowed

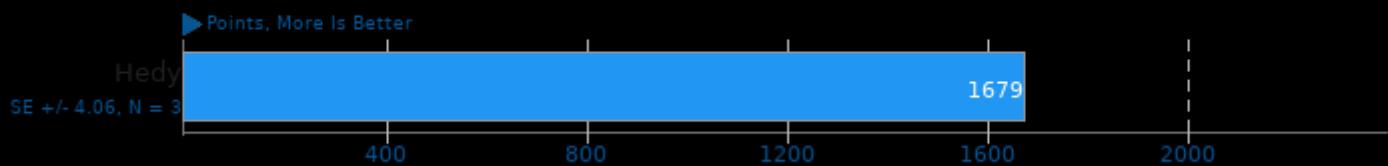
**GpuTest 0.7.0**

Test: Triangle - Resolution: 1280 x 1024 - Mode: Windowed



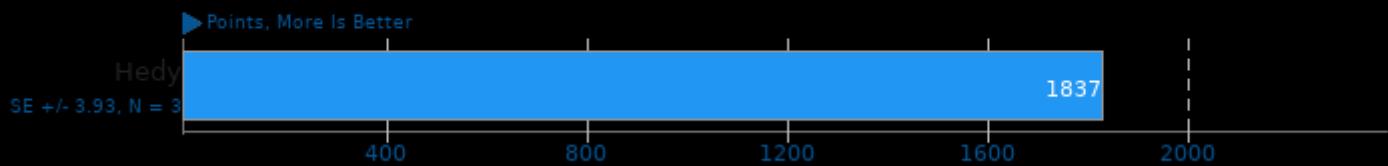
GpuTest 0.7.0

Test: TessMark - Resolution: 800 x 600 - Mode:Fullscreen



GpuTest 0.7.0

Test: TessMark - Resolution: 2560 x 1440 - Mode: Windowed



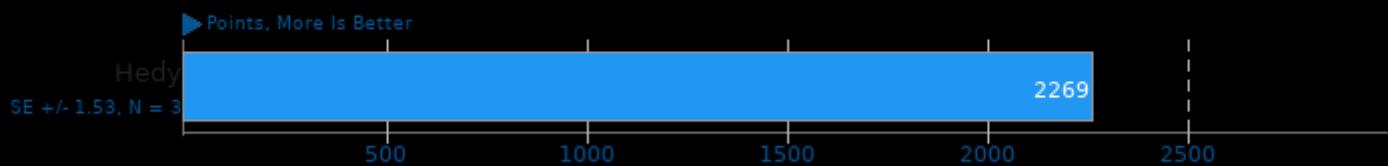
GpuTest 0.7.0

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



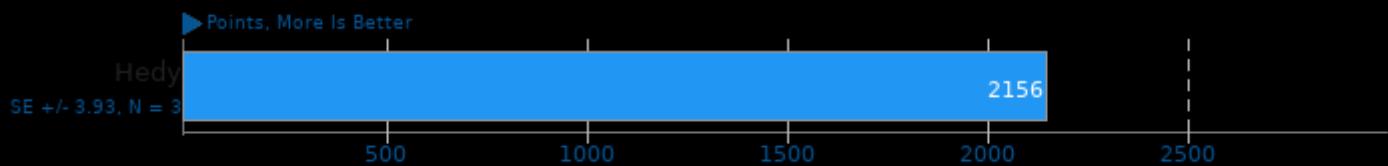
GpuTest 0.7.0

Test: TessMark - Resolution: 1920 x 1080 - Mode: Windowed



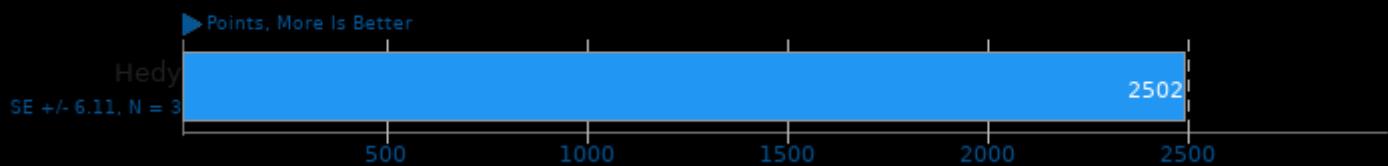
GpuTest 0.7.0

Test: TessMark - Resolution: 1600 x 1200 - Mode: Windowed



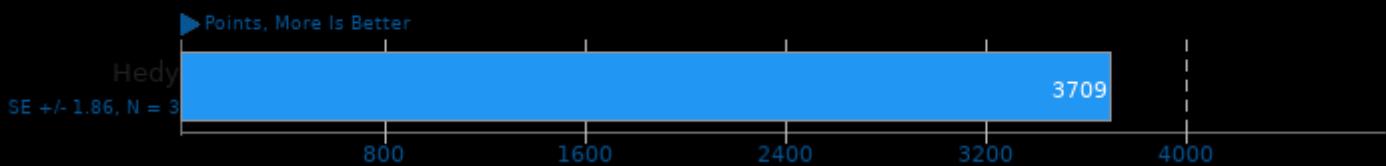
GpuTest 0.7.0

Test: TessMark - Resolution: 1280 x 1024 - Mode: Windowed

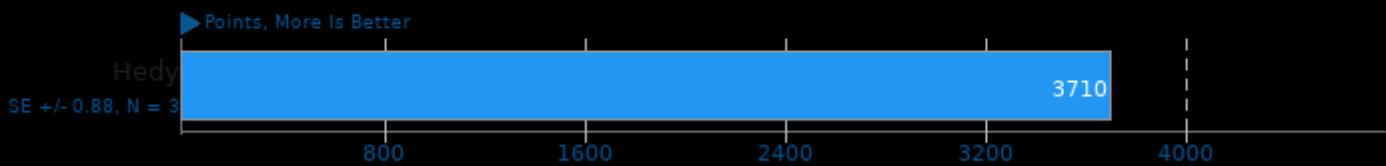


GpuTest 0.7.0

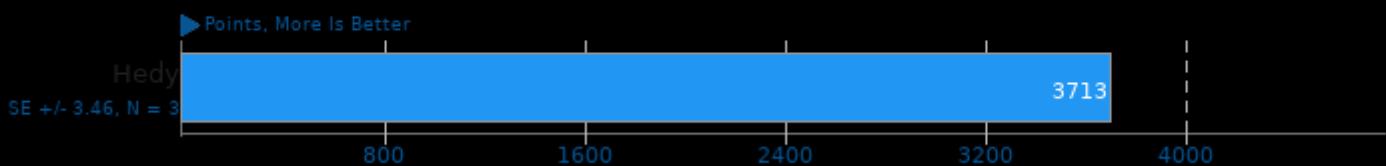
Test: Plot3D - Resolution: 2560 x 1440 - Mode: Fullscreen

**GpuTest 0.7.0**

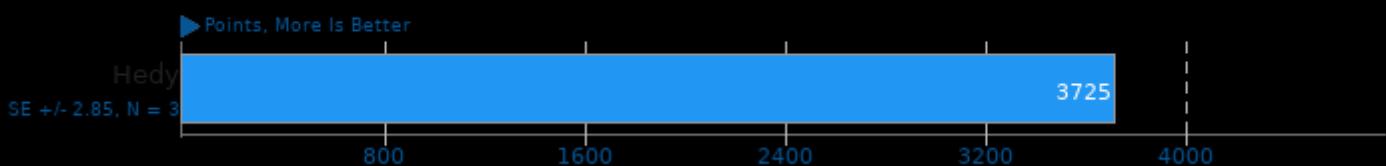
Test: Plot3D - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

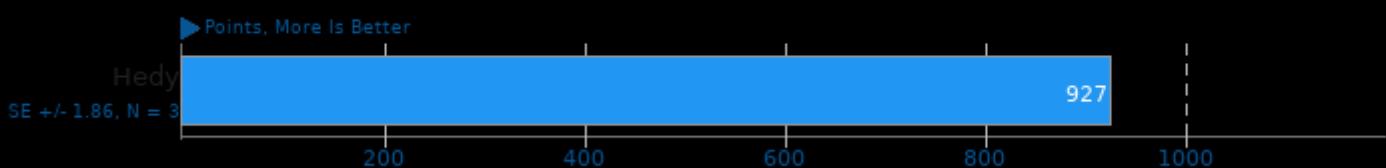
Test: Plot3D - Resolution: 1600 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1280 x 1024 - Mode: Fullscreen

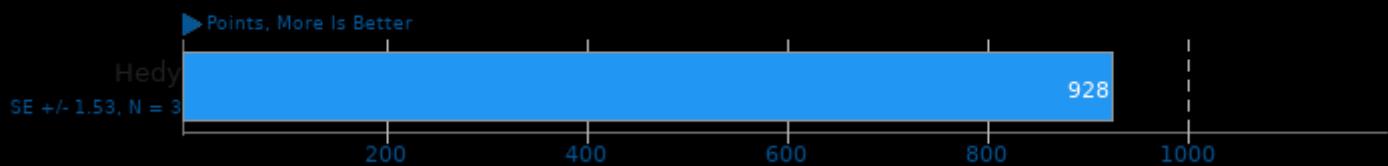
**GpuTest 0.7.0**

Test: GiMark - Resolution: 2560 x 1440 - Mode: Fullscreen

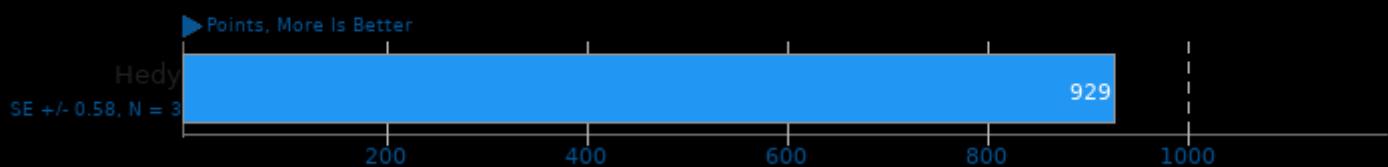


GpuTest 0.7.0

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

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1600 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1280 x 1024 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1024 x 768 - Mode: Fullscreen

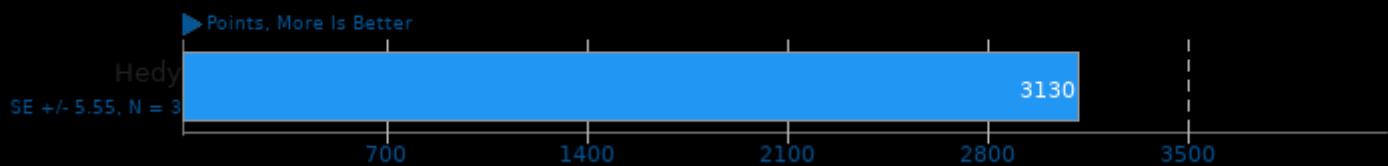
**GpuTest 0.7.0**

Test: Triangle - Resolution: 1024 x 768 - Mode: Windowed

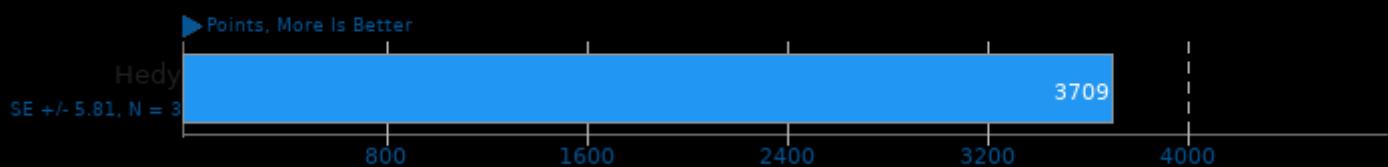


GpuTest 0.7.0

Test: TessMark - Resolution: 1024 x 768 - Mode: Windowed

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1024 x 768 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1024 x 768 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Furmark - Resolution: 800 x 600 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Furmark - Resolution: 2560 x 1440 - Mode: Windowed

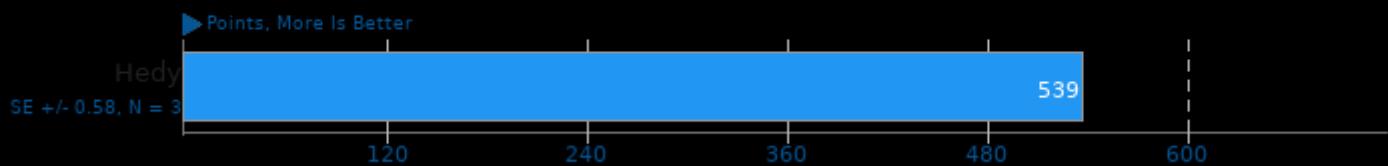
**GpuTest 0.7.0**

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

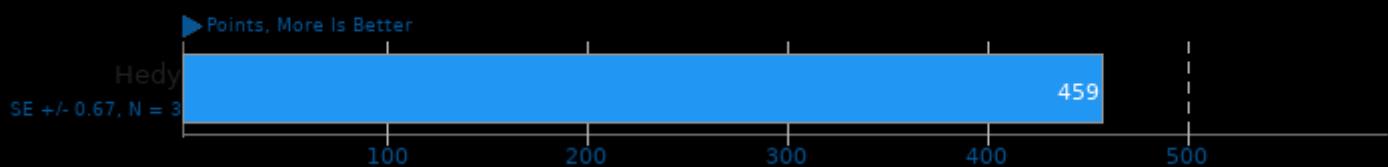


GpuTest 0.7.0

Test: Furmark - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1280 x 1024 - Mode: Windowed

**GpuTest 0.7.0**

Test: Triangle - Resolution: 800 x 600 - Mode: Windowed

**GpuTest 0.7.0**

Test: TessMark - Resolution: 800 x 600 - Mode: Windowed

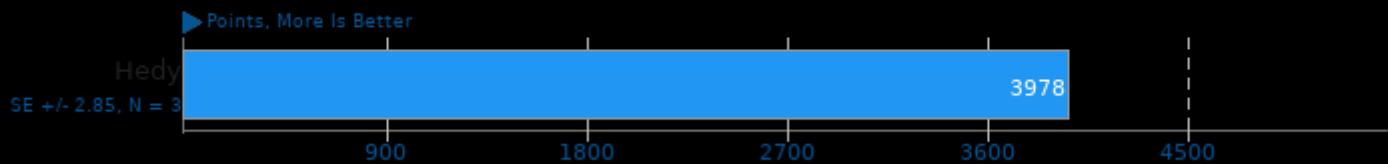
**GpuTest 0.7.0**

Test: Plot3D - Resolution: 800 x 600 - Mode: Fullscreen

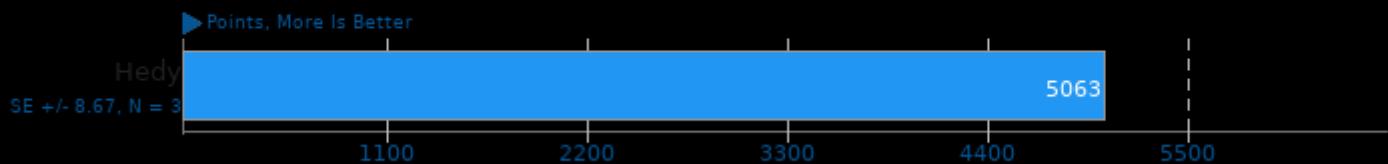


GpuTest 0.7.0

Test: Plot3D - Resolution: 2560 x 1440 - Mode: Windowed

**GpuTest 0.7.0**

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

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1280 x 1024 - Mode: Windowed

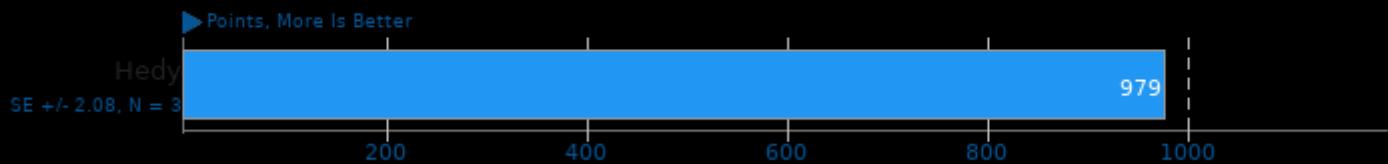
**GpuTest 0.7.0**

Test: GiMark - Resolution: 800 x 600 - Mode: Fullscreen



GpuTest 0.7.0

Test: GiMark - Resolution: 2560 x 1440 - Mode: Windowed

**GpuTest 0.7.0**

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

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1280 x 1024 - Mode: Windowed

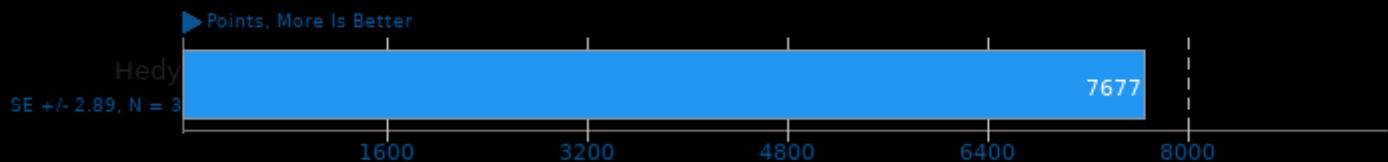
**GpuTest 0.7.0**

Test: Furmark - Resolution: 1024 x 768 - Mode: Windowed



GpuTest 0.7.0

Test: Plot3D - Resolution: 1024 x 768 - Mode: Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1024 x 768 - Mode: Windowed

**GpuTest 0.7.0**

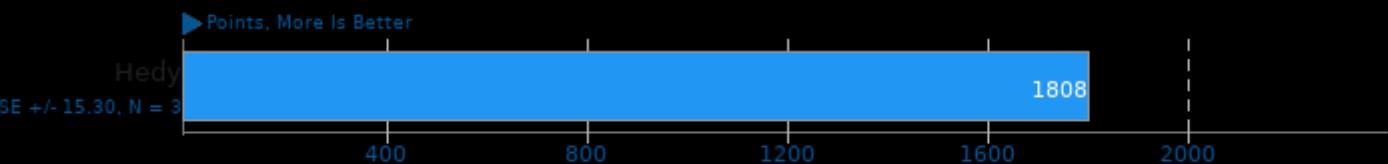
Test: Furmark - Resolution: 800 x 600 - Mode: Windowed

**GpuTest 0.7.0**

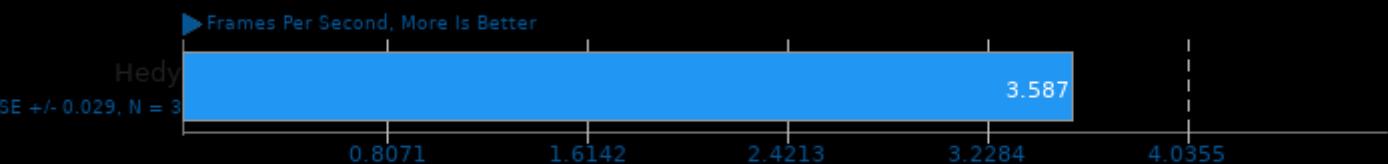
Test: Plot3D - Resolution: 800 x 600 - Mode: Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 800 x 600 - Mode: Windowed

**APITest 2014-07-26**

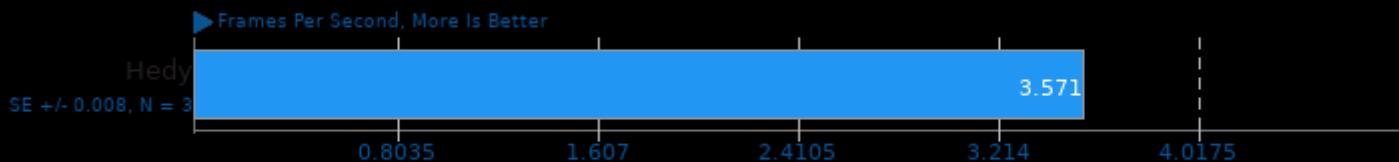
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

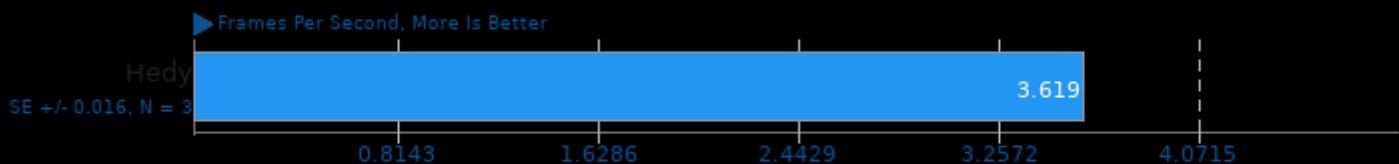
Resolution: 1024 x 768 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

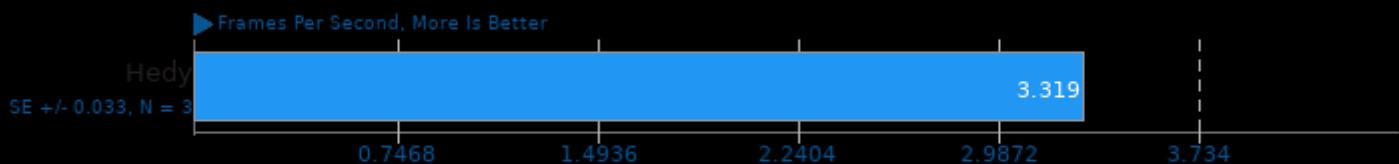
Resolution: 800 x 600 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

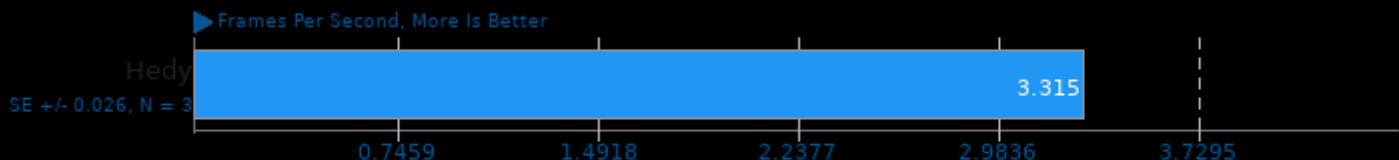
Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

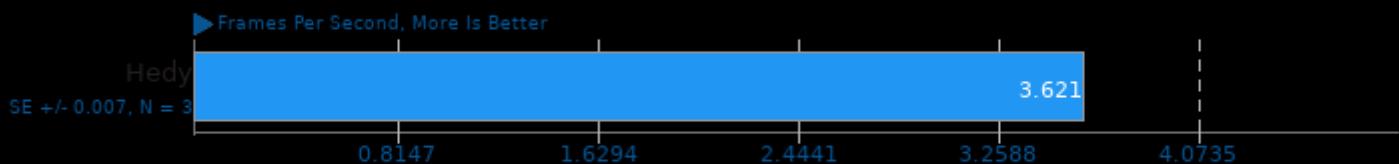
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

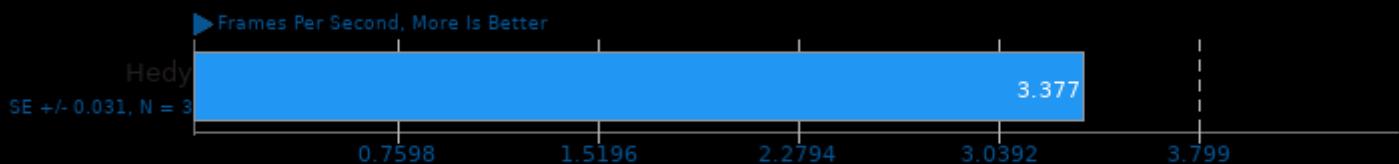
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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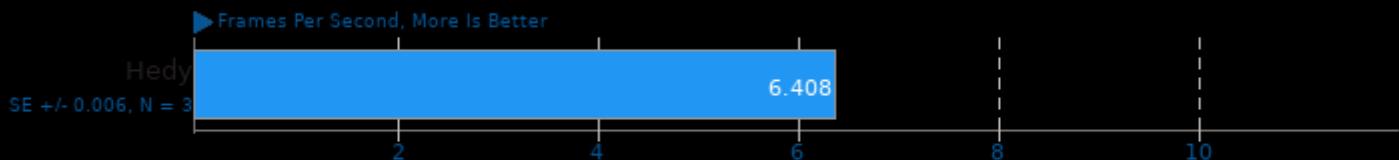
Resolution: 800 x 600 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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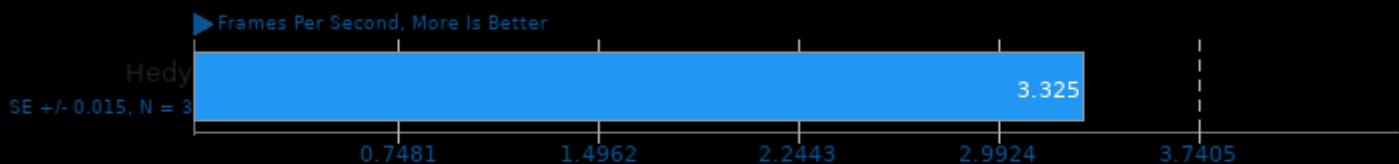
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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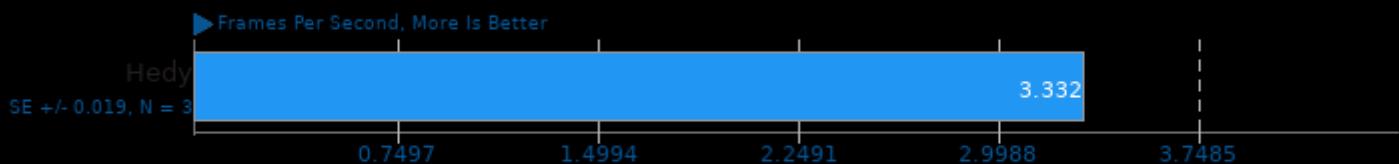
Resolution: 1600 x 1200 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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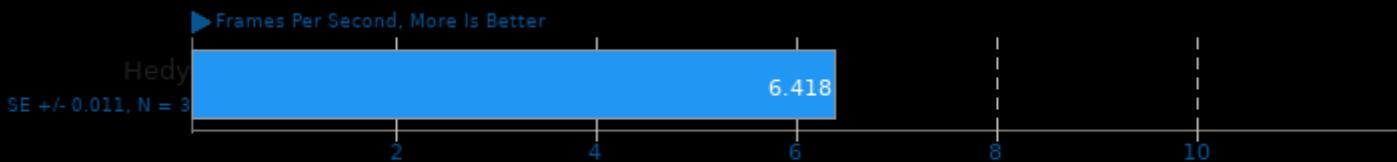
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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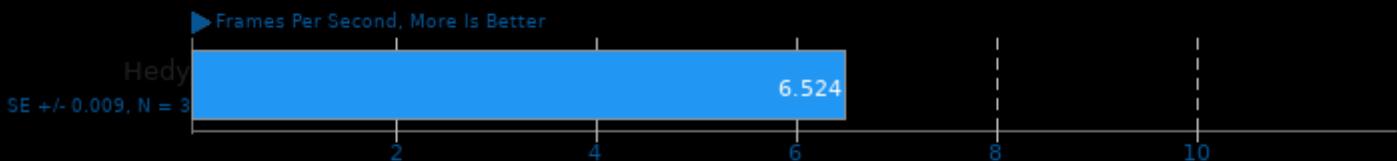
Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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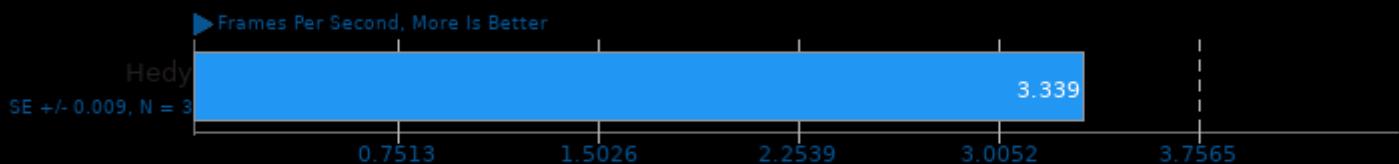
Resolution: 1024 x 768 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

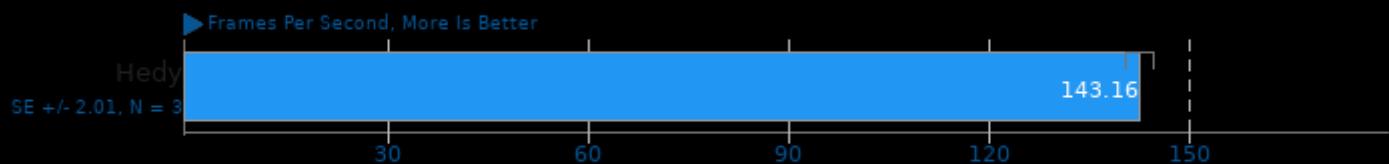
Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

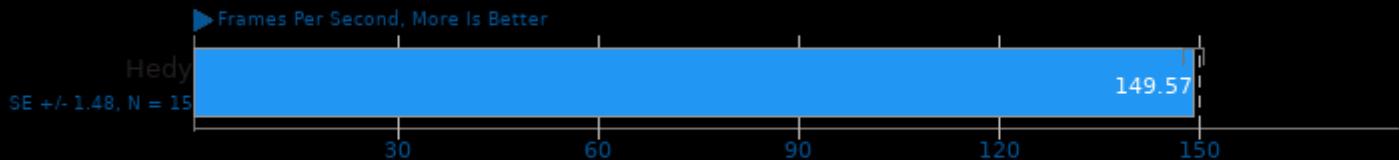
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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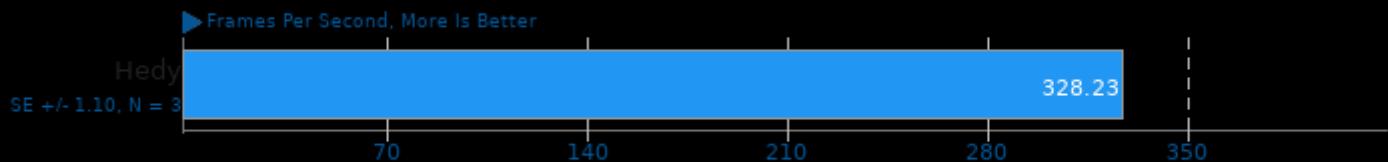
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

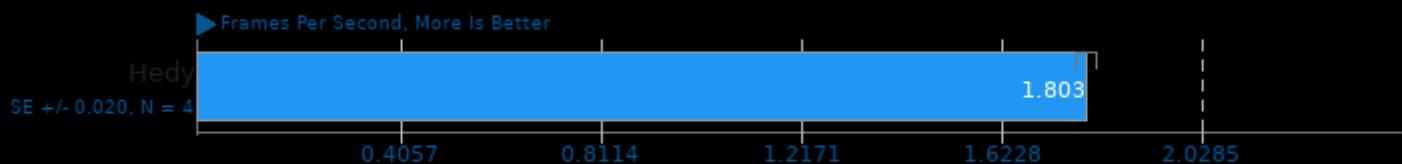
Resolution: 1920 x 1200 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

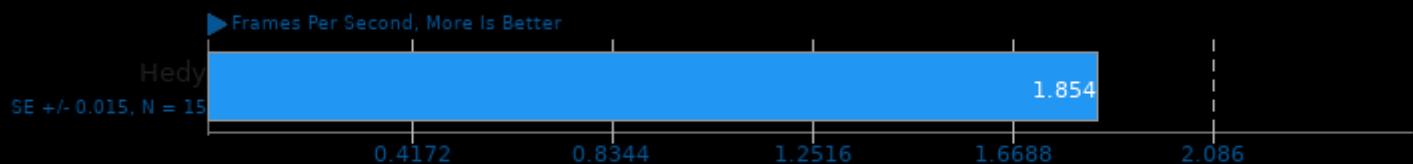
Resolution: 1600 x 1200 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

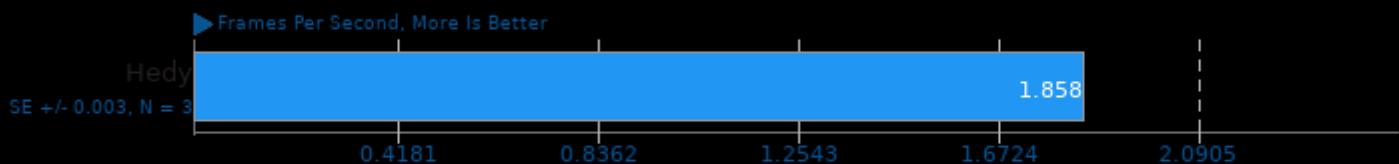
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

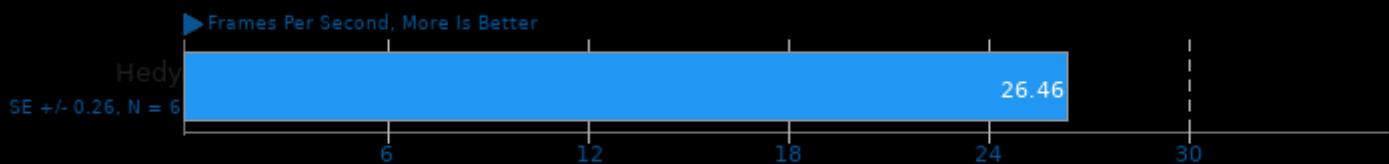
Resolution: 1280 x 1024 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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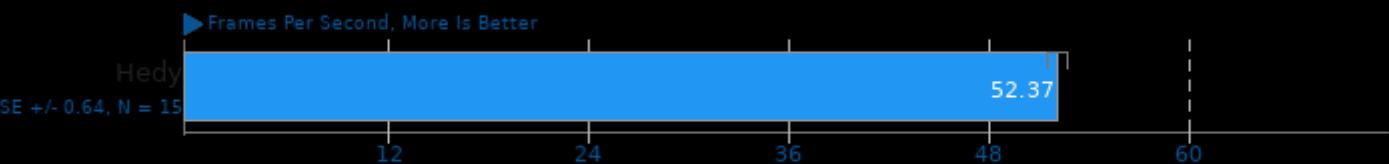
Resolution: 1280 x 1024 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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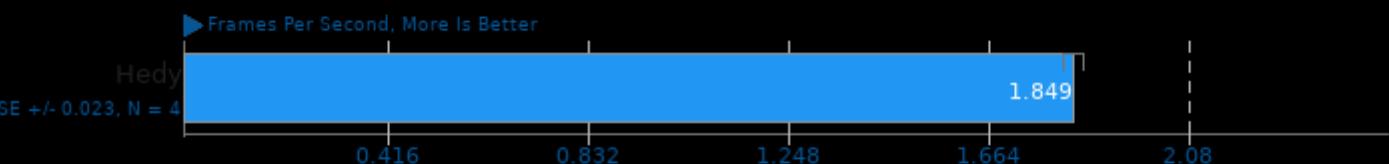
Resolution: 1024 x 768 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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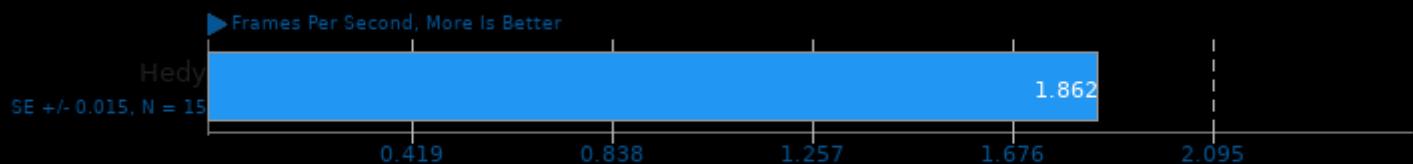
Resolution: 800 x 600 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

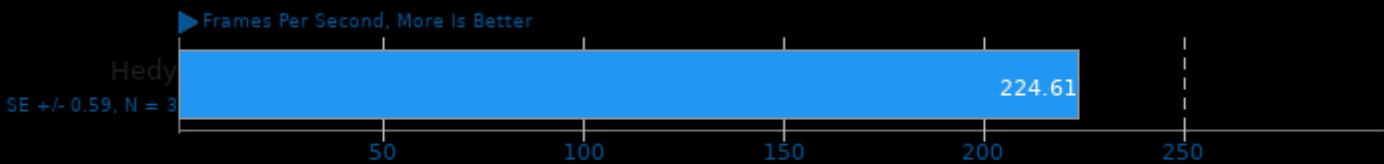
Resolution: 1920 x 1200 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

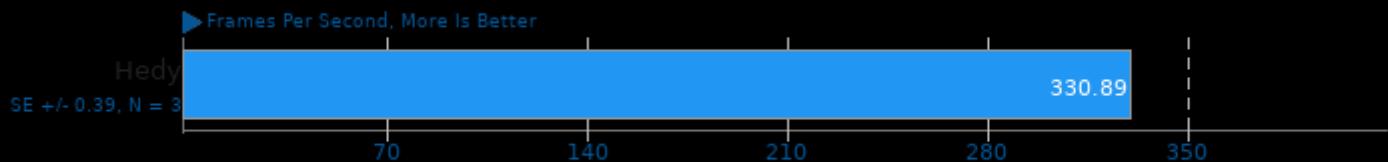
Resolution: 1280 x 1024 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

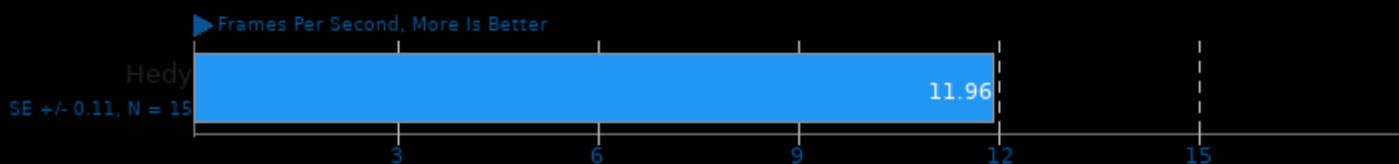
Resolution: 1600 x 1200 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

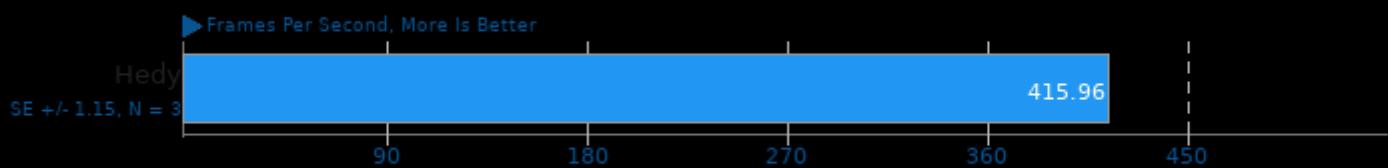
Resolution: 1024 x 768 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

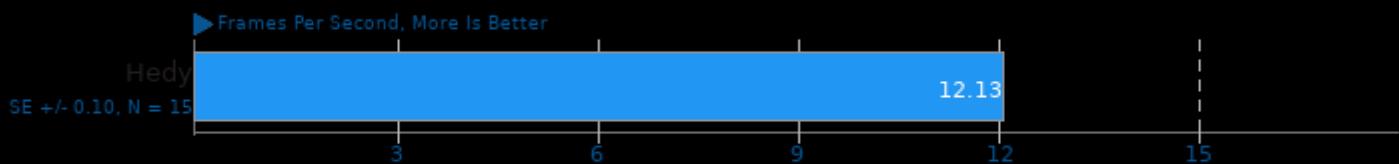
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

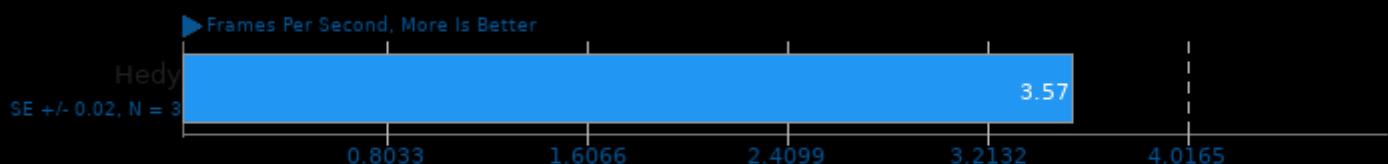
Resolution: 800 x 600 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

x265 3.4

Video Input: Bosphorus 4K



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

x265 3.4

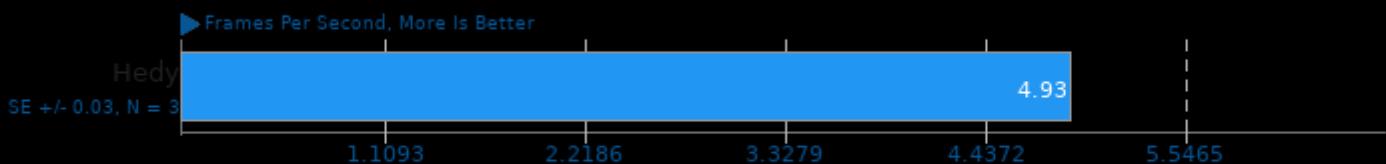
Video Input: Bosphorus 1080p



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

x264 2022-02-22

Video Input: Bosphorus 4K



1. (CC) gcc options: -ldl -m64 -lm -lpthread -O3 -fsto

x264 2022-02-22

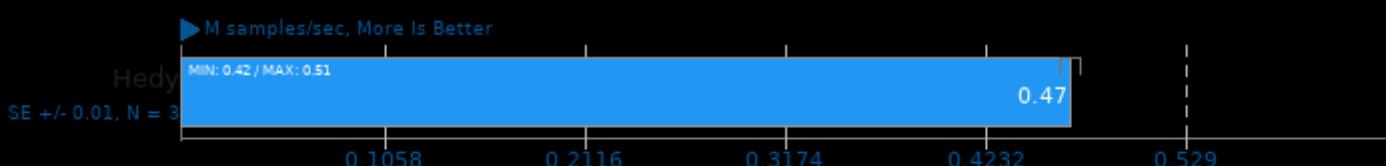
Video Input: Bosphorus 1080p



1. (CC) gcc options: -ldl -m64 -lm -lpthread -O3 -fsto

LuxCoreRender 2.6

Scene: Orange Juice - Acceleration: CPU



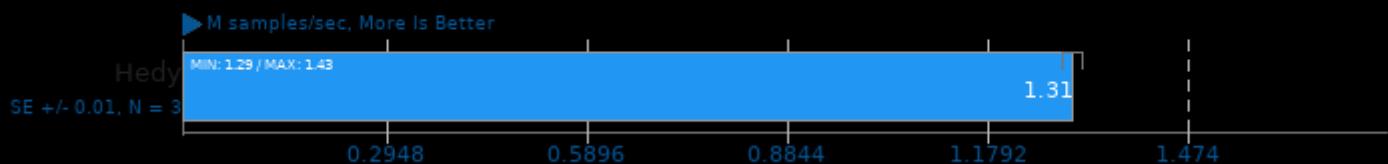
LuxCoreRender 2.6

Scene: LuxCore Benchmark - Acceleration: CPU



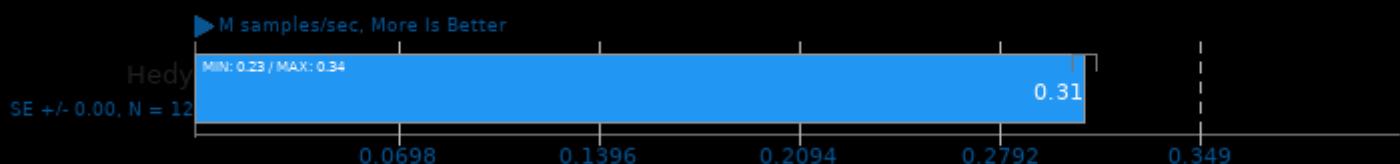
LuxCoreRender 2.6

Scene: Rainbow Colors and Prism - Acceleration: CPU



LuxCoreRender 2.6

Scene: DLSC - Acceleration: CPU



Stress-NG 0.14.06

Test: Atomic



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-ld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

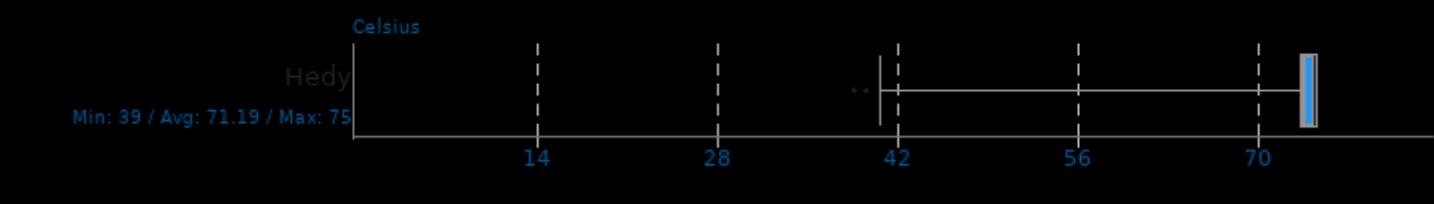
Test: Futex



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-ld=gold -fatomic -lc -lcrypt -ldl -lEGL -lGLESv2 -ljpeg -lrt -lz -pthread

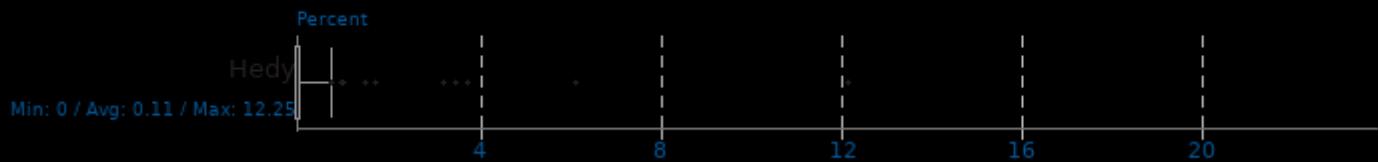
System Temperature Monitor

Phoronix Test Suite System Monitoring



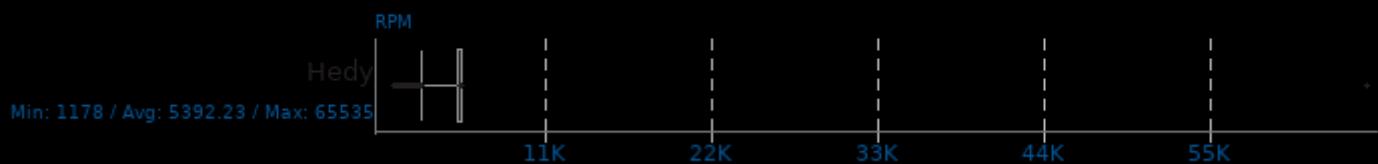
System iowait Monitor

Phoronix Test Suite System Monitoring



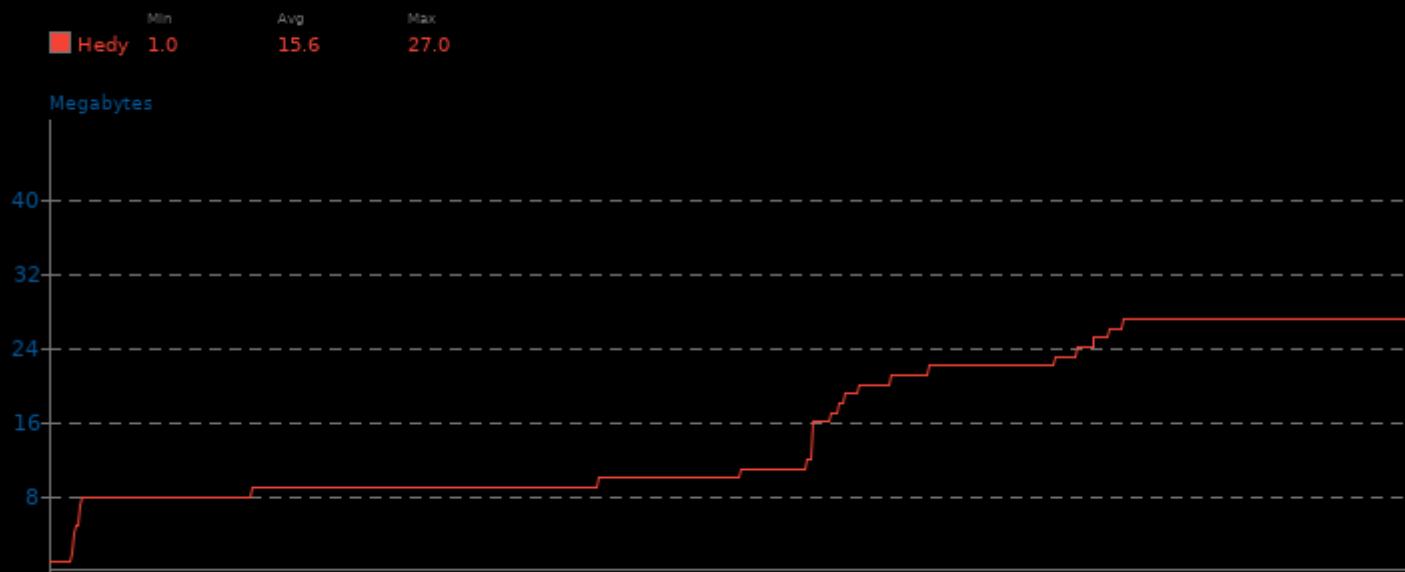
System Fan Speed Monitor

Phoronix Test Suite System Monitoring



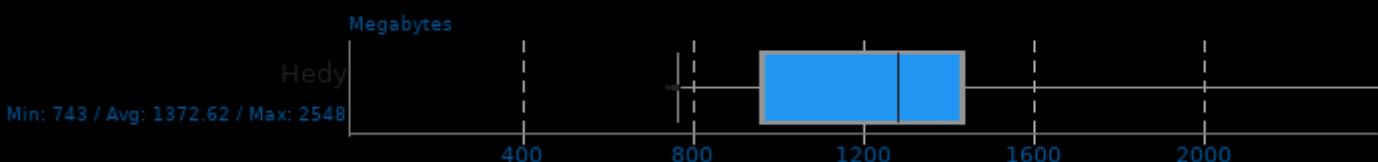
Swap Usage Monitor

Phoronix Test Suite System Monitoring



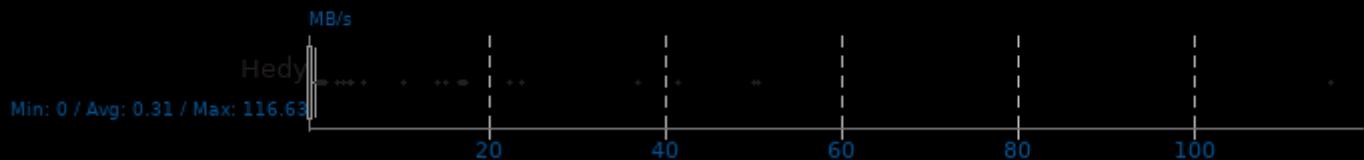
Memory Usage Monitor

Phoronix Test Suite System Monitoring



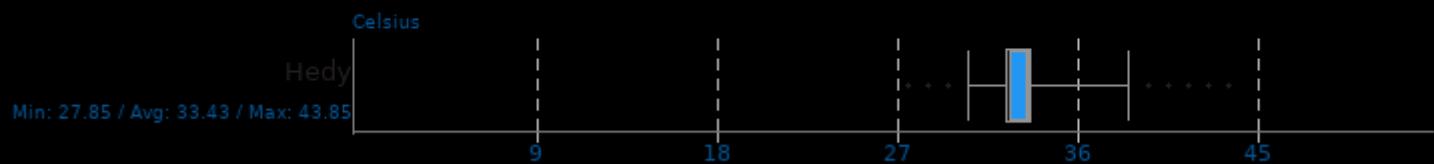
Drive Write Speed (nvme0n1) Monitor

Phoronix Test Suite System Monitoring



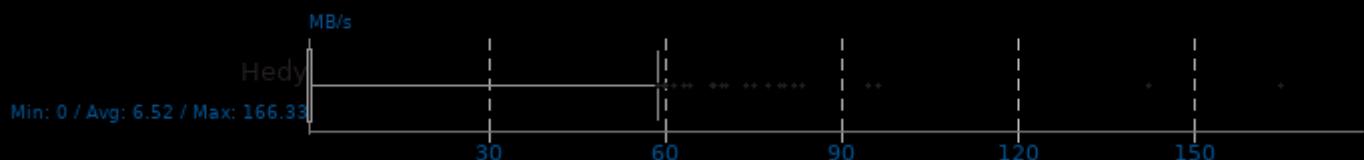
Drive Temperature (nvme0n1) Monitor

Phoronix Test Suite System Monitoring



Drive Read Speed (nvme0n1) Monitor

Phoronix Test Suite System Monitoring



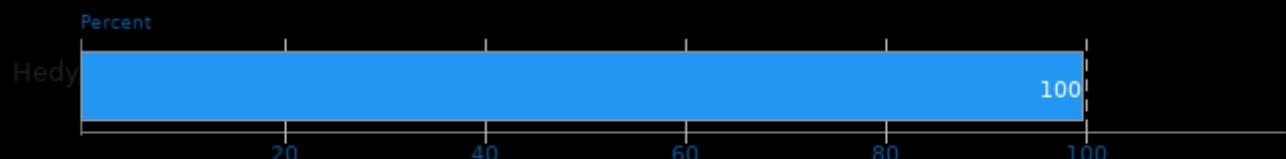
GPU Frequency Monitor

Phoronix Test Suite System Monitoring



GPU Fan Speed Monitor

Phoronix Test Suite System Monitoring



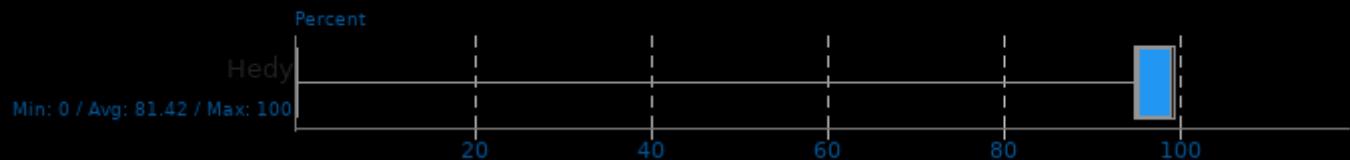
CPU Usage (Summary) Monitor

Phoronix Test Suite System Monitoring

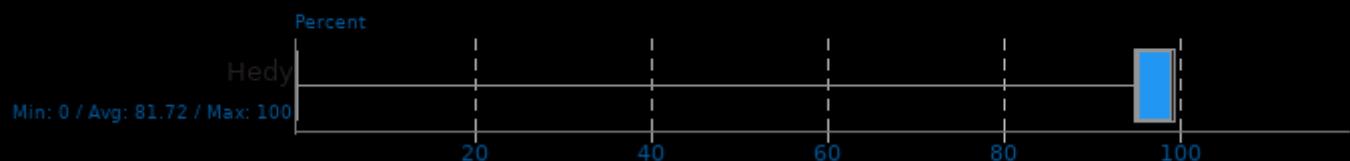


CPU Usage (CPU3) Monitor

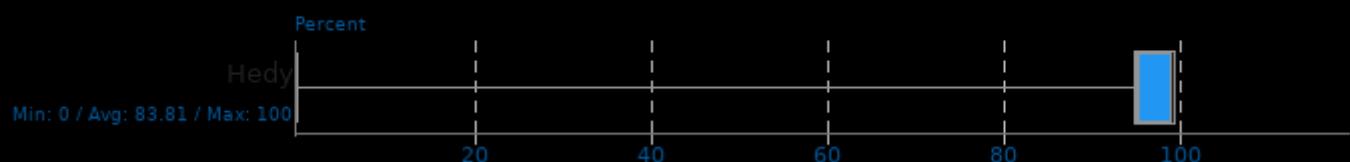
Phoronix Test Suite System Monitoring

**CPU Usage (CPU2) Monitor**

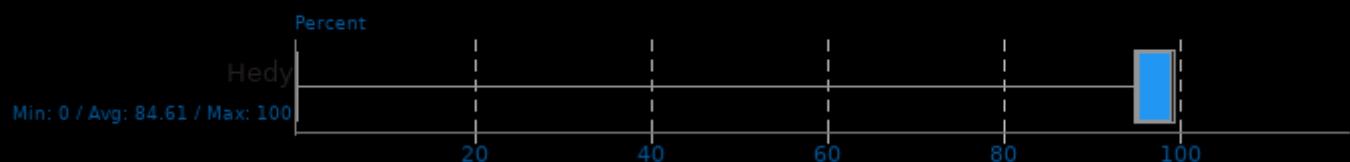
Phoronix Test Suite System Monitoring

**CPU Usage (CPU1) Monitor**

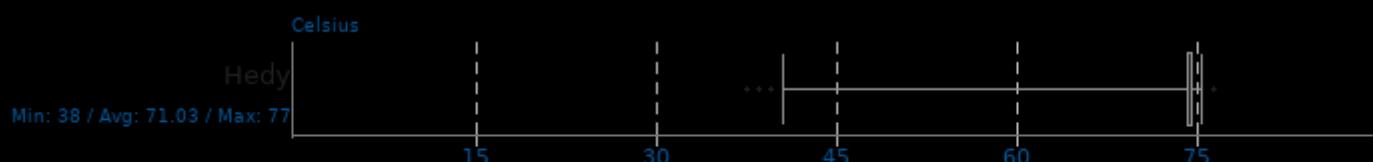
Phoronix Test Suite System Monitoring

**CPU Usage (CPU0) Monitor**

Phoronix Test Suite System Monitoring

**CPU Temperature Monitor**

Phoronix Test Suite System Monitoring

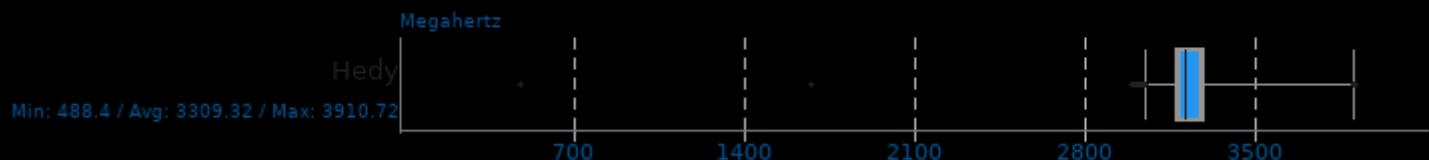
**CPU Peak Freq (Highest CPU Core Frequency) Monitor**

Phoronix Test Suite System Monitoring



CPU Frequency (CPU3) Monitor

Phoronix Test Suite System Monitoring



CPU Frequency (CPU2) Monitor

Phoronix Test Suite System Monitoring



CPU Frequency (CPU1) Monitor

Phoronix Test Suite System Monitoring



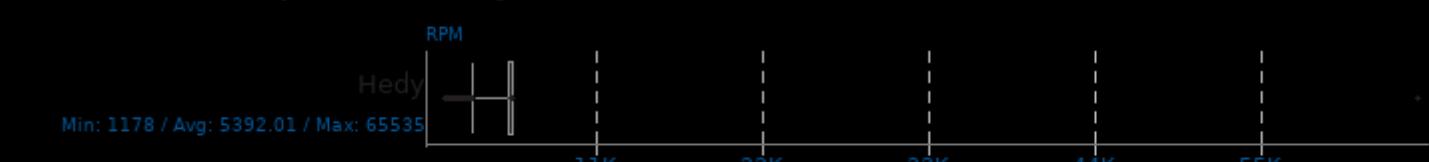
CPU Frequency (CPU0) Monitor

Phoronix Test Suite System Monitoring



CPU Fan Speed Monitor

Phoronix Test Suite System Monitoring

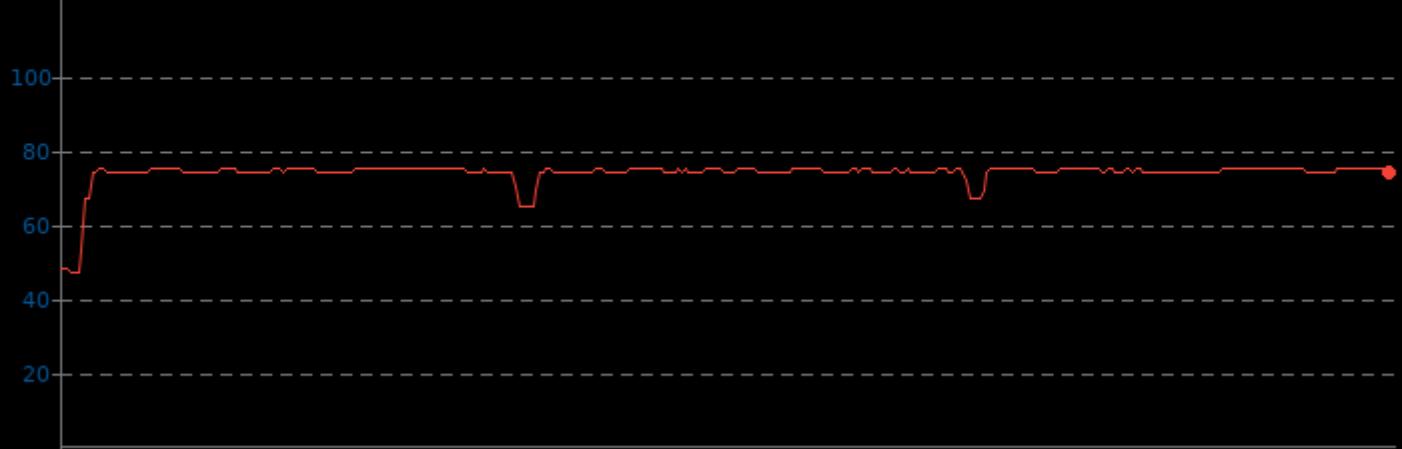


x265 3.4

System Temperature Monitor

Min Avg Max
Hedy 47.0 73.7 75.0

▼ Celsius, Fewer Is Better

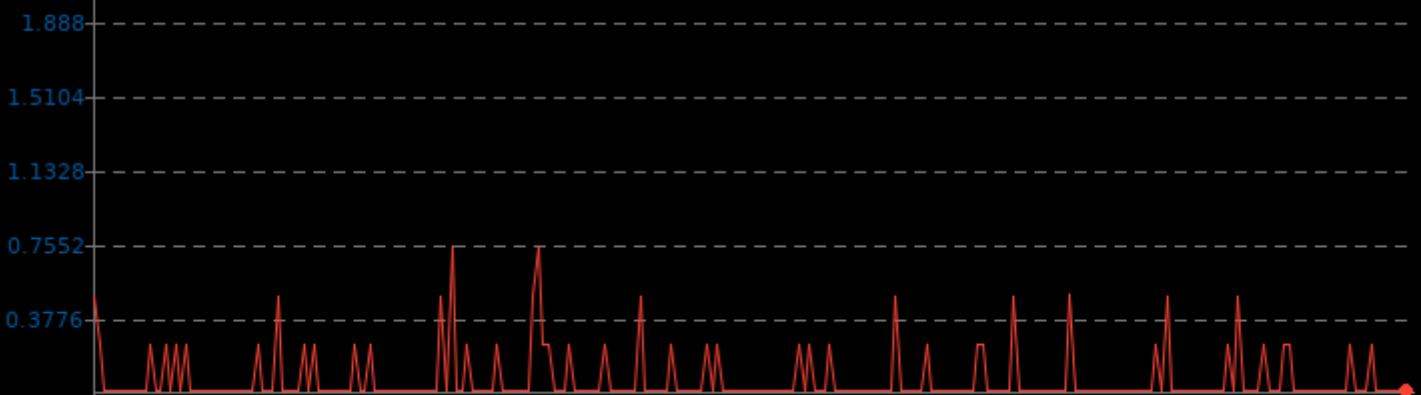


x265 3.4

System Iowait Monitor

Min Avg Max
Hedy 0.0 0.1 0.8

▼ Percent, Fewer Is Better



x265 3.4

System Fan Speed Monitor

Min	2194
Avg	5487
Max	5628

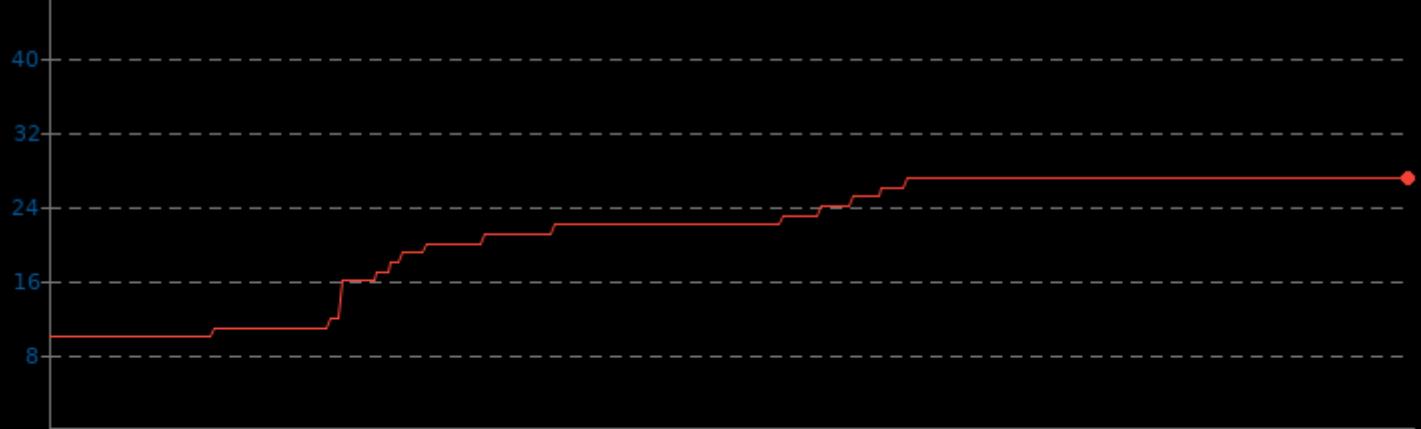
▼ RPM, Fewer Is Better

**x265 3.4**

Swap Usage Monitor

Min	10.0
Avg	21.2
Max	27.0

▼ Megabytes, Fewer Is Better

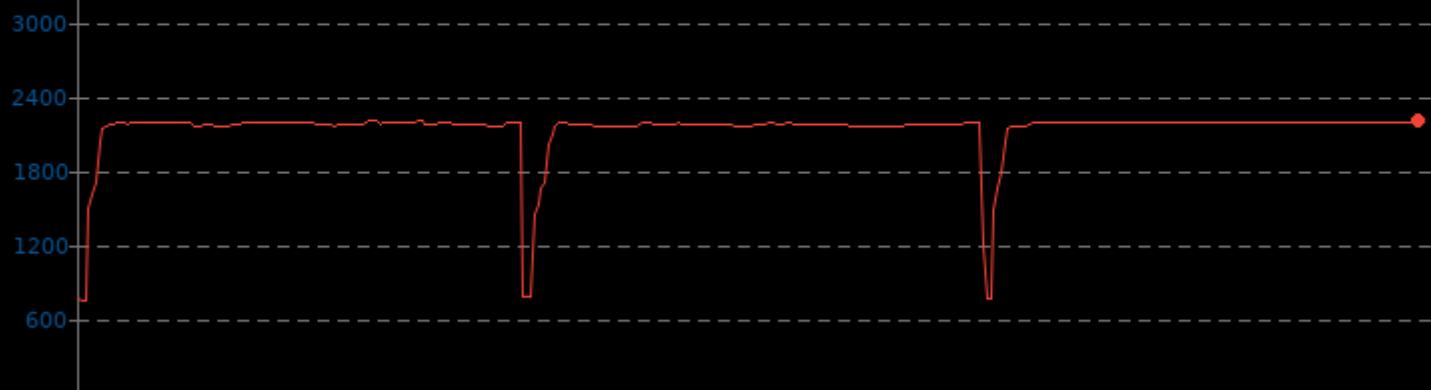


x265 3.4

Memory Usage Monitor

Min	Avg	Max
Hedy 762	2127	2198

▼ Megabytes, Fewer Is Better

**x265 3.4**

Drive Write Speed (nvme0n1) Monitor

Min	Avg	Max
Hedy 0.0	0.1	6.2

▼ MB/s, Fewer Is Better

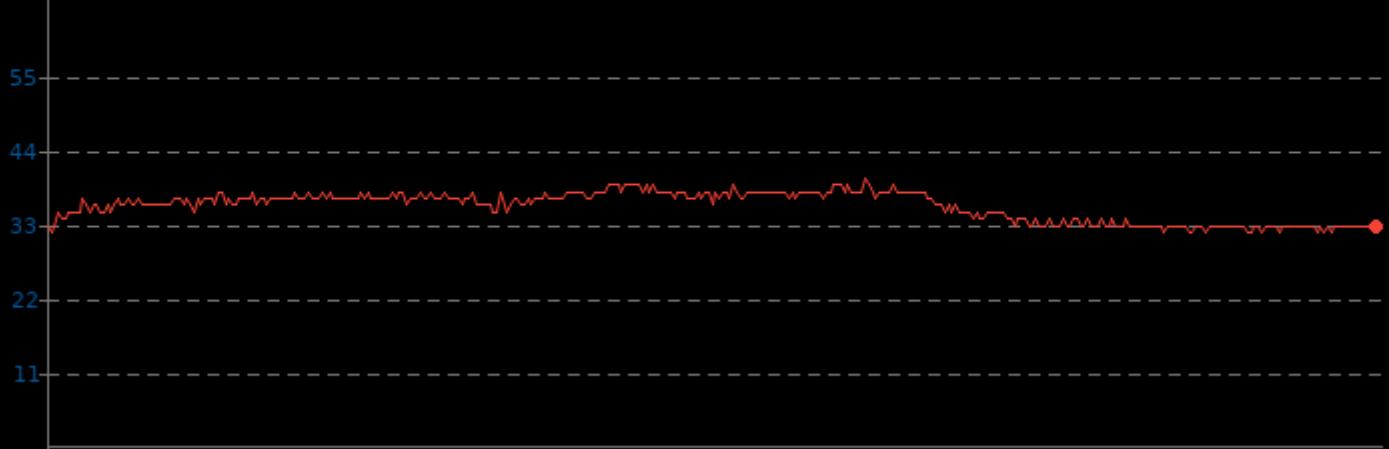


x265 3.4

Drive Temperature (nvme0n1) Monitor

Min Avg Max
Hedy 31.9 35.7 39.9

▼ Celsius, Fewer Is Better



x265 3.4

Drive Read Speed (nvme0n1) Monitor

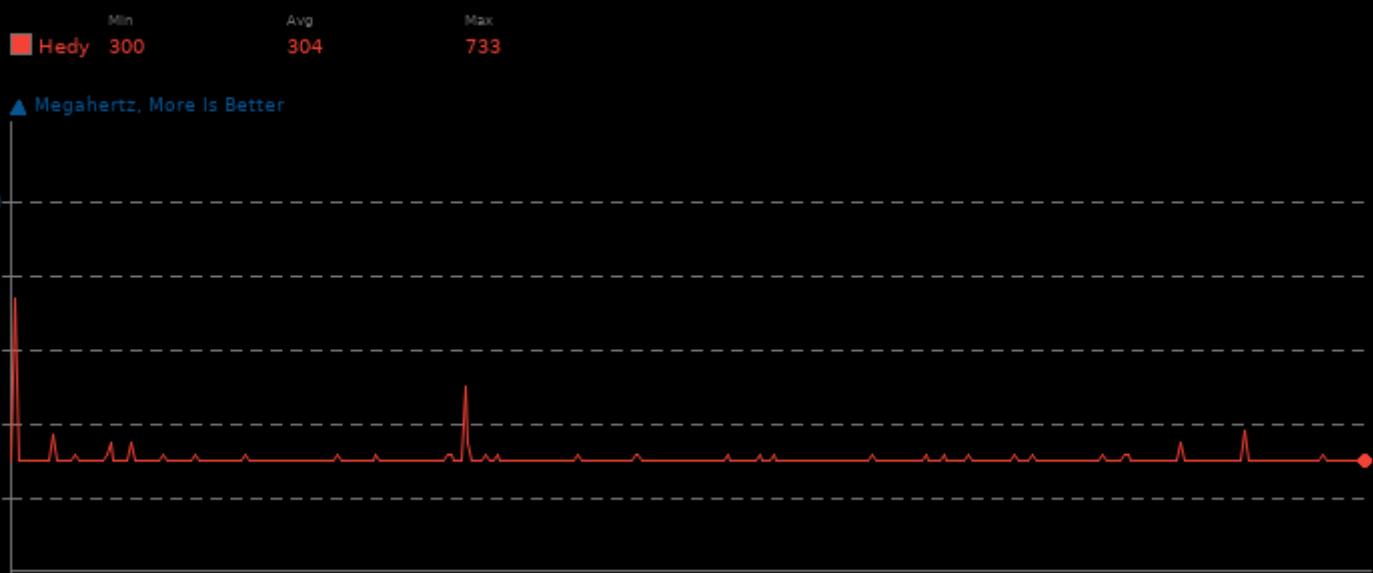
Min Avg Max
Hedy 0.0 27.0 71.3

▼ MB/s, Fewer Is Better

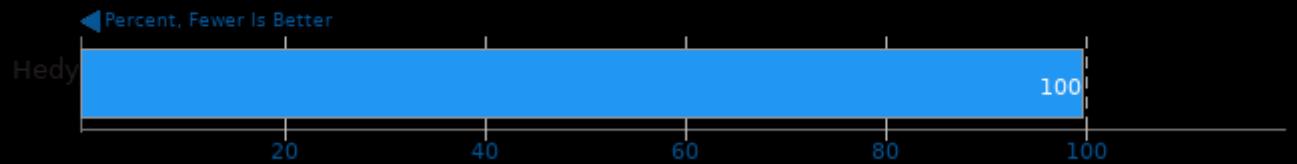


x265 3.4

GPU Frequency Monitor

**x265 3.4**

GPU Fan Speed Monitor

**x265 3.4**

CPU Usage (Summary) Monitor

Min 0.0 Avg 93.1 Max 100.0

▼ Percent, Fewer Is Better



x265 3.4

CPU Usage (CPU3) Monitor

Min	Avg	Max
0.0	92.9	100.0

▼ Percent, Fewer Is Better

**x265 3.4**

CPU Usage (CPU2) Monitor

Min	Avg	Max
0.0	93.4	100.0

▼ Percent, Fewer Is Better



x265 3.4

CPU Usage (CPU1) Monitor

Min	Avg	Max
0.0	92.4	100.0

▼ Percent, Fewer Is Better

**x265 3.4**

CPU Usage (CPU0) Monitor

Min	Avg	Max
0.0	93.5	100.0

▼ Percent, Fewer Is Better



x265 3.4

CPU Temperature Monitor

Min	44.0
Avg	74.4
Max	77.0

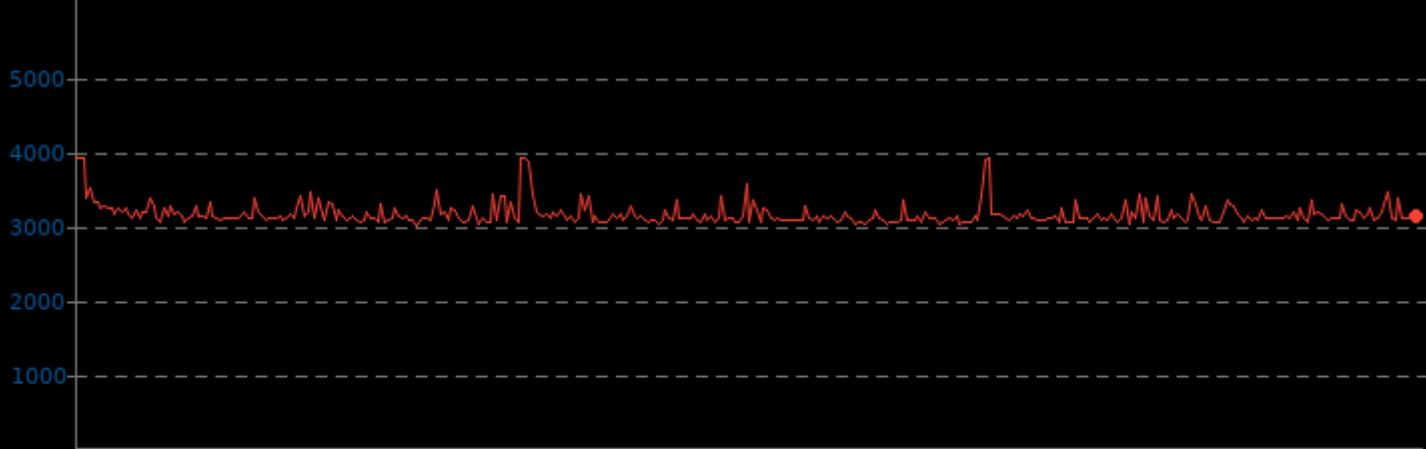
▼ Celsius, Fewer Is Better

**x265 3.4**

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min	3006
Avg	3162
Max	3913

▲ Megahertz, More Is Better

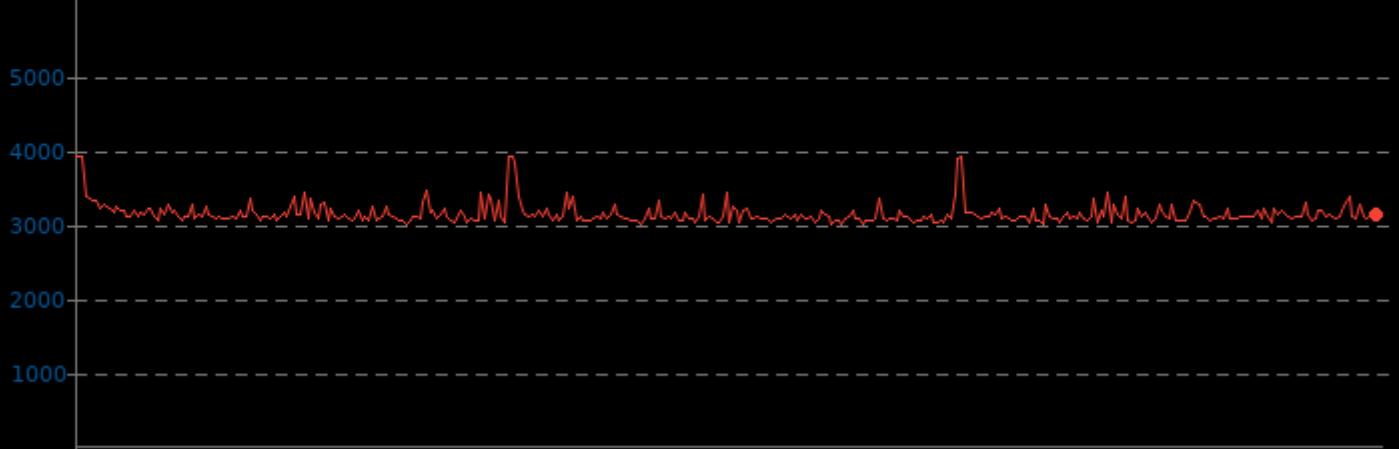


x265 3.4

CPU Frequency (CPU3) Monitor

Min	Avg	Max
Hedy 2991	3146	3902

▲ Megahertz, More Is Better

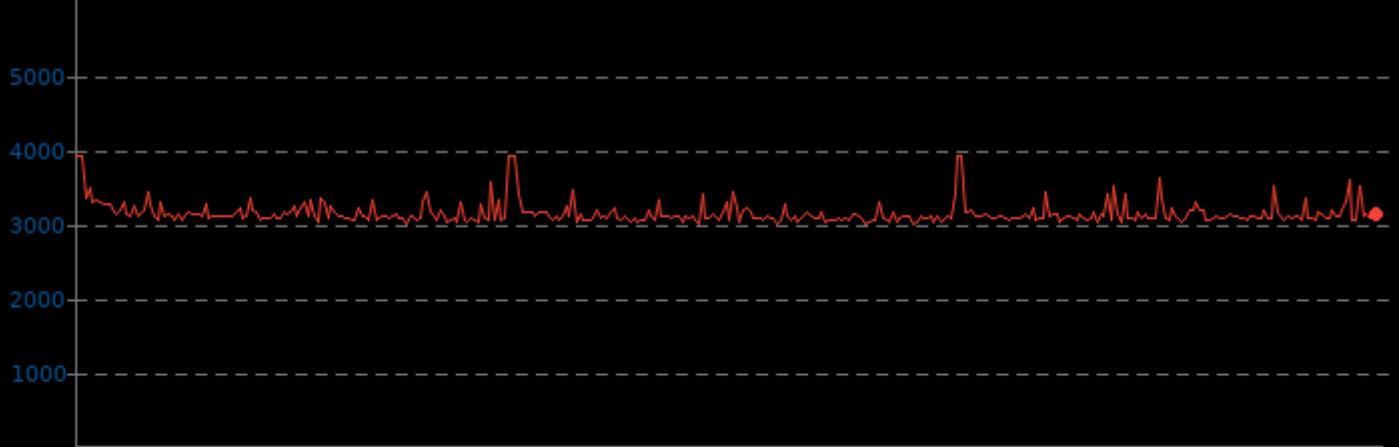


x265 3.4

CPU Frequency (CPU2) Monitor

Min	Avg	Max
Hedy 3000	3148	3910

▲ Megahertz, More Is Better

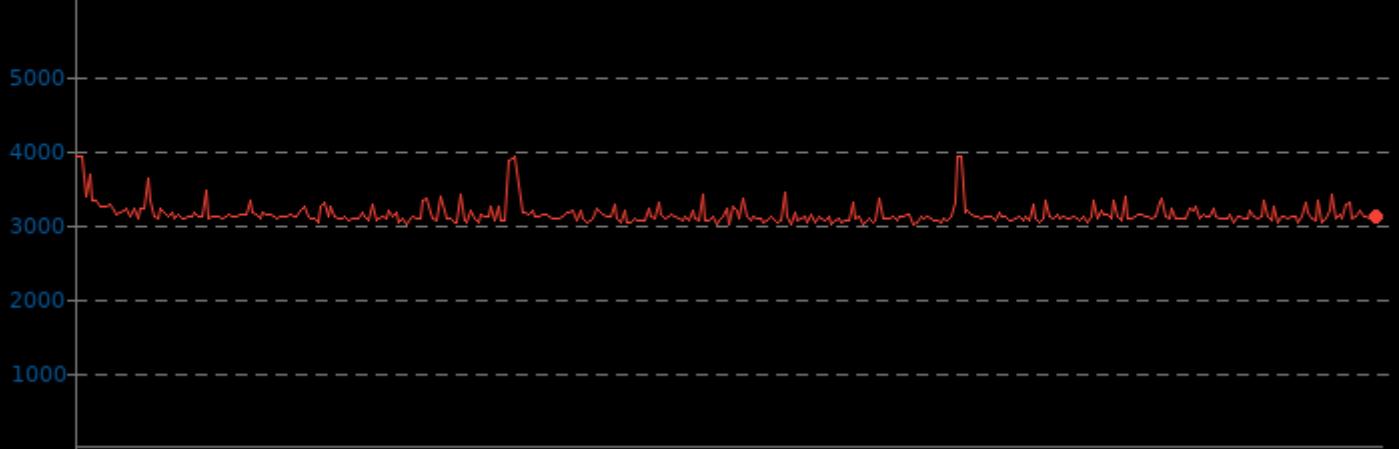


x265 3.4

CPU Frequency (CPU1) Monitor

Min	Avg	Max
Hedy 2991	3143	3909

▲ Megahertz, More Is Better

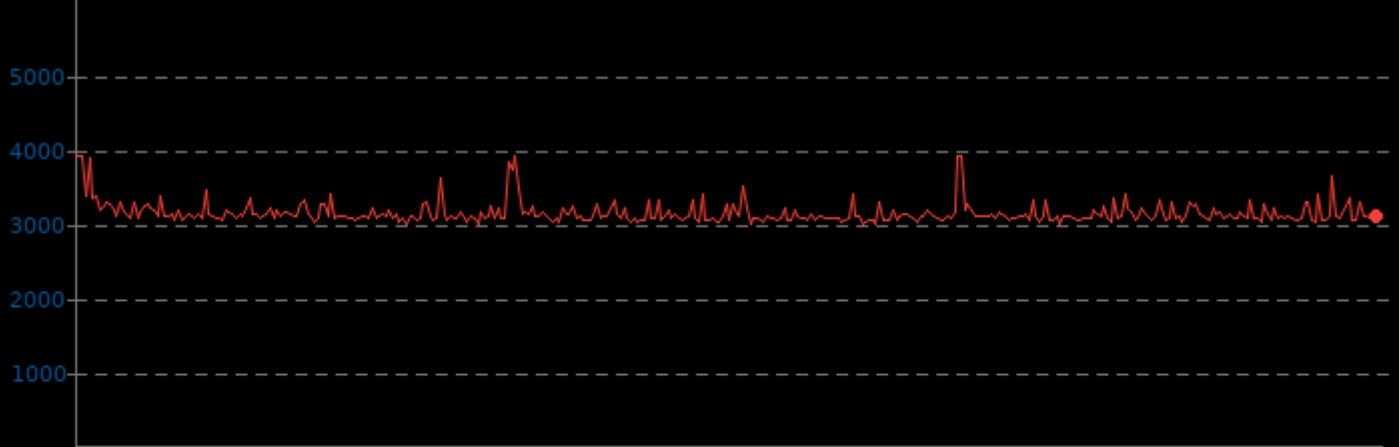


x265 3.4

CPU Frequency (CPU0) Monitor

Min	Avg	Max
Hedy 2995	3150	3905

▲ Megahertz, More Is Better



x265 3.4

CPU Fan Speed Monitor

Min 2175 Avg 5487 Max 5628

▼ RPM, Fewer Is Better

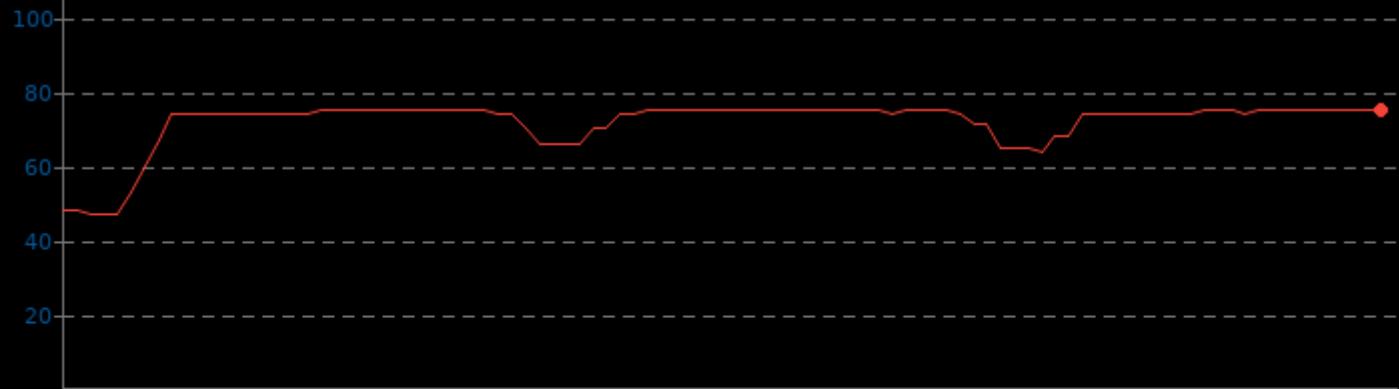


x265 3.4

System Temperature Monitor

Min 47.0 Avg 71.7 Max 75.0

▼ Celsius, Fewer Is Better

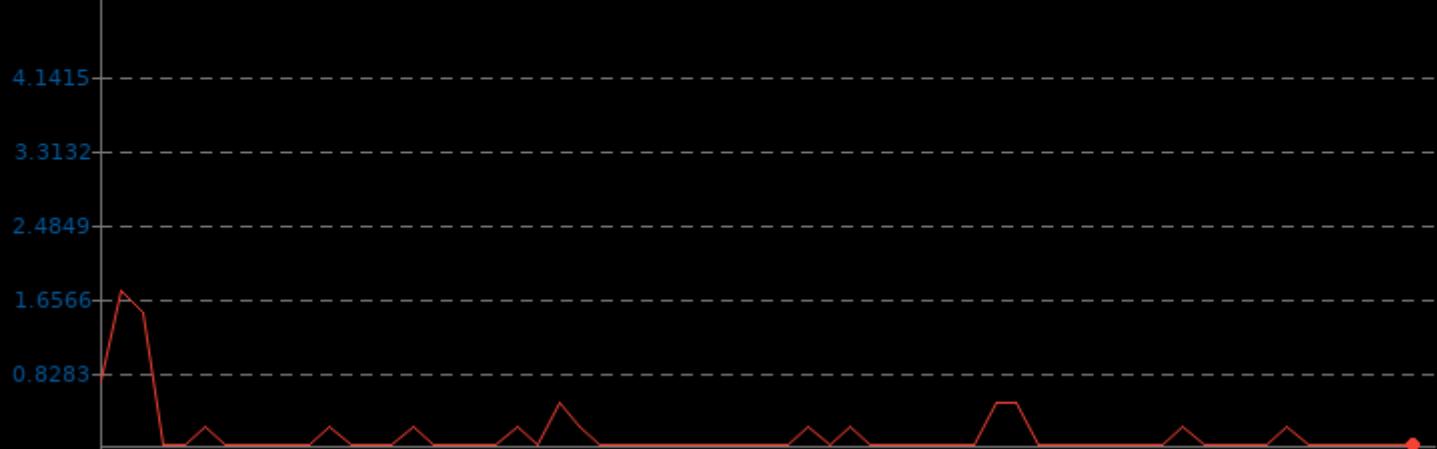


x265 3.4

System Iowait Monitor

	Min	Avg	Max
■ Hedy	0.0	0.1	1.8

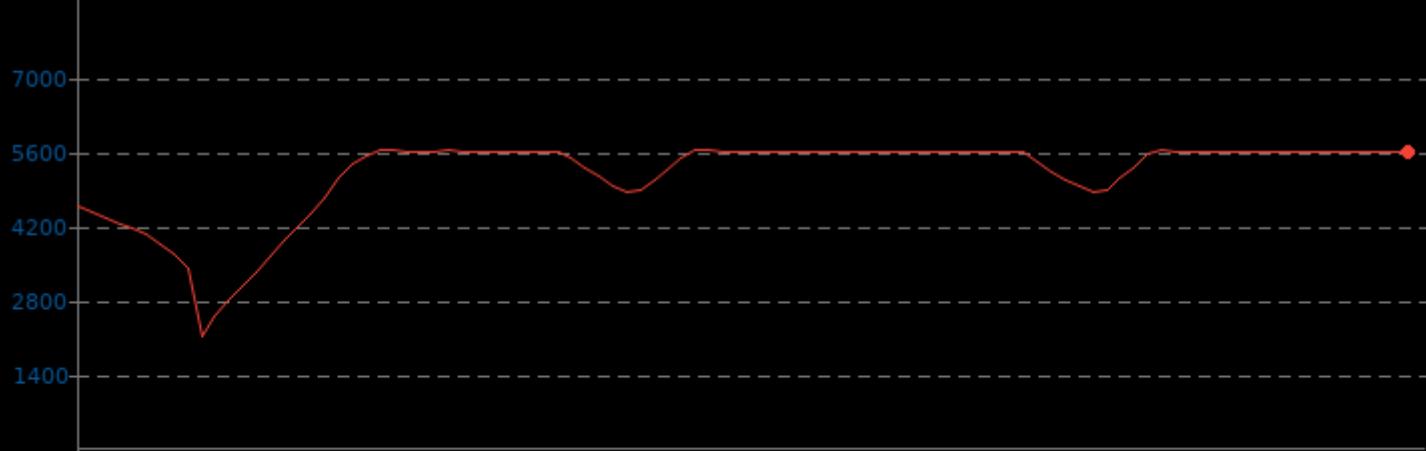
▼ Percent, Fewer Is Better

**x265 3.4**

System Fan Speed Monitor

	Min	Avg	Max
■ Hedy	2139	5151	5628

▼ RPM, Fewer Is Better



x265 3.4

Swap Usage Monitor

Min	Avg	Max
Hedy 9.0	9.2	10.0

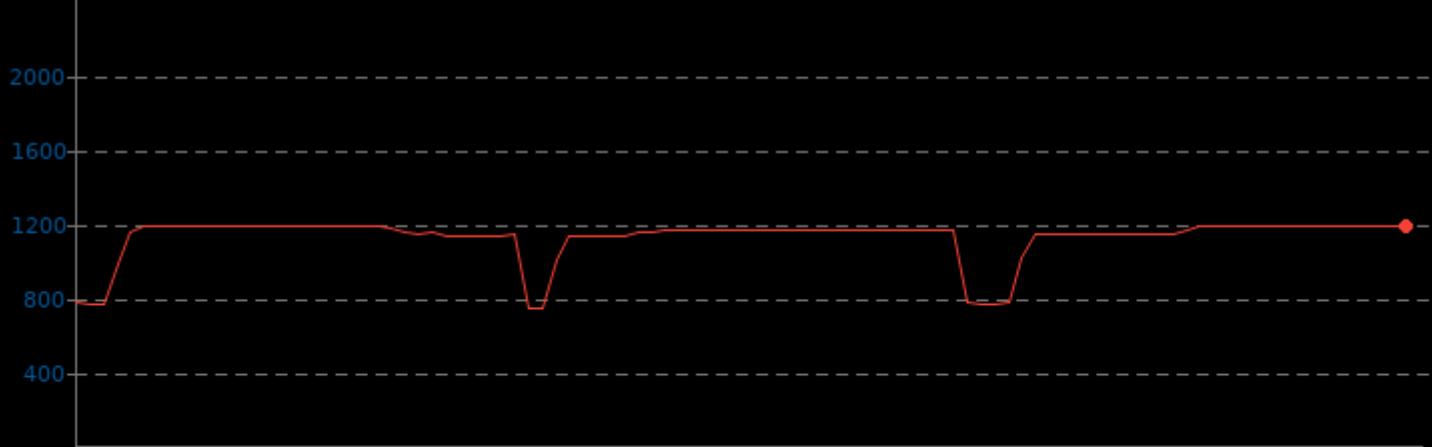
▼ Megabytes, Fewer Is Better

**x265 3.4**

Memory Usage Monitor

Min	Avg	Max
Hedy 753	1127	1194

▼ Megabytes, Fewer Is Better



x265 3.4

Drive Write Speed (nvme0n1) Monitor

Min Avg Max
Hedy 0.0 0.0 1.0

▼ MB/s, Fewer Is Better

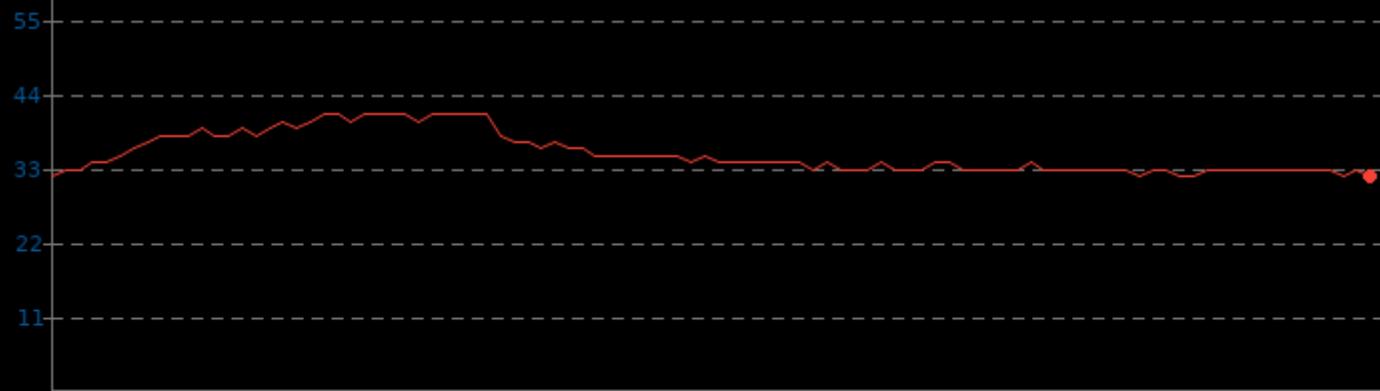


x265 3.4

Drive Temperature (nvme0n1) Monitor

Min Avg Max
Hedy 31.9 35.2 40.9

▼ Celsius, Fewer Is Better



x265 3.4

Drive Read Speed (nvme0n1) Monitor

■ Hedy Min 0.0 Avg 14.3 Max 95.5

▼ MB/s, Fewer Is Better

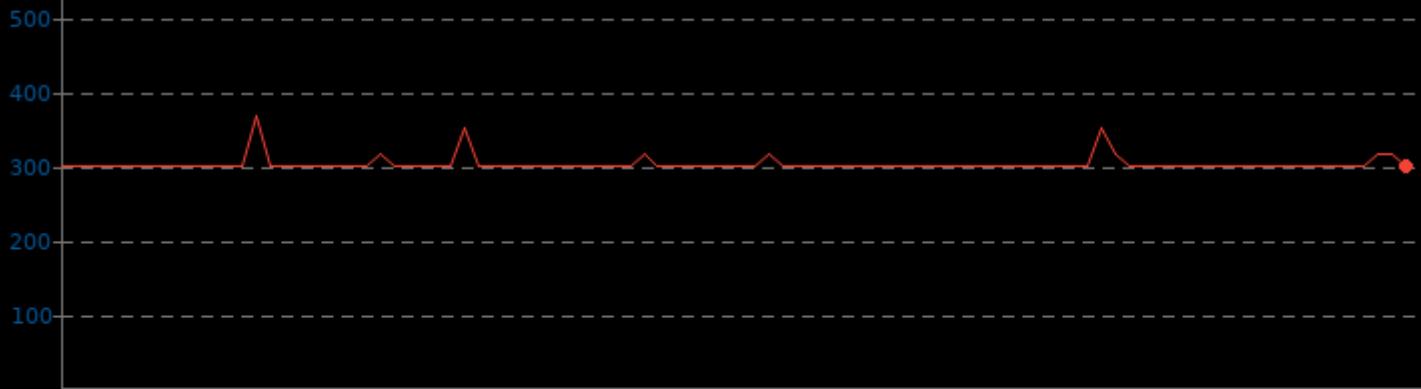


x265 3.4

GPU Frequency Monitor

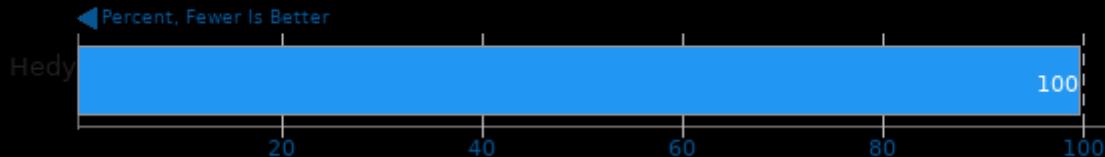
■ Hedy Min 300.0 Avg 302.7 Max 367.0

▲ Megahertz, More Is Better



x265 3.4

GPU Fan Speed Monitor



x265 3.4

CPU Usage (Summary) Monitor

Min 0.5 Avg 85.5 Max 100.0

▼ Percent, Fewer Is Better

**x265 3.4**

CPU Usage (CPU3) Monitor

Min 0.0 Avg 85.2 Max 100.0

▼ Percent, Fewer Is Better

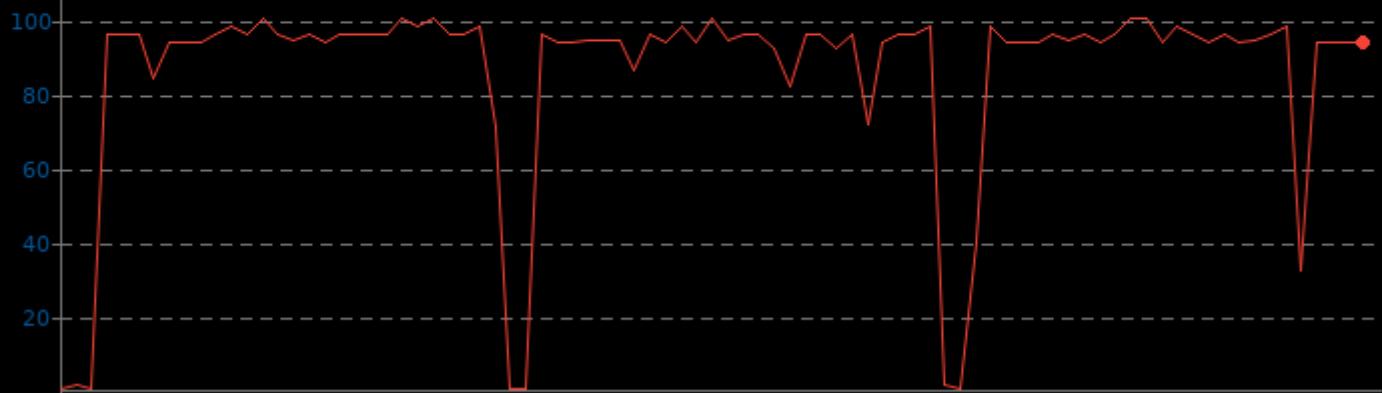


x265 3.4

CPU Usage (CPU2) Monitor

Min	Avg	Max
0.0	85.5	100.0

▼ Percent, Fewer Is Better

**x265 3.4**

CPU Usage (CPU1) Monitor

Min	Avg	Max
0.0	85.6	100.0

▼ Percent, Fewer Is Better

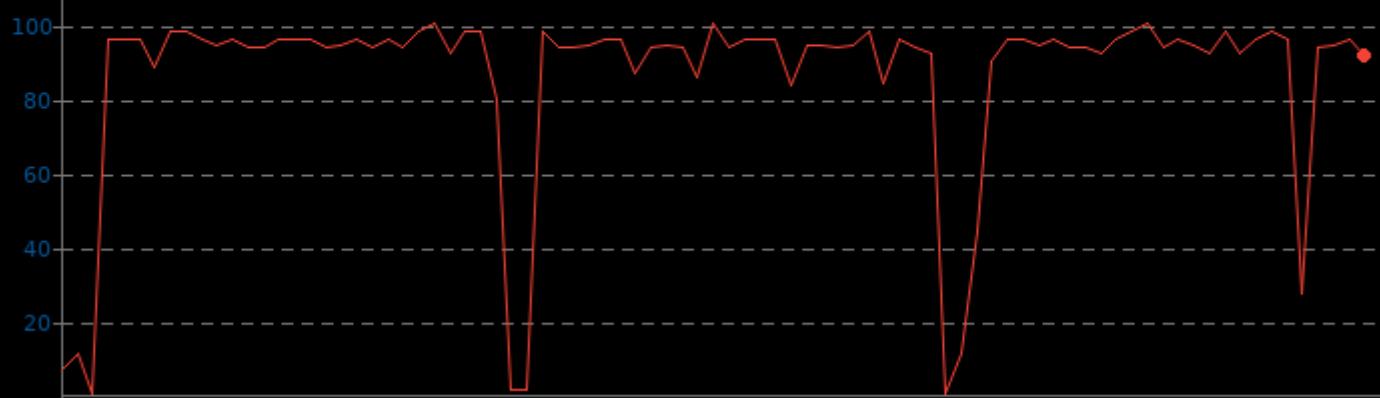


x265 3.4

CPU Usage (CPU0) Monitor

Min 0.0 Avg 85.7 Max 100.0

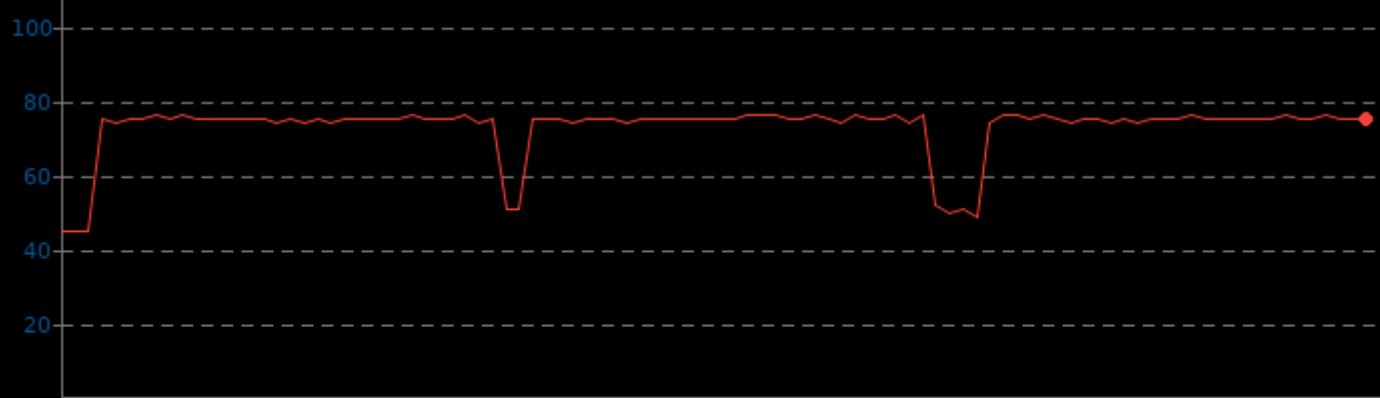
▼ Percent, Fewer Is Better

**x265 3.4**

CPU Temperature Monitor

Min 45.0 Avg 72.6 Max 76.0

▼ Celsius, Fewer Is Better

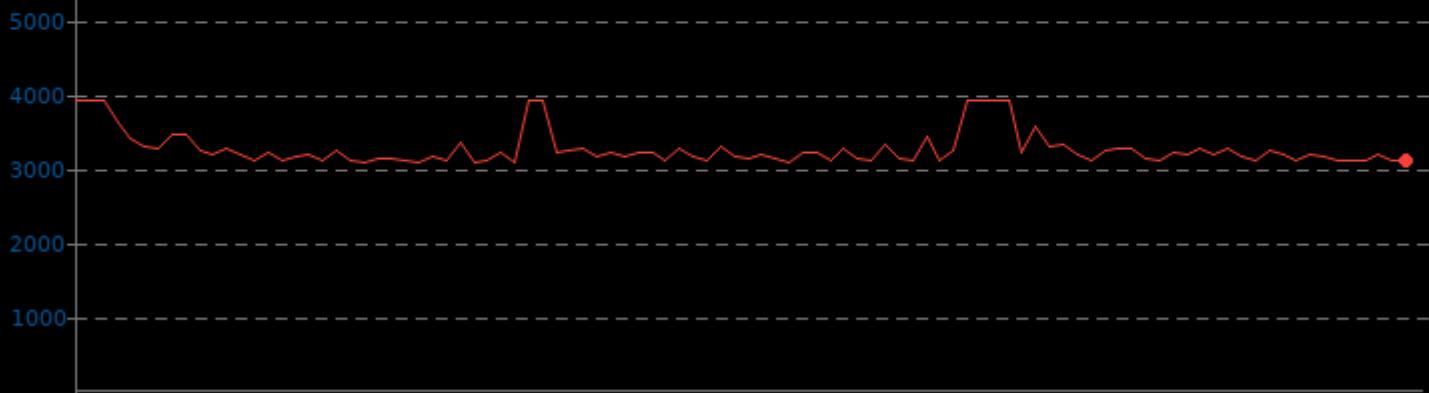


x265 3.4

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min	3077	Avg	3264	Max	3904
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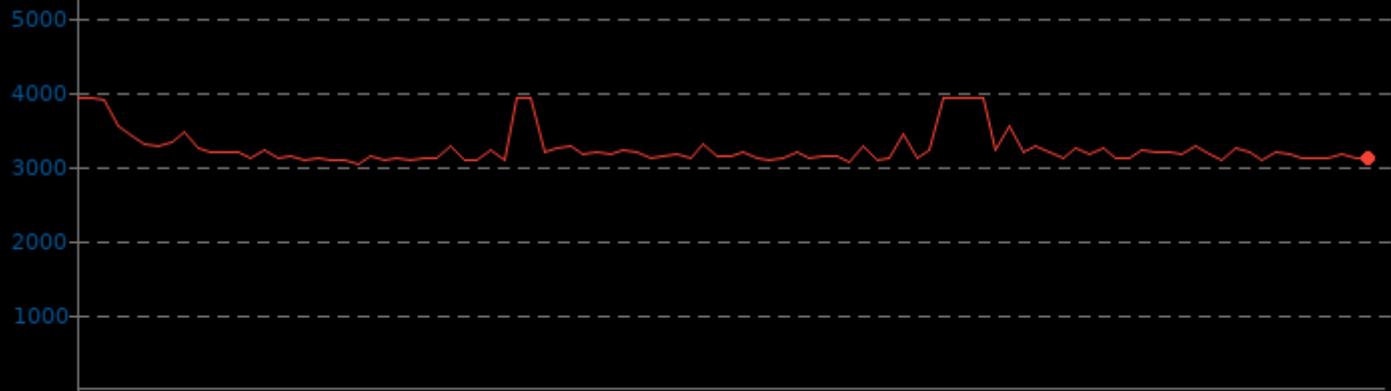
▲ Megahertz, More Is Better

**x265 3.4**

CPU Frequency (CPU3) Monitor

Min	3026	Avg	3241	Max	3901
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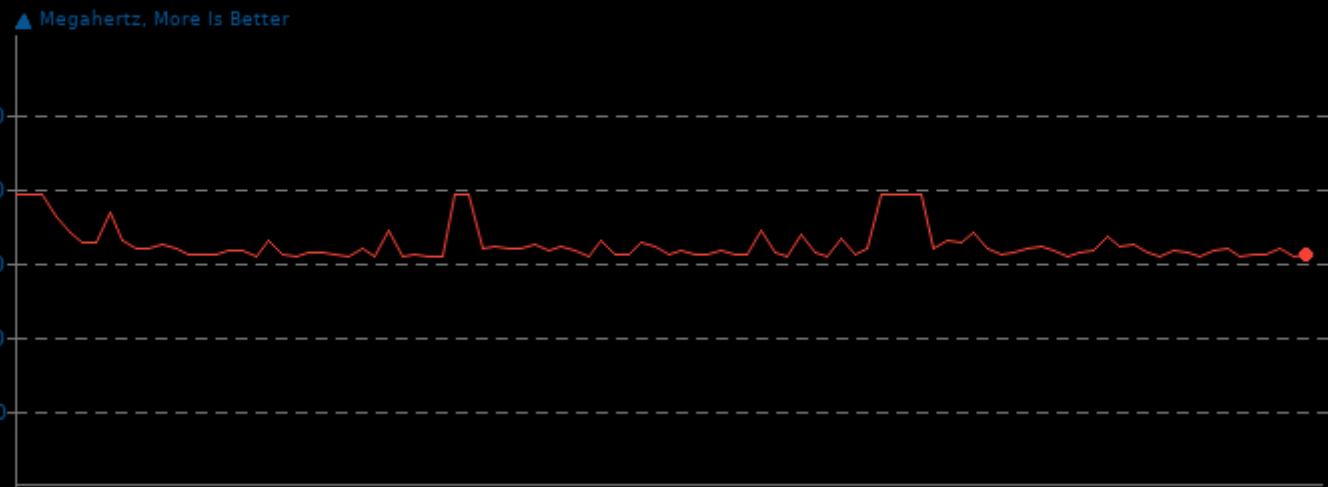
▲ Megahertz, More Is Better



x265 3.4

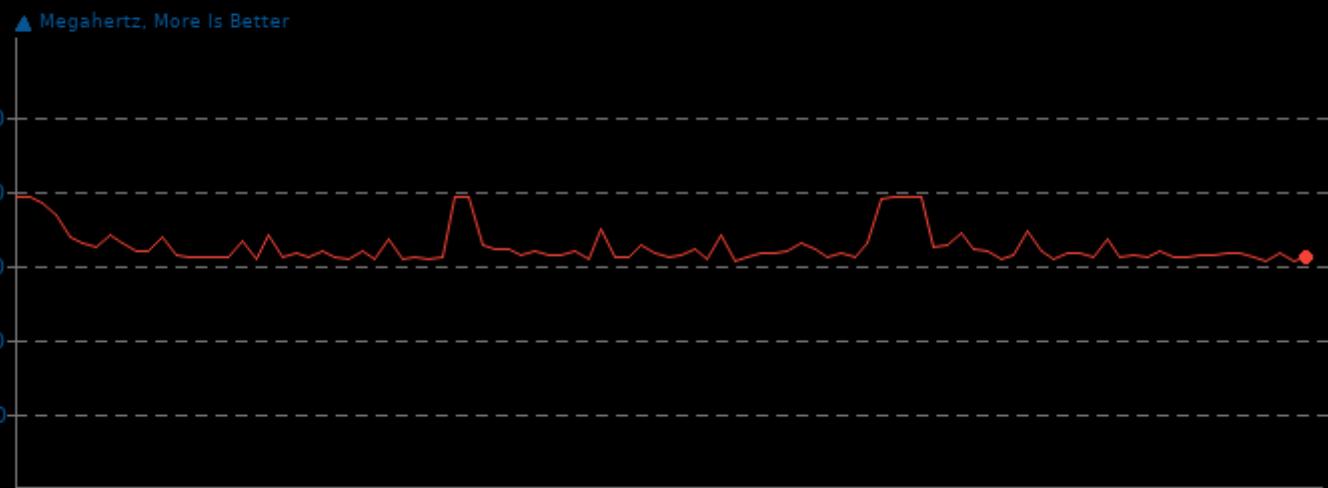
CPU Frequency (CPU2) Monitor

Min	Avg	Max
Hedy 3070	3250	3911

**x265 3.4**

CPU Frequency (CPU1) Monitor

Min	Avg	Max
Hedy 3059	3251	3911

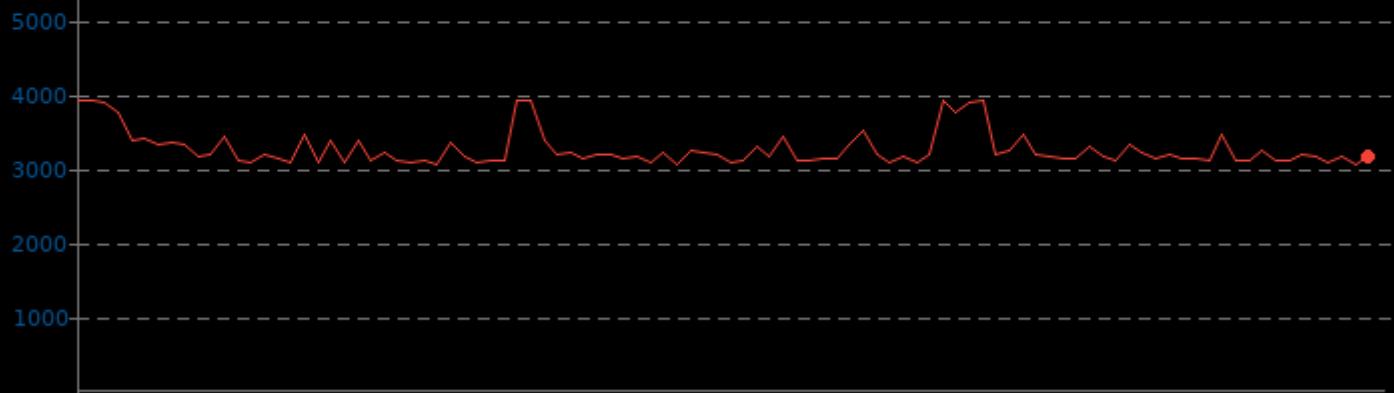


x265 3.4

CPU Frequency (CPU0) Monitor

Min	Avg	Max
Hedy 3042	3261	3912

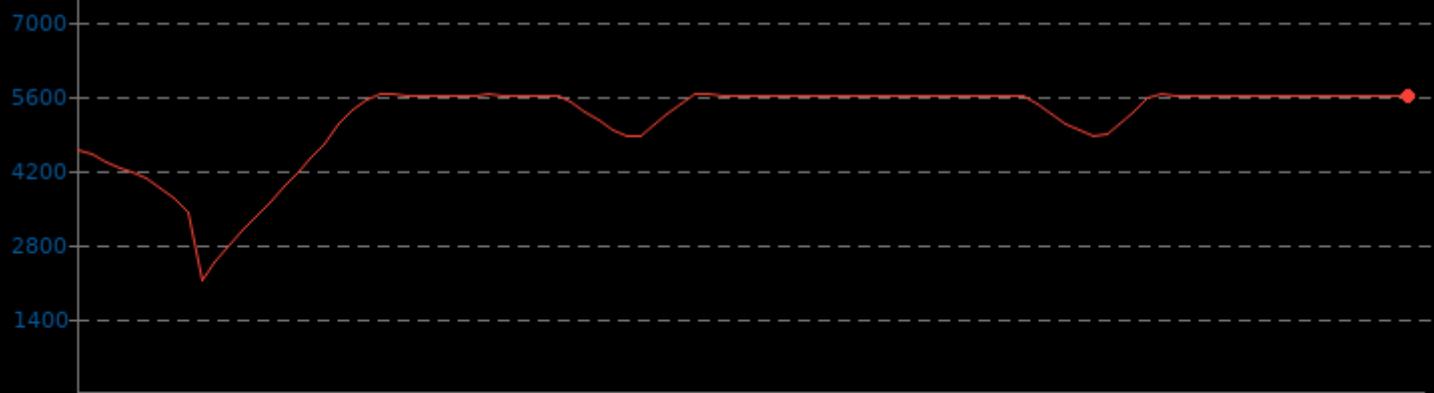
▲ Megahertz, More Is Better

**x265 3.4**

CPU Fan Speed Monitor

Min	Avg	Max
Hedy 2130	5149	5628

▼ RPM, Fewer Is Better

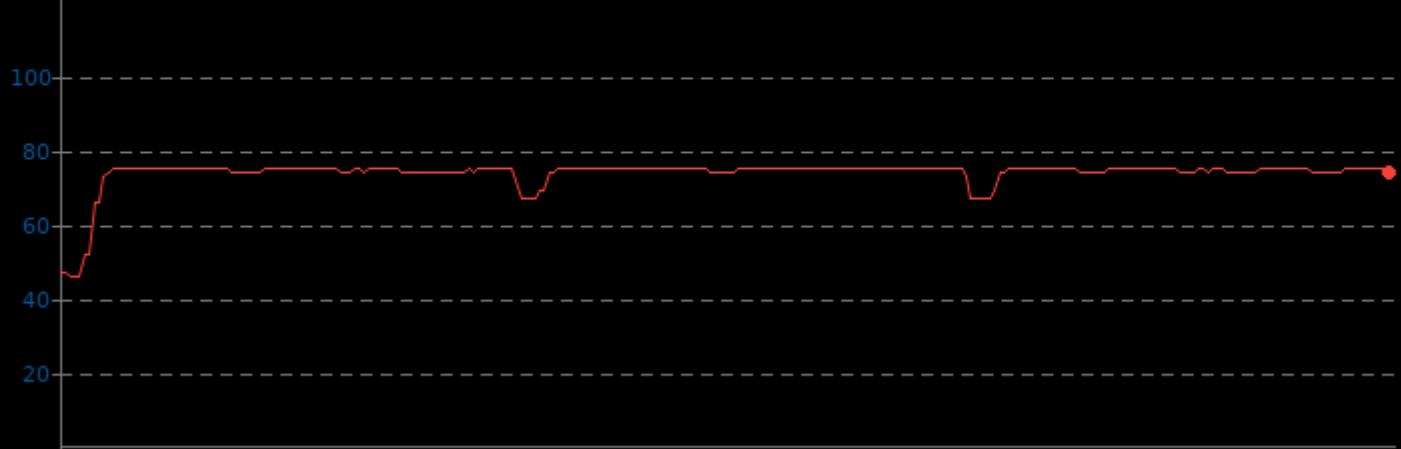


x264 2022-02-22

System Temperature Monitor

Min	Avg	Max
Hedy 46.0	73.7	75.0

▼ Celsius, Fewer Is Better



x264 2022-02-22

System Iowait Monitor

Min	Avg	Max
Hedy 0.0	0.1	3.8

▼ Percent, Fewer Is Better



x264 2022-02-22

System Fan Speed Monitor

Min	Avg	Max
Hedy 1273	5393	5628

▼ RPM, Fewer Is Better

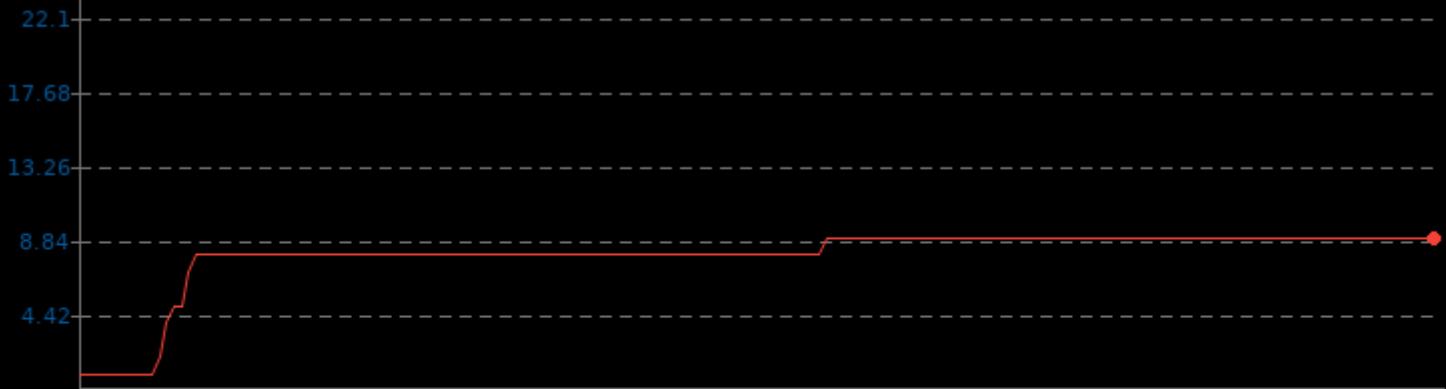


x264 2022-02-22

Swap Usage Monitor

Min	Avg	Max
Hedy 1.0	8.0	9.0

▼ Megabytes, Fewer Is Better

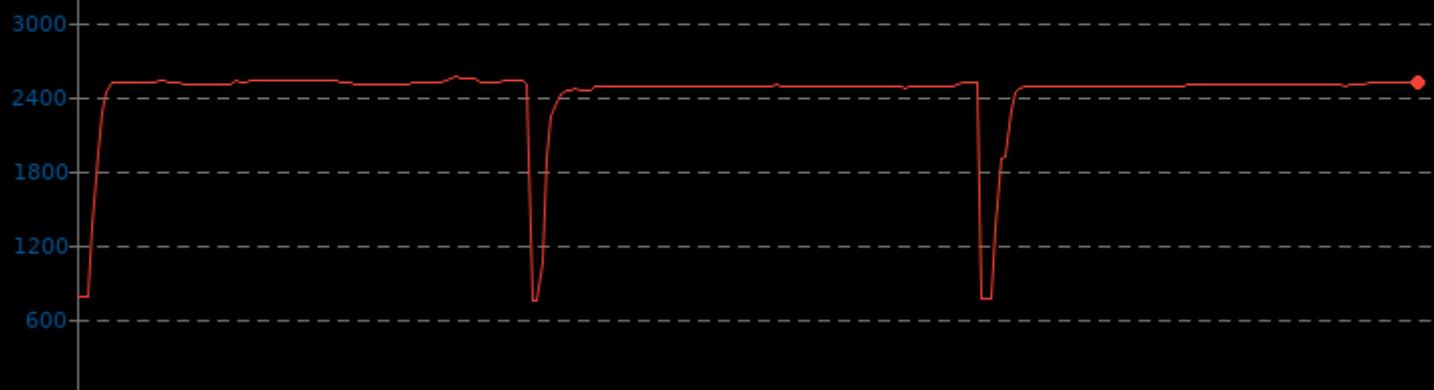


x264 2022-02-22

Memory Usage Monitor

Min	Avg	Max
758	2415	2548

▼ Megabytes, Fewer Is Better

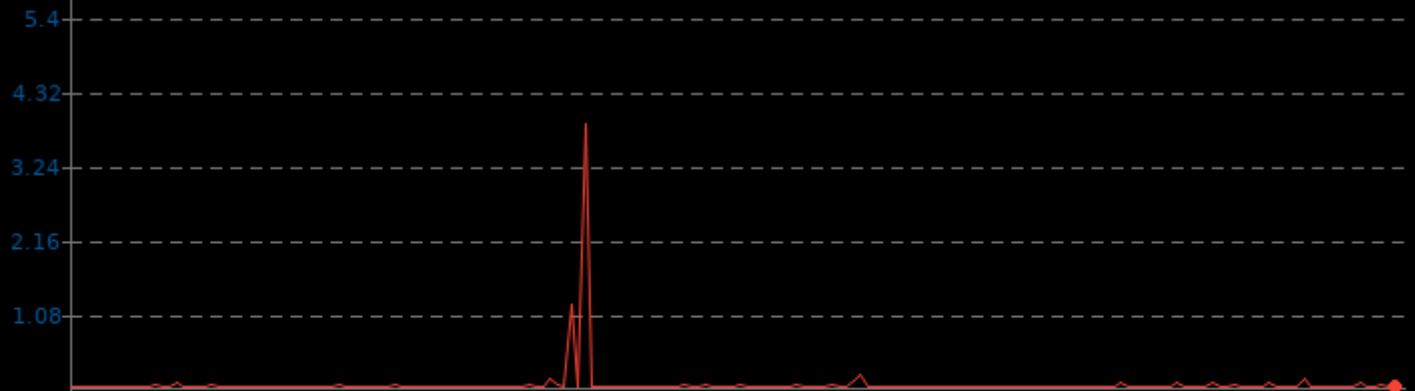


x264 2022-02-22

Drive Write Speed (nvme0n1) Monitor

Min	Avg	Max
0.0	0.0	3.8

▼ MB/s, Fewer Is Better

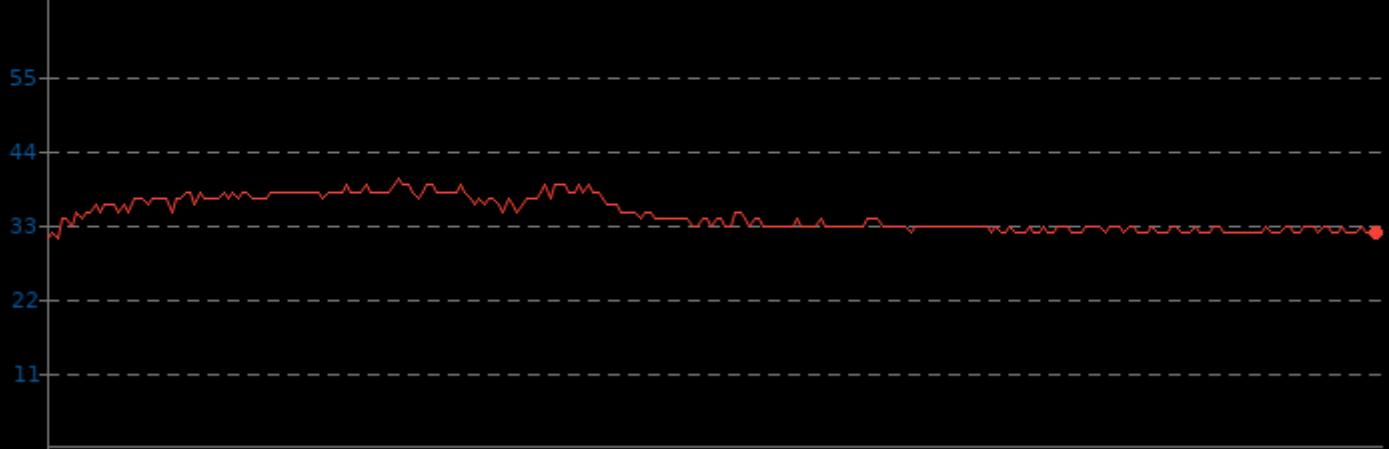


x264 2022-02-22

Drive Temperature (nvme0n1) Monitor

	Min	Avg	Max
Hedy	30.9	34.6	39.9

▼ Celsius, Fewer Is Better

**x264 2022-02-22**

Drive Read Speed (nvme0n1) Monitor

	Min	Avg	Max
Hedy	0.0	22.5	166.3

▼ MB/s, Fewer Is Better

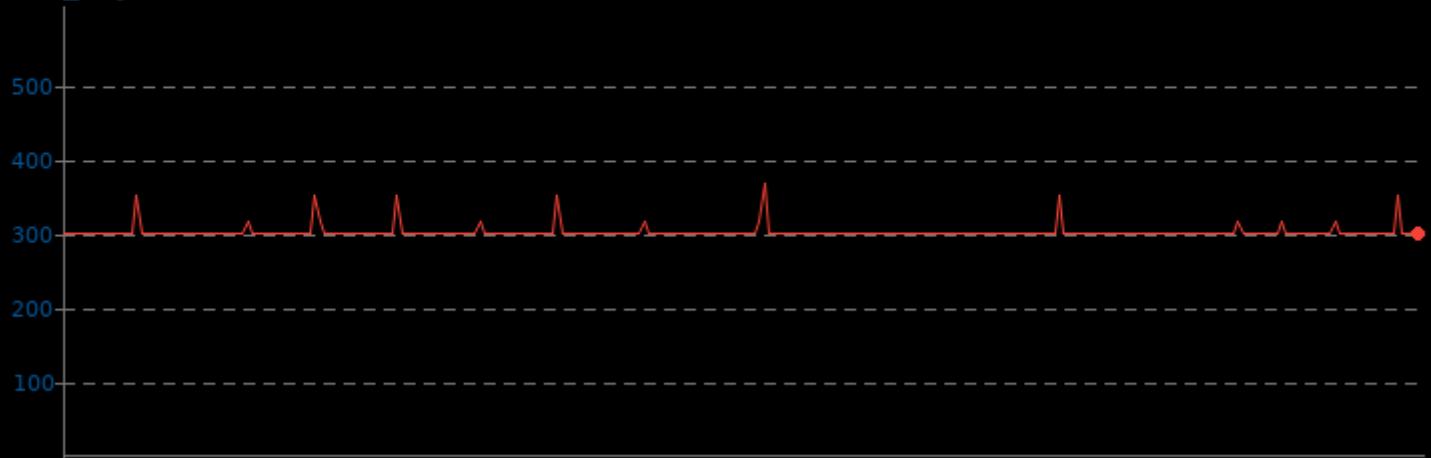


x264 2022-02-22

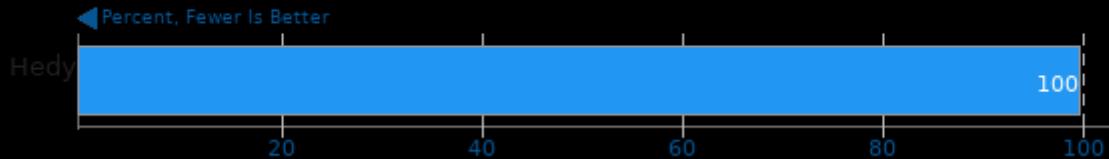
GPU Frequency Monitor

Min	Avg	Max
300.0	301.8	367.0

▲ Megahertz, More Is Better

**x264 2022-02-22**

GPU Fan Speed Monitor

**x264 2022-02-22**

CPU Usage (Summary) Monitor

Min	Avg	Max
0.0	93.0	100.0

▼ Percent, Fewer Is Better

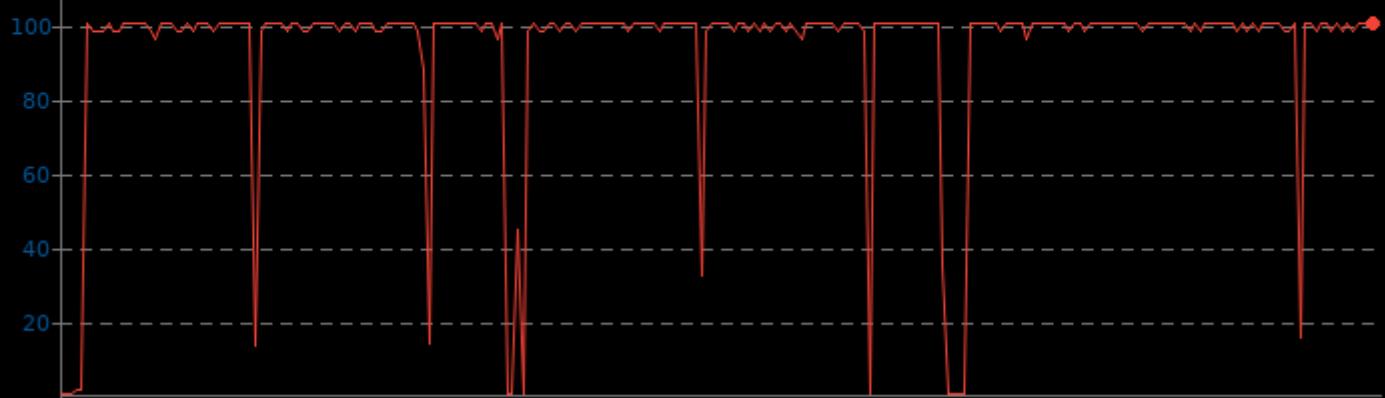


x264 2022-02-22

CPU Usage (CPU3) Monitor

Min 0.0 Avg 92.6 Max 100.0

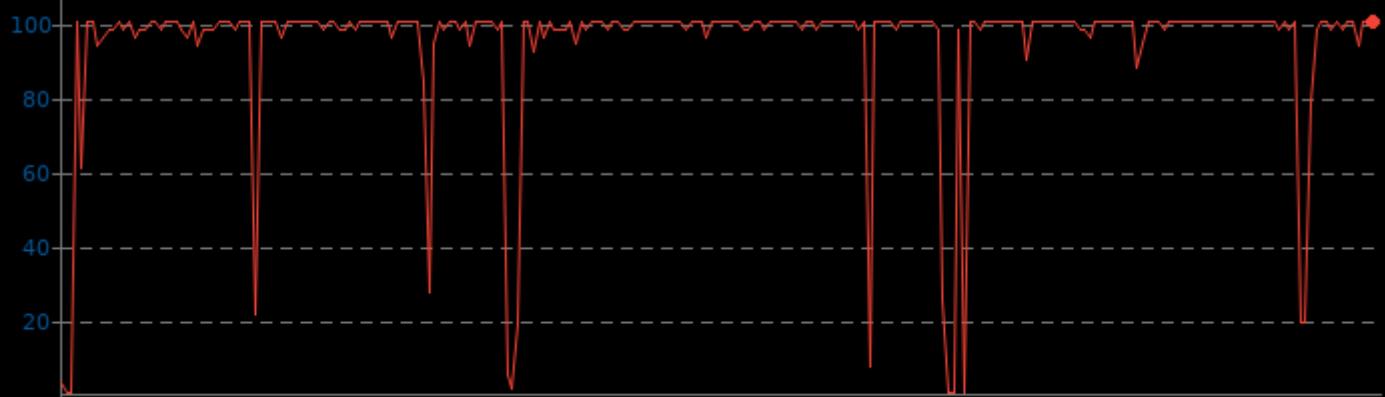
▼ Percent, Fewer Is Better

**x264 2022-02-22**

CPU Usage (CPU2) Monitor

Min 0.0 Avg 93.6 Max 100.0

▼ Percent, Fewer Is Better

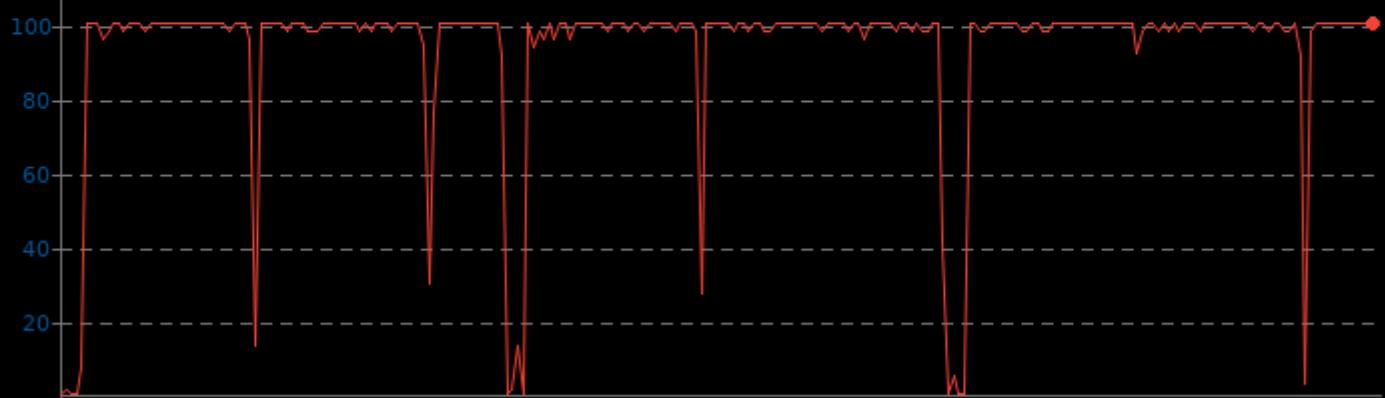


x264 2022-02-22

CPU Usage (CPU1) Monitor

Min 0.0 Avg 92.8 Max 100.0

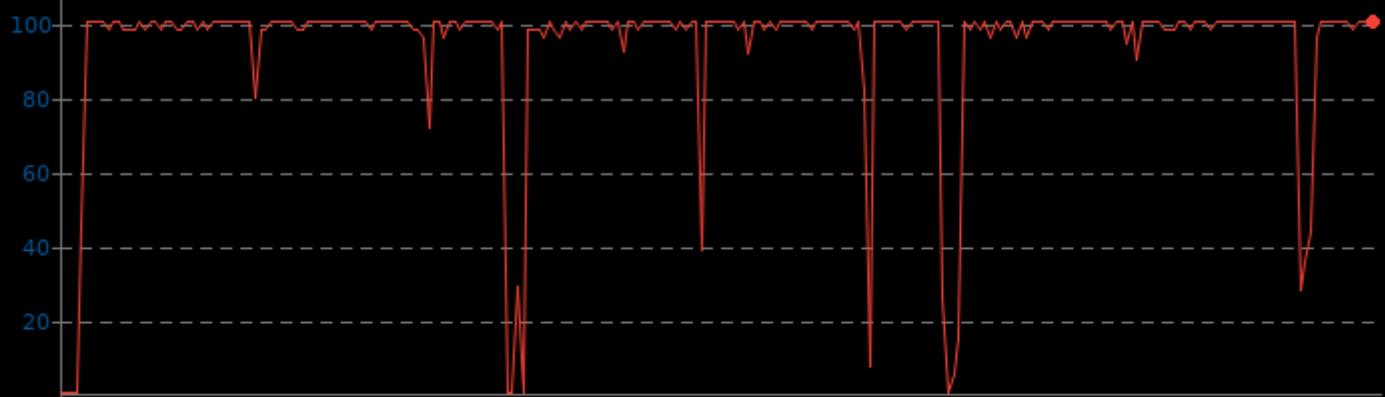
▼ Percent, Fewer Is Better

**x264 2022-02-22**

CPU Usage (CPU0) Monitor

Min 0.0 Avg 93.1 Max 100.0

▼ Percent, Fewer Is Better



x264 2022-02-22

CPU Temperature Monitor

Min	Avg	Max
Hedy 43.0	74.2	76.0

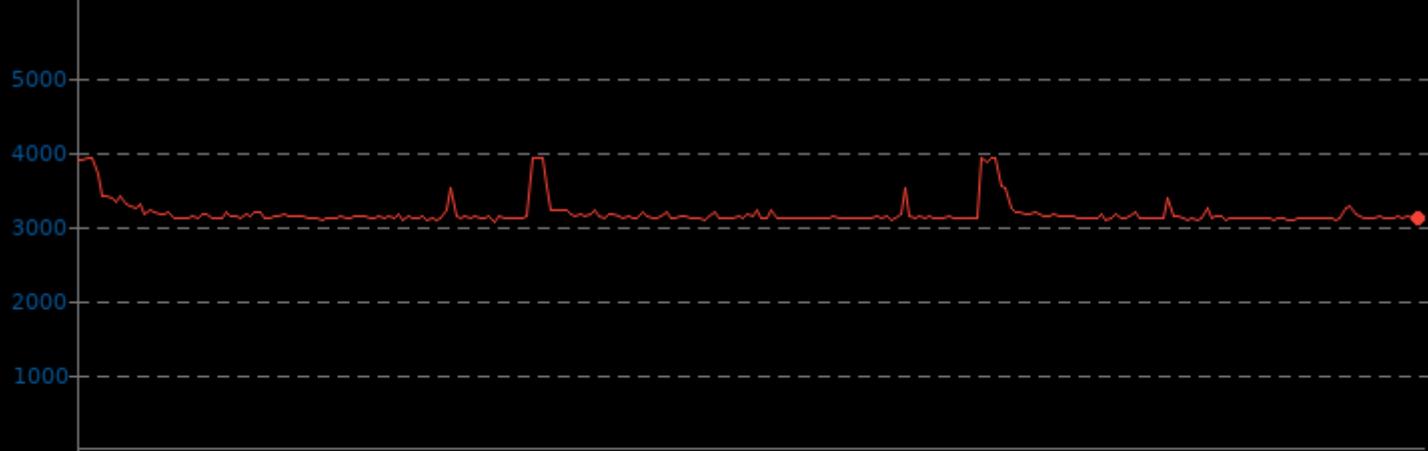
▼ Celsius, Fewer Is Better

**x264 2022-02-22**

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min	Avg	Max
Hedy 3057	3172	3907

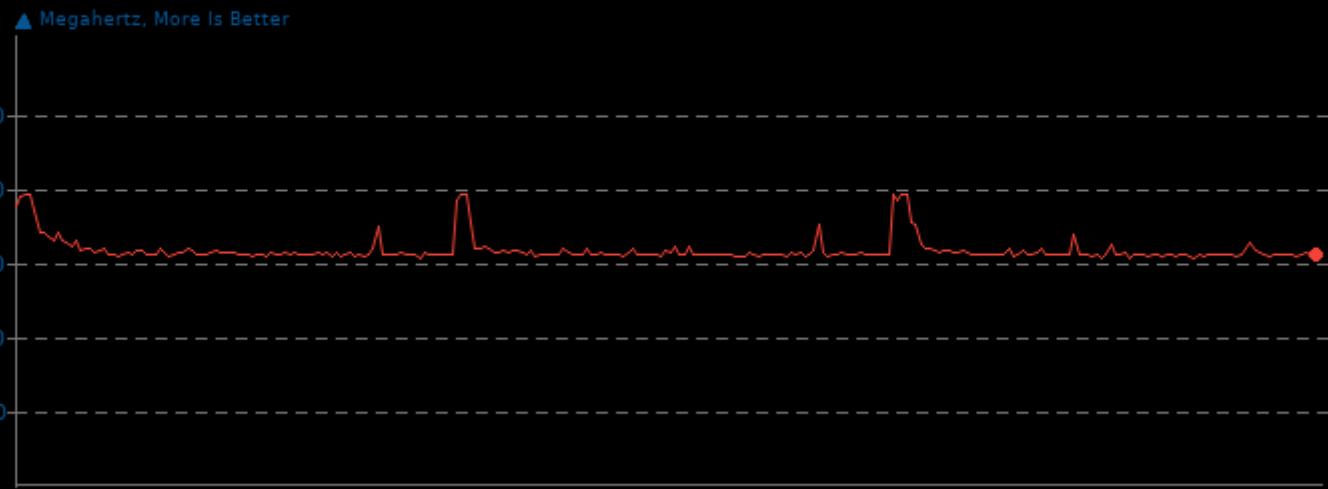
▲ Megahertz, More Is Better



x264 2022-02-22

CPU Frequency (CPU3) Monitor

Min	Avg	Max
Hedy 3042	3164	3907

**x264 2022-02-22**

CPU Frequency (CPU2) Monitor

Min	Avg	Max
Hedy 3025	3162	3902



x264 2022-02-22

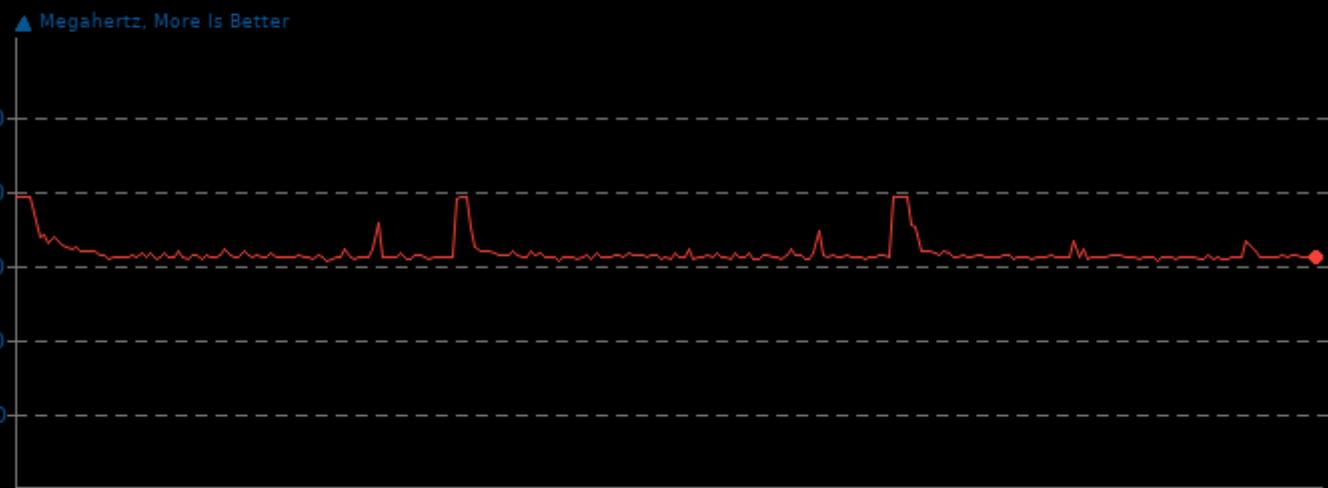
CPU Frequency (CPU1) Monitor

Min	Avg	Max
Hedy 3062	3165	3903

**x264 2022-02-22**

CPU Frequency (CPU0) Monitor

Min	Avg	Max
Hedy 3058	3166	3900

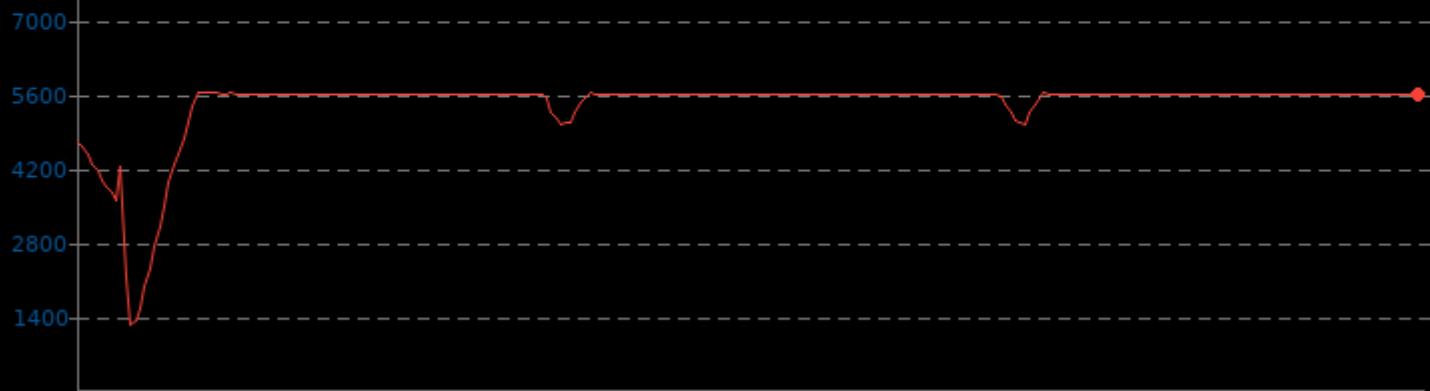


x264 2022-02-22

CPU Fan Speed Monitor

Min	Avg	Max
Hedy 1282	5394	5628

▼ RPM, Fewer Is Better

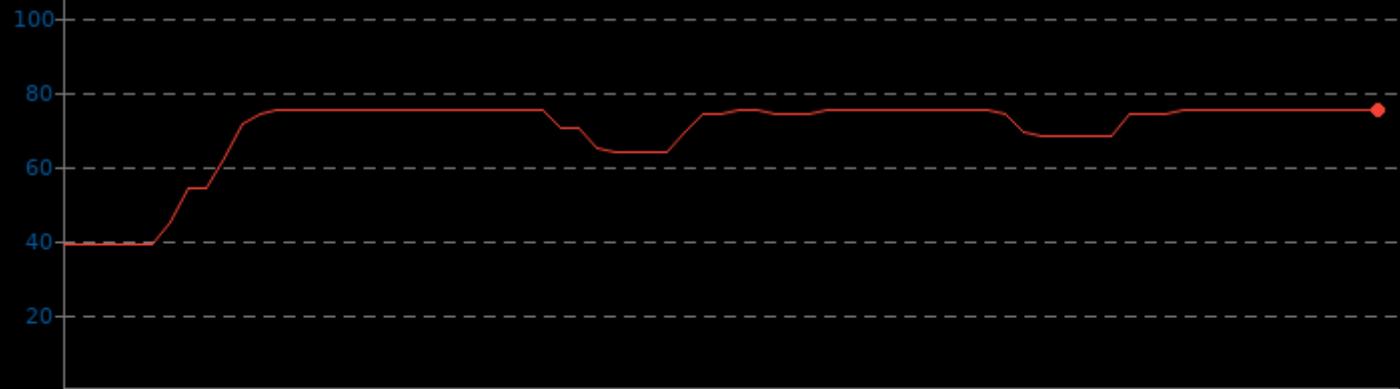


x264 2022-02-22

System Temperature Monitor

Min	Avg	Max
Hedy 39.0	69.3	75.0

▼ Celsius, Fewer Is Better

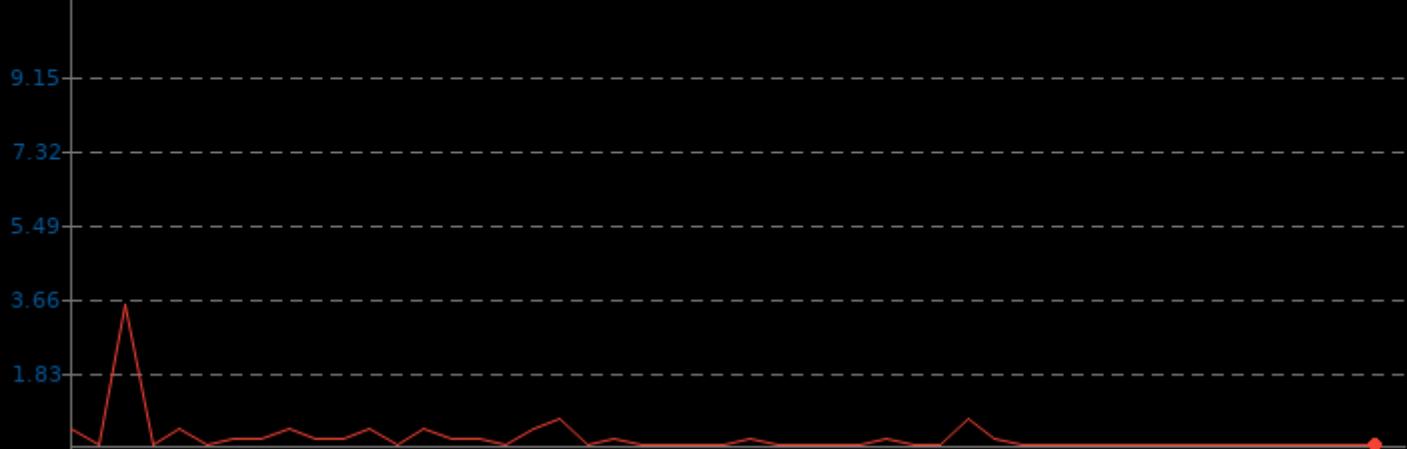


x264 2022-02-22

System Iowait Monitor

Min	Avg	Max
0.0	0.2	3.5

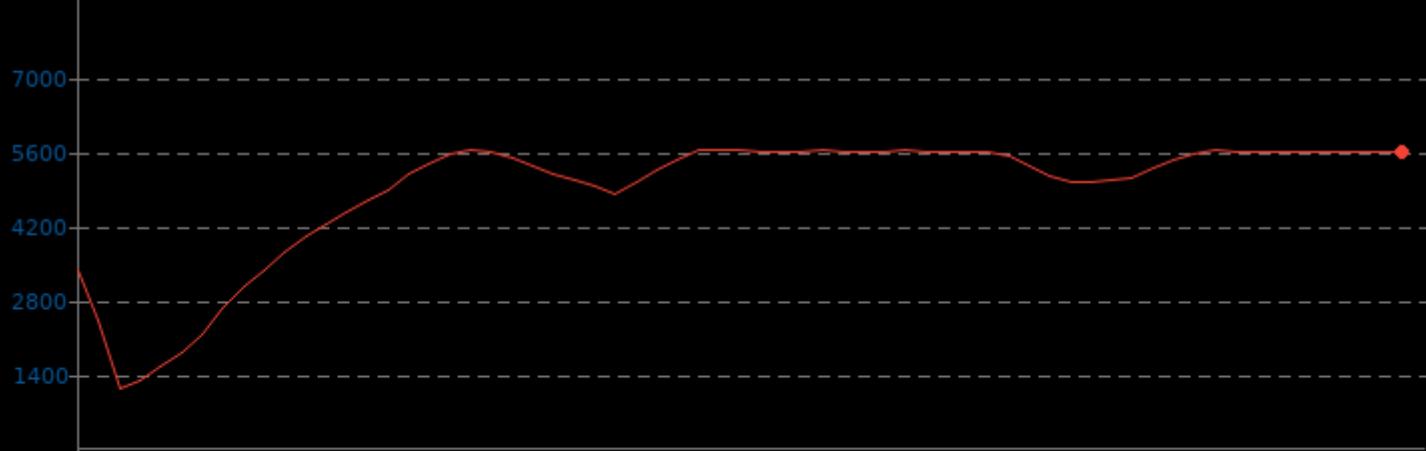
▼ Percent, Fewer Is Better

**x264 2022-02-22**

System Fan Speed Monitor

Min	Avg	Max
1178	4849	5617

▼ RPM, Fewer Is Better

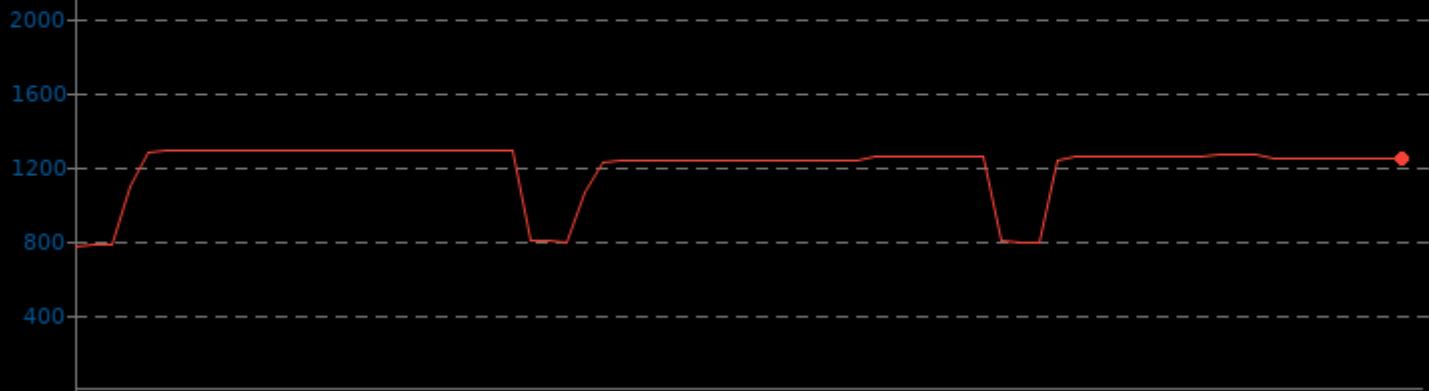


x264 2022-02-22

Memory Usage Monitor

Min	Avg	Max
Hedy 769	1196	1287

▼ Megabytes, Fewer Is Better

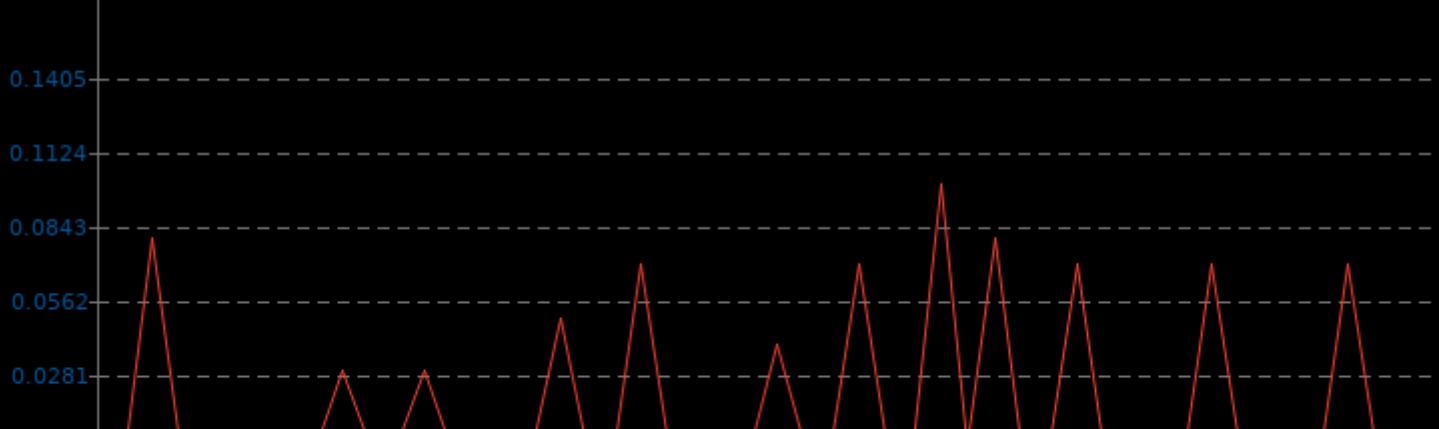


x264 2022-02-22

Drive Write Speed (nvme0n1) Monitor

Min	Avg	Max
Hedy 0.0	0.0	0.1

▼ MB/s, Fewer Is Better

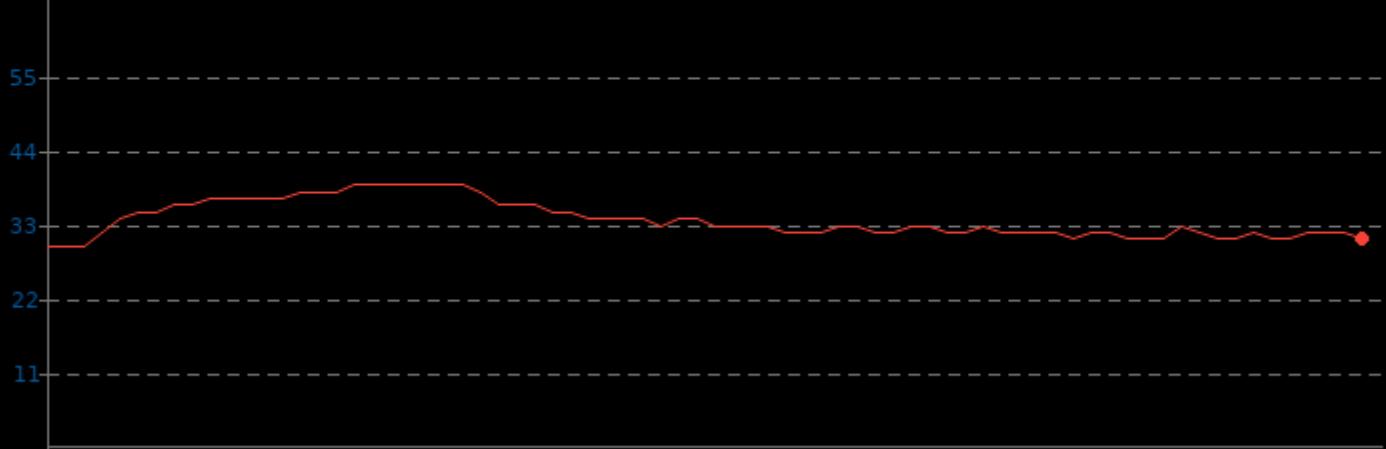


x264 2022-02-22

Drive Temperature (nvme0n1) Monitor

Min	Avg	Max
29.9	33.7	38.9

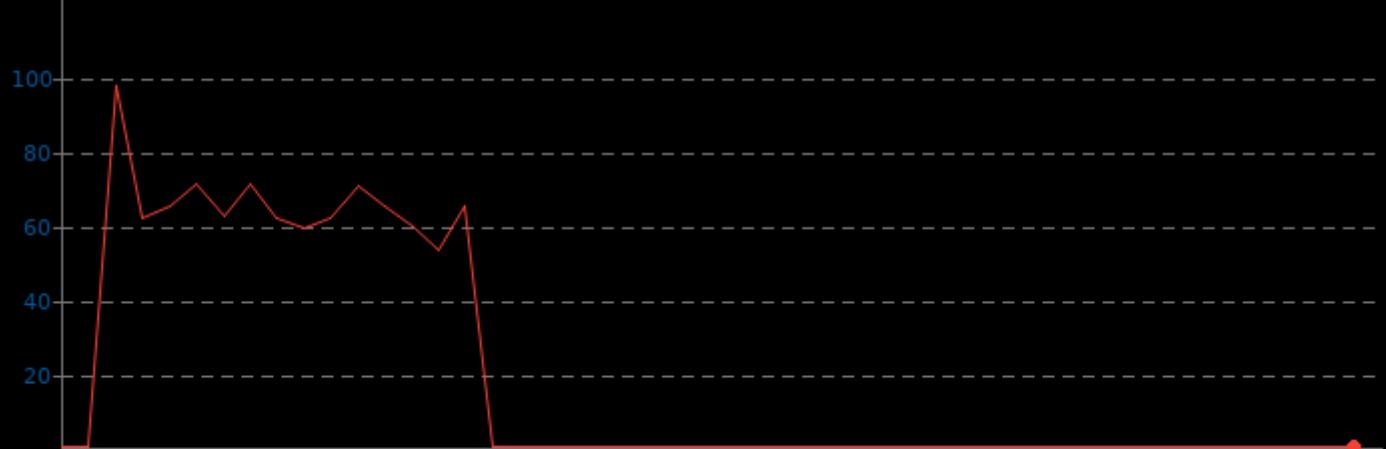
▼ Celsius, Fewer Is Better

**x264 2022-02-22**

Drive Read Speed (nvme0n1) Monitor

Min	Avg	Max
0.0	19.0	97.5

▼ MB/s, Fewer Is Better



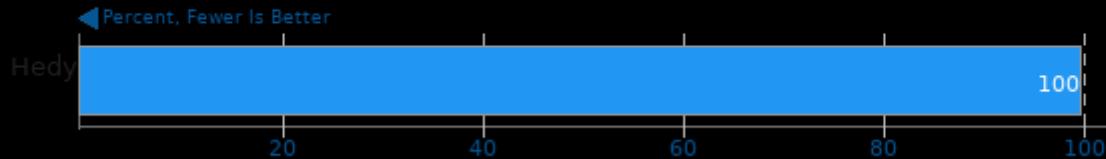
x264 2022-02-22

GPU Frequency Monitor

Min 300 Avg 311 Max 767

**x264 2022-02-22**

GPU Fan Speed Monitor

**x264 2022-02-22**

CPU Usage (Summary) Monitor

Min 0.0 Avg 83.7 Max 99.5

▼ Percent, Fewer Is Better



x264 2022-02-22

CPU Usage (CPU3) Monitor

Min 0.0 Avg 84.2 Max 100.0

▼ Percent, Fewer Is Better

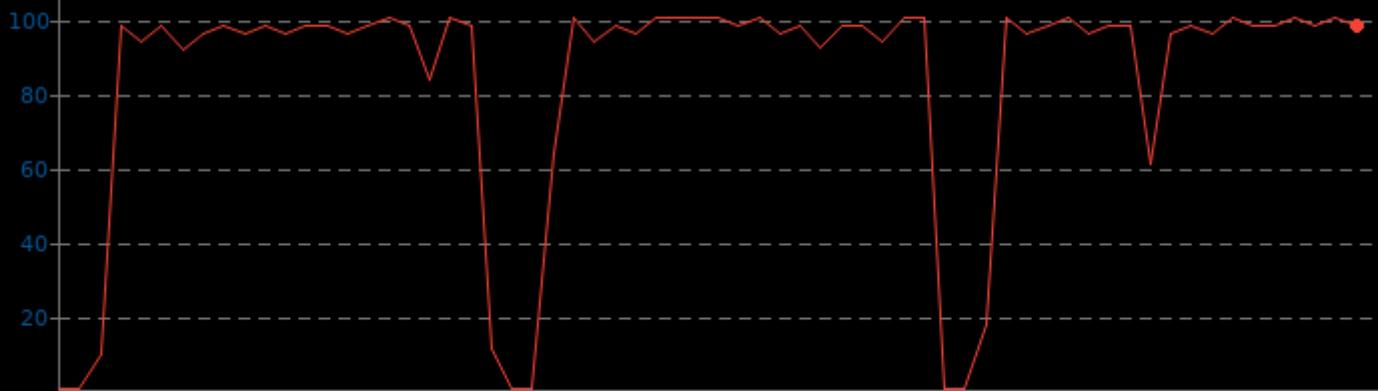


x264 2022-02-22

CPU Usage (CPU2) Monitor

Min 0.0 Avg 83.3 Max 100.0

▼ Percent, Fewer Is Better

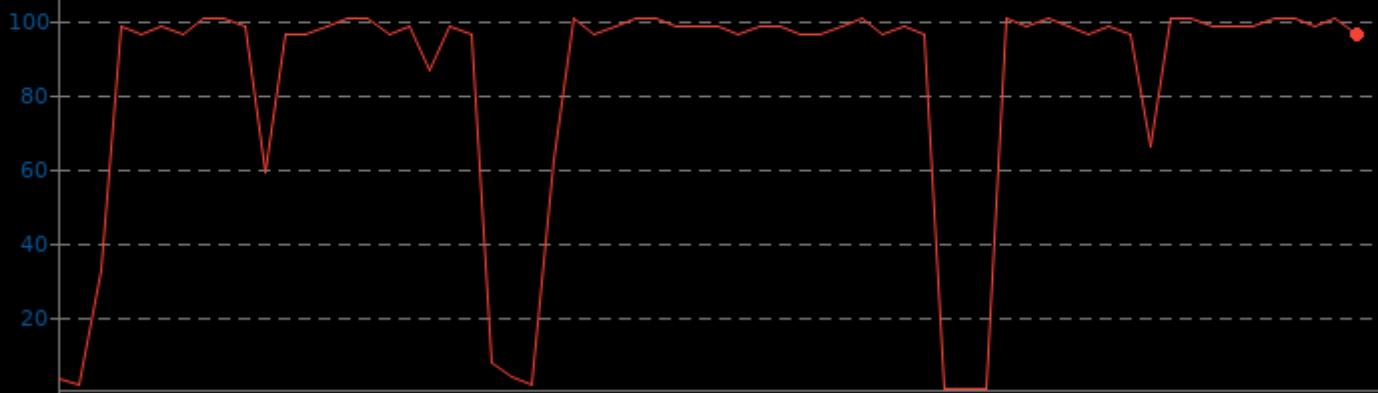


x264 2022-02-22

CPU Usage (CPU1) Monitor

Min 0.0 Avg 83.2 Max 100.0

▼ Percent, Fewer Is Better

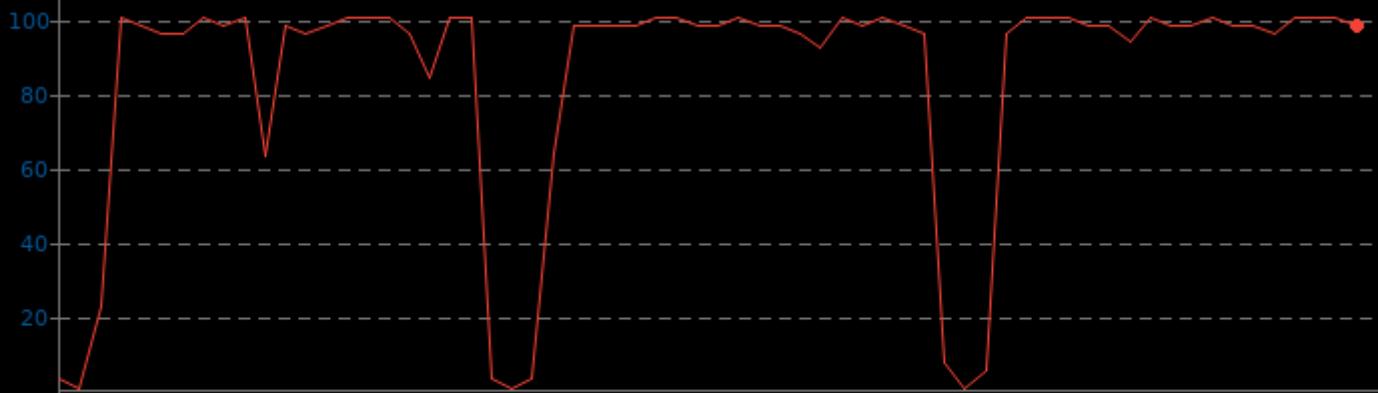


x264 2022-02-22

CPU Usage (CPU0) Monitor

Min 0.0 Avg 83.9 Max 100.0

▼ Percent, Fewer Is Better

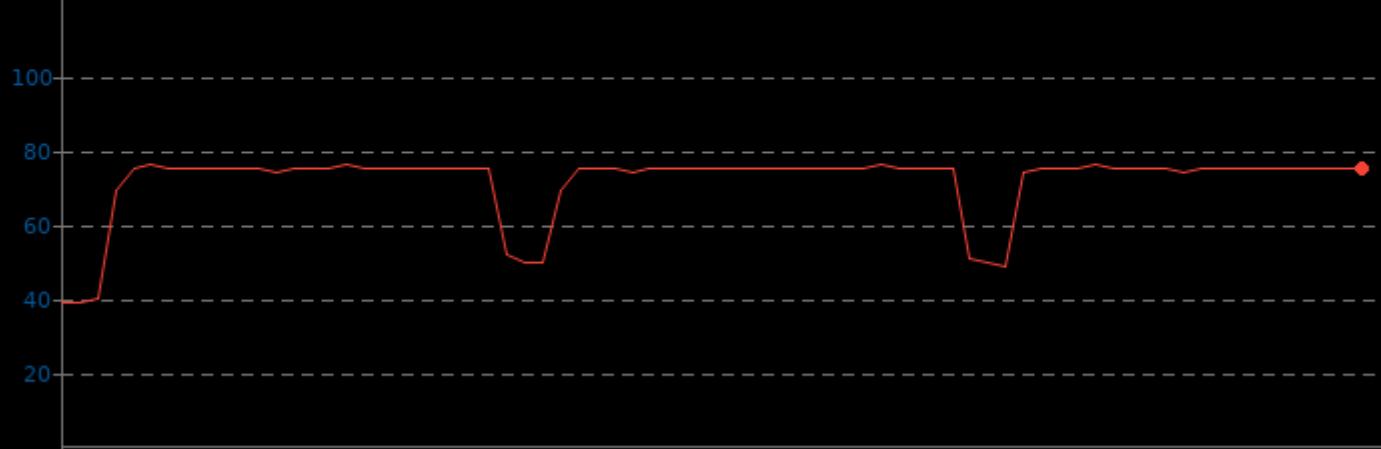


x264 2022-02-22

CPU Temperature Monitor

Min	39.0
Avg	71.4
Max	76.0

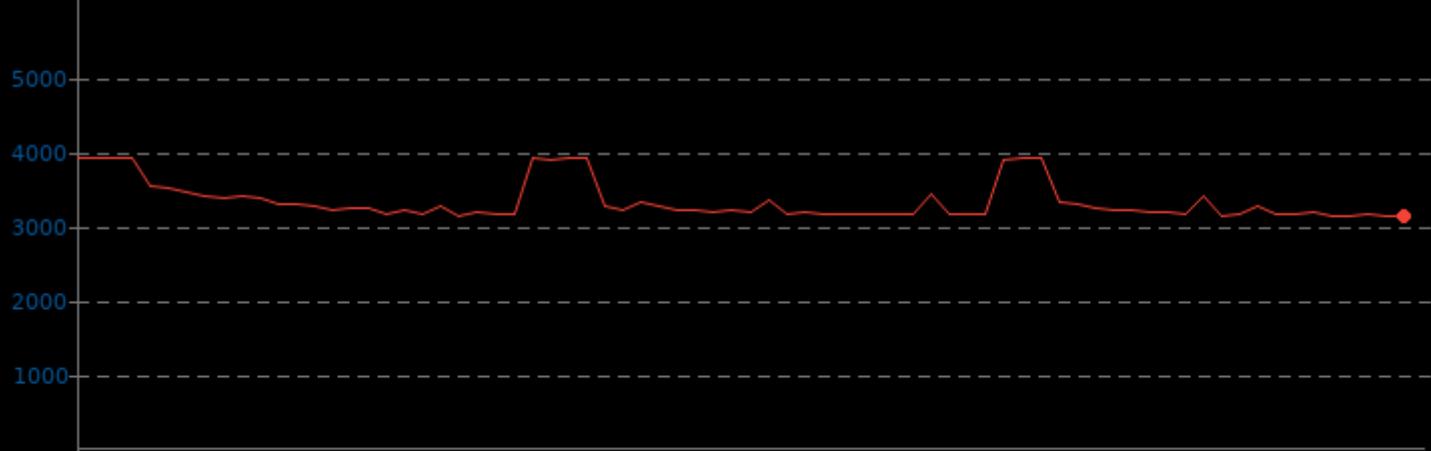
▼ Celsius, Fewer Is Better

**x264 2022-02-22**

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min	3126
Avg	3331
Max	3909

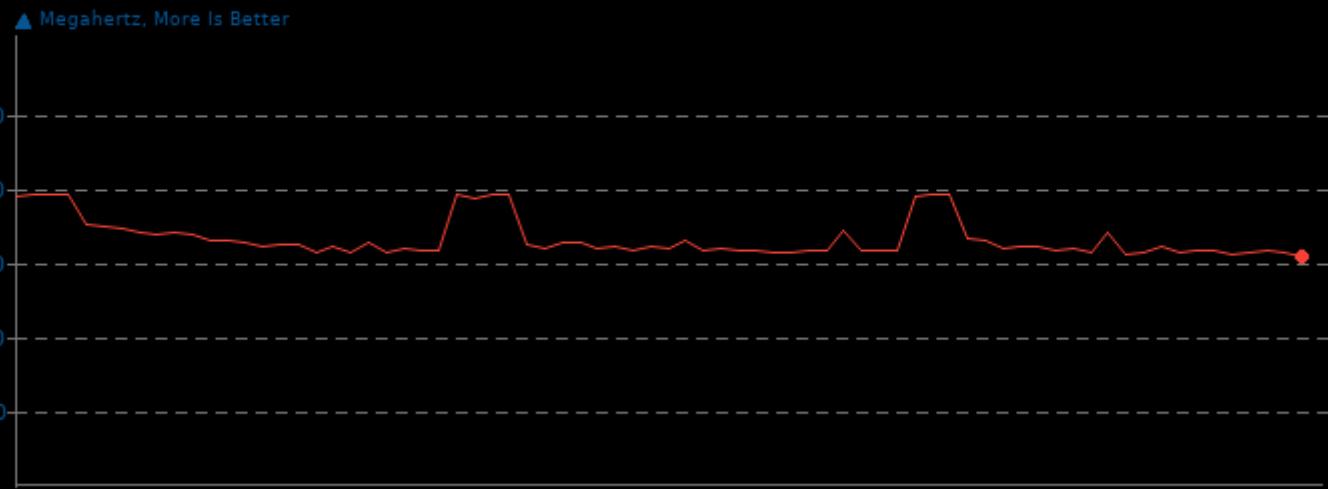
▲ Megahertz, More Is Better



x264 2022-02-22

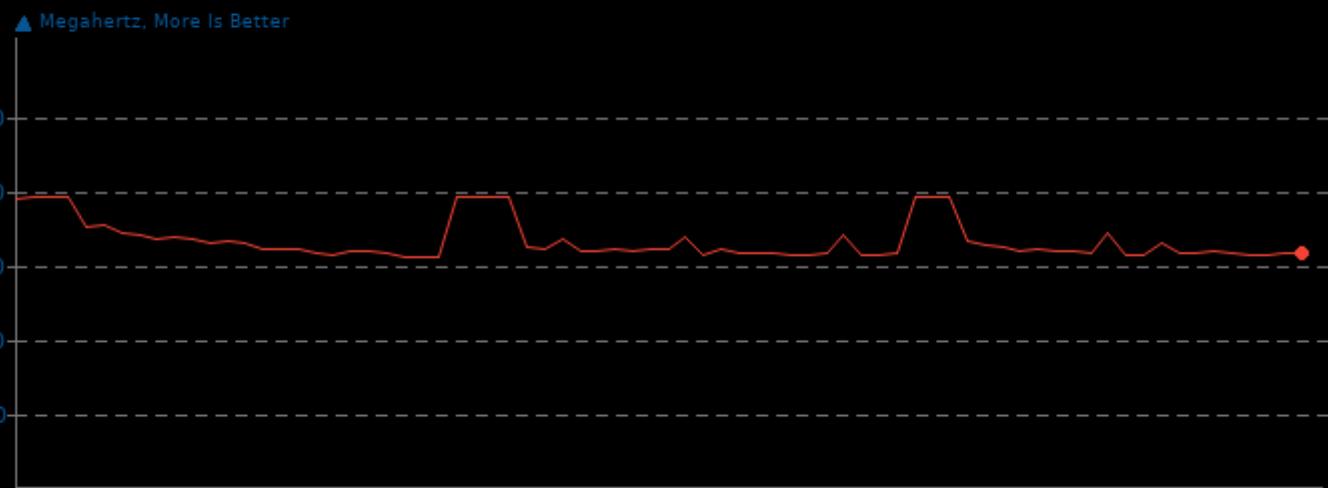
CPU Frequency (CPU3) Monitor

Min	Avg	Max
Hedy 3092	3322	3908

**x264 2022-02-22**

CPU Frequency (CPU2) Monitor

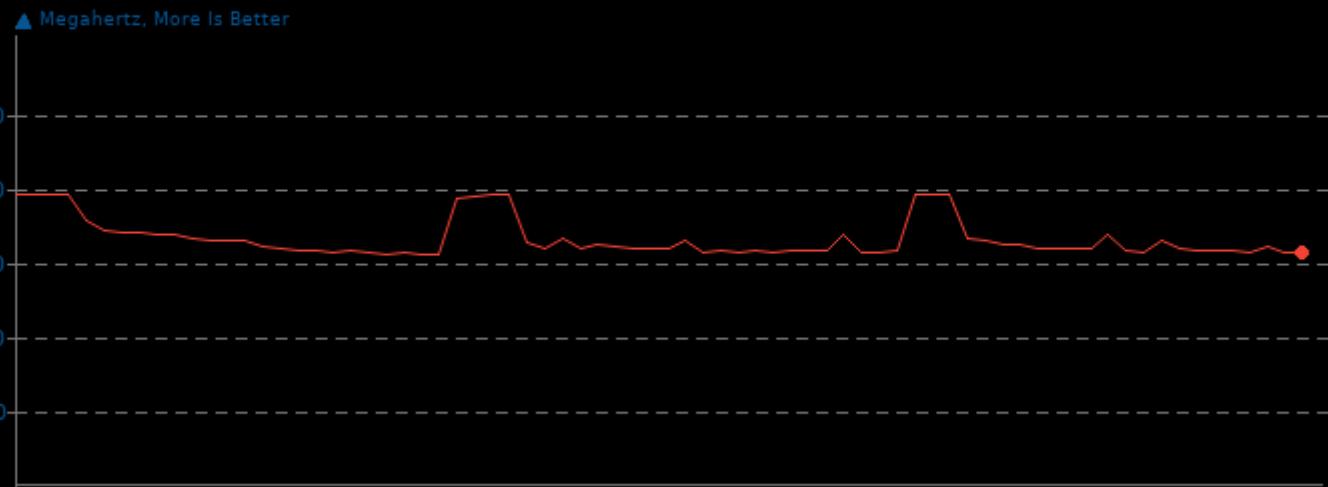
Min	Avg	Max
Hedy 3113	3326	3907



x264 2022-02-22

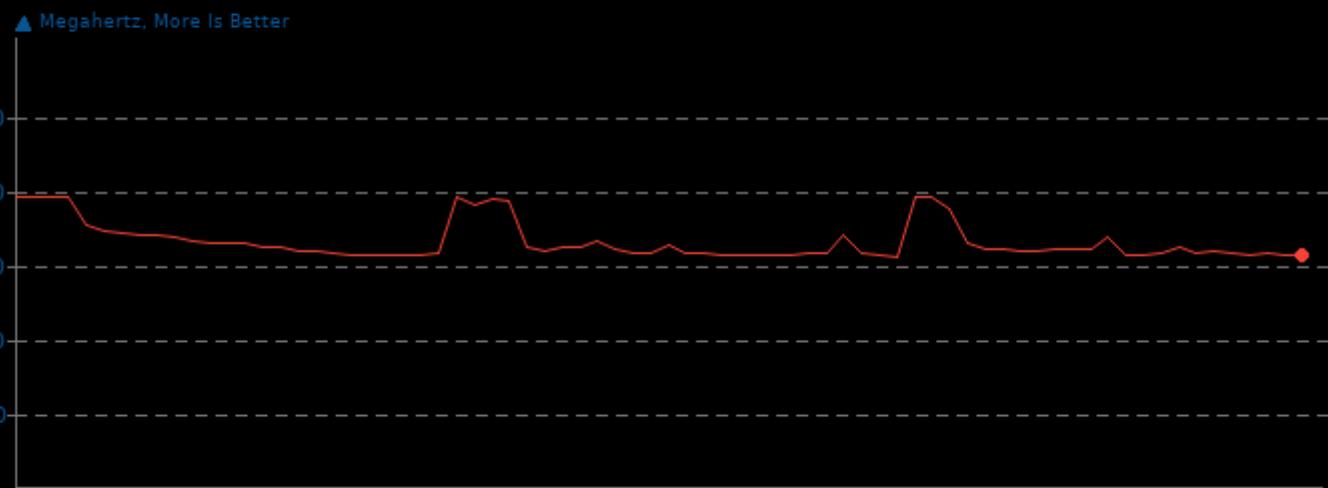
CPU Frequency (CPU1) Monitor

Min	Avg	Max
Hedy 3097	3318	3912

**x264 2022-02-22**

CPU Frequency (CPU0) Monitor

Min	Avg	Max
Hedy 3118	3314	3903

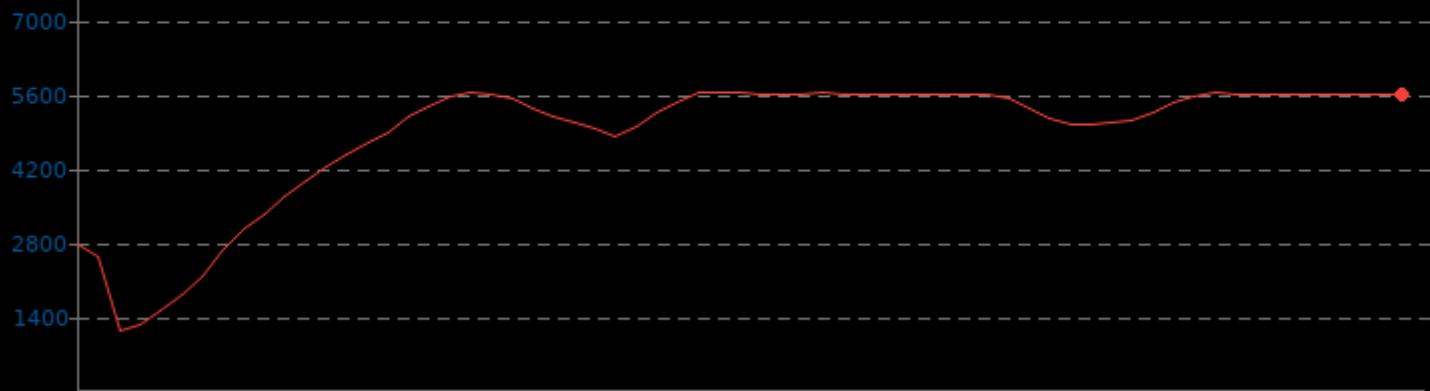


x264 2022-02-22

CPU Fan Speed Monitor

Min	Hedy 1178
Avg	4837
Max	5628

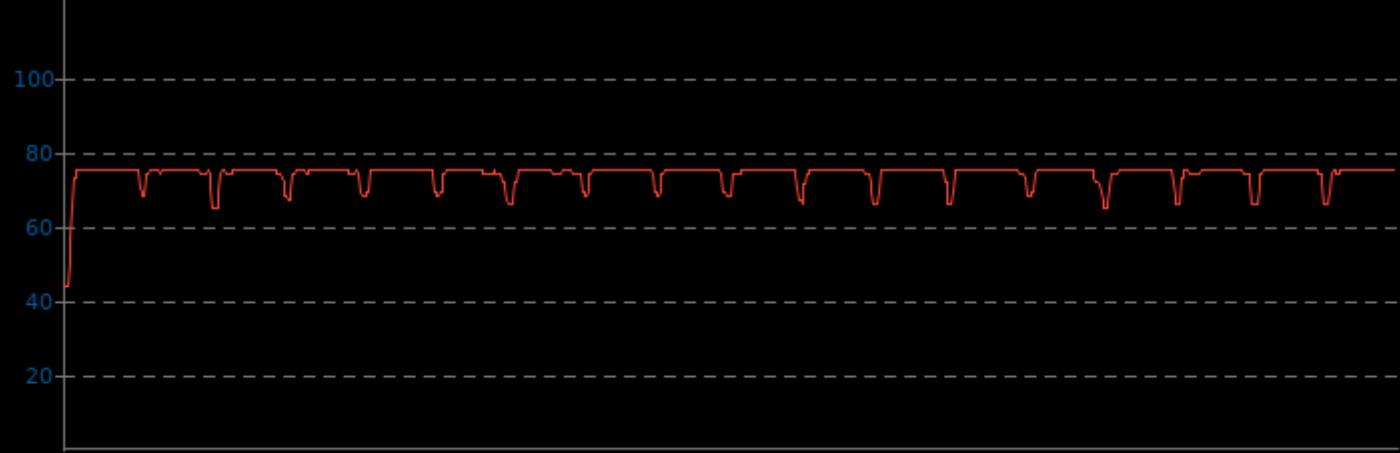
▼ RPM, Fewer Is Better

**LuxCoreRender 2.6**

System Temperature Monitor

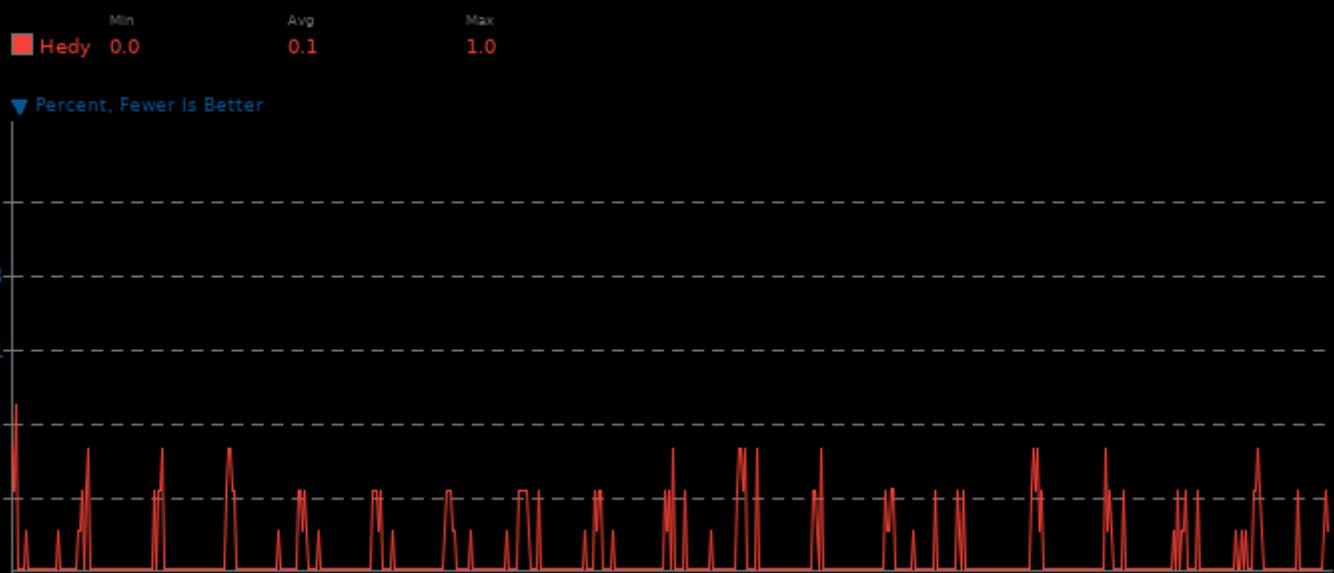
Min	Hedy 44.0
Avg	73.9
Max	75.0

▼ Celsius, Fewer Is Better



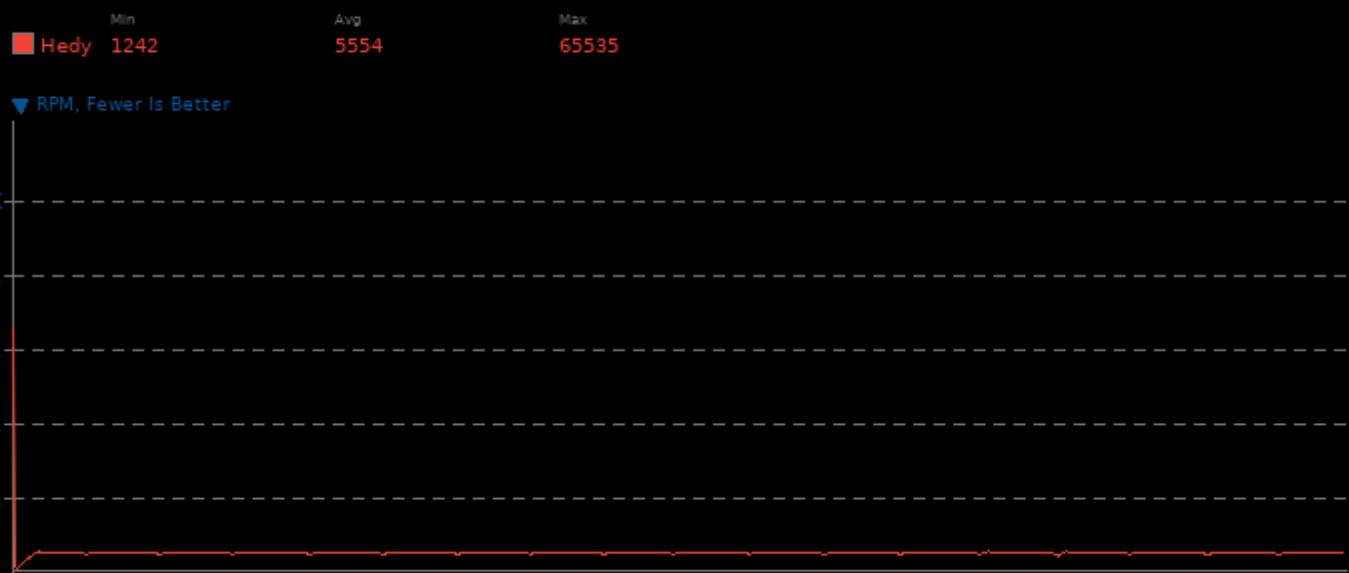
LuxCoreRender 2.6

System Iowait Monitor



LuxCoreRender 2.6

System Fan Speed Monitor

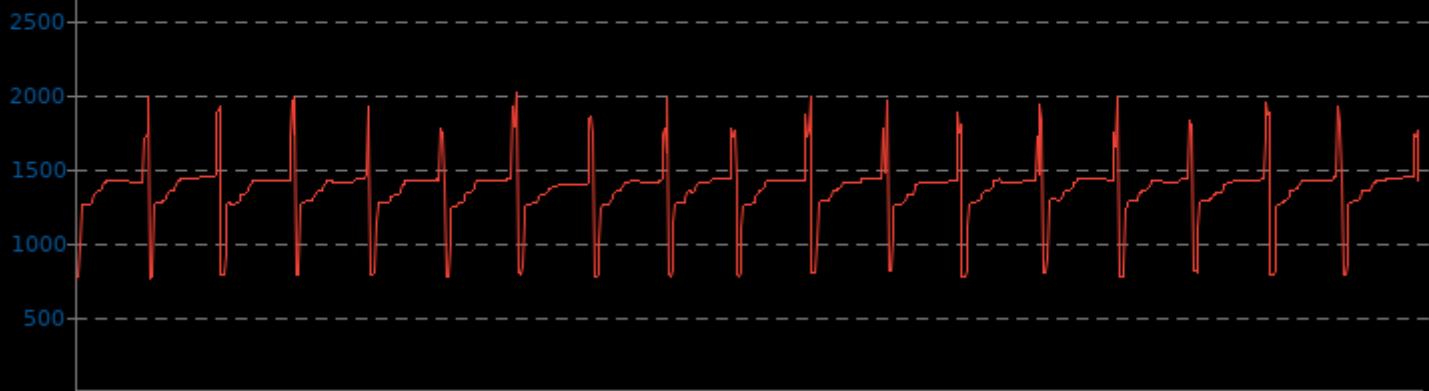


LuxCoreRender 2.6

Memory Usage Monitor

Min 766 Avg 1362 Max 2013

▼ Megabytes, Fewer Is Better



LuxCoreRender 2.6

Drive Write Speed (nvme0n1) Monitor

Min 0.0 Avg 0.2 Max 17.6

▼ MB/s, Fewer Is Better

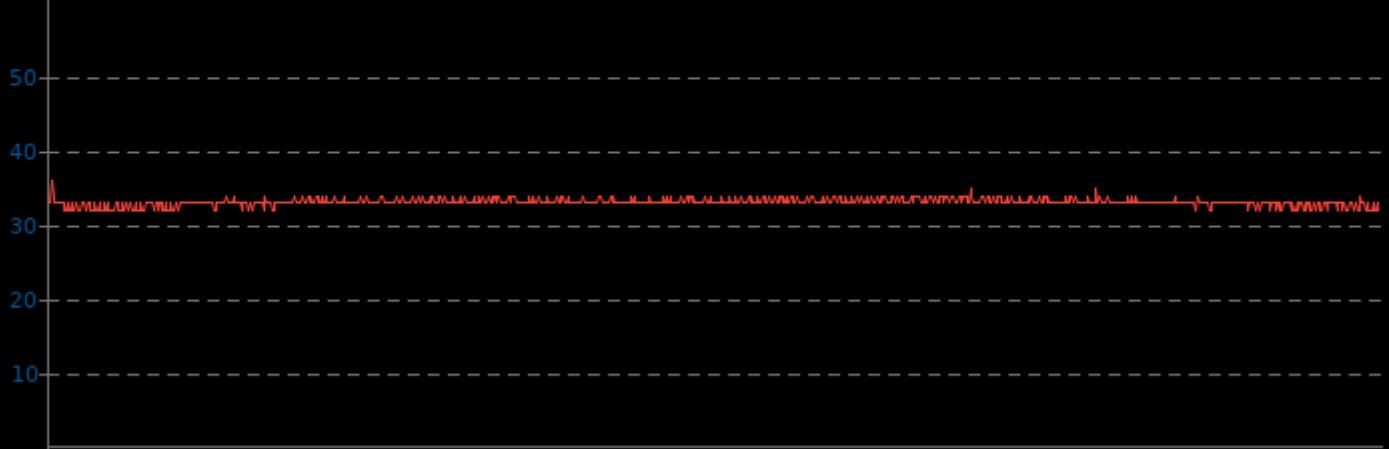


LuxCoreRender 2.6

Drive Temperature (nvme0n1) Monitor

	Min	Avg	Max
Hedy	31.9	32.9	35.9

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

Drive Read Speed (nvme0n1) Monitor

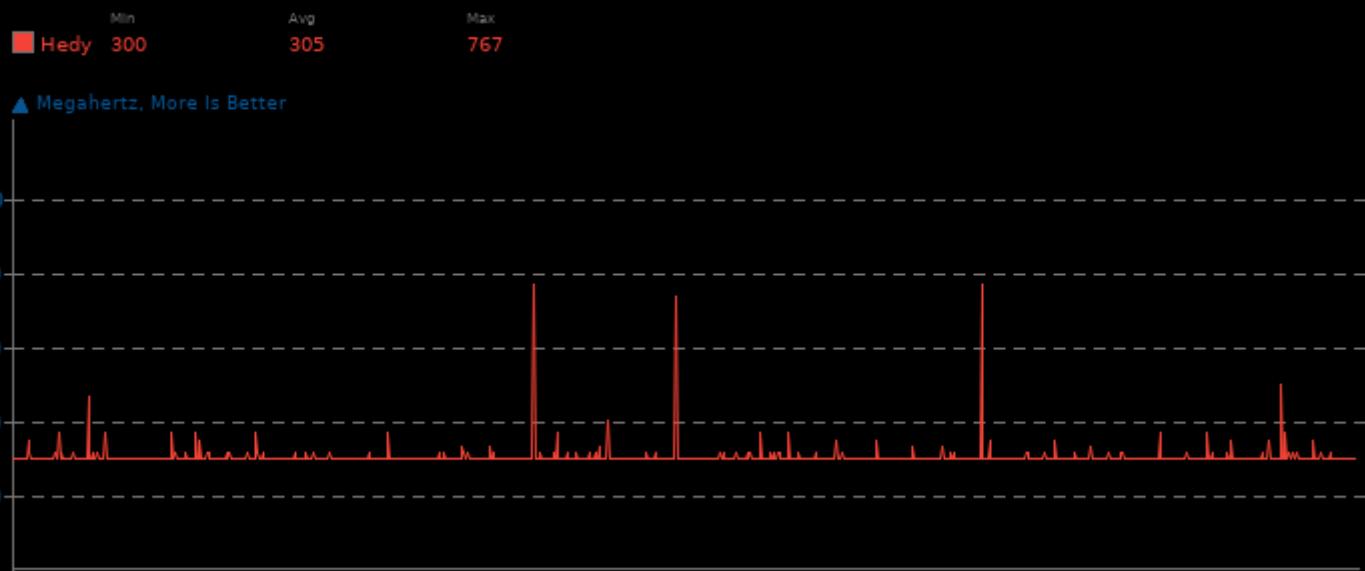
	Min	Avg	Max
Hedy	0.0	0.1	81.2

▼ MB/s, Fewer Is Better



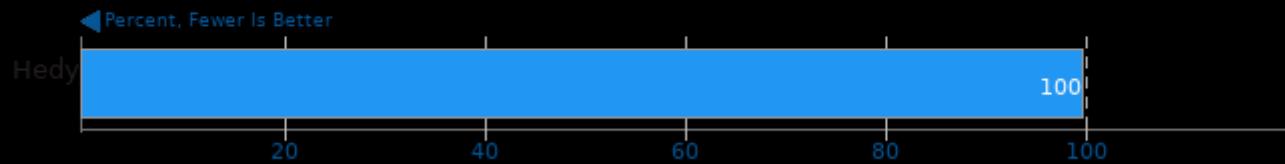
LuxCoreRender 2.6

GPU Frequency Monitor



LuxCoreRender 2.6

GPU Fan Speed Monitor

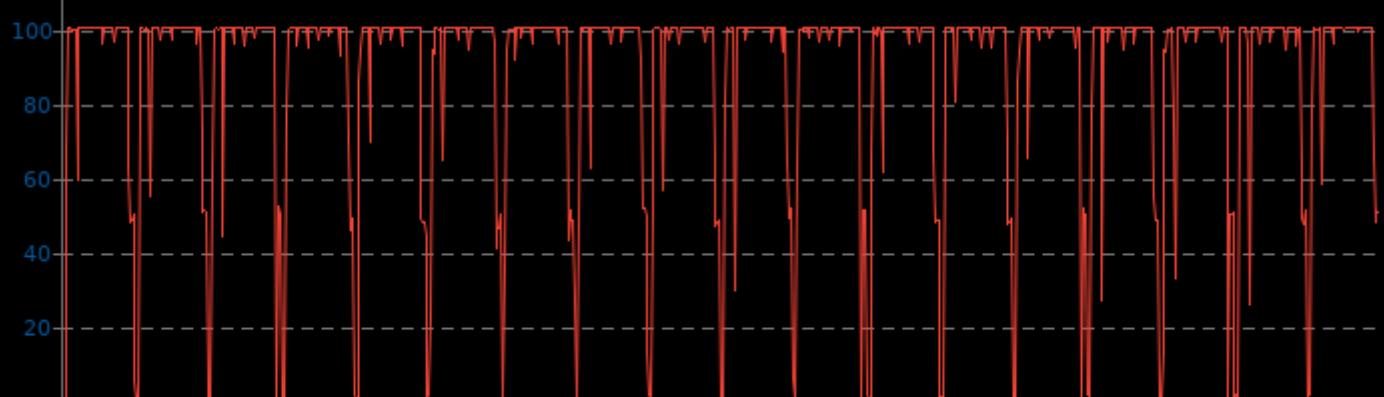


LuxCoreRender 2.6

CPU Usage (Summary) Monitor

Min: 0.0 Avg: 88.2 Max: 100.0

▼ Percent, Fewer Is Better

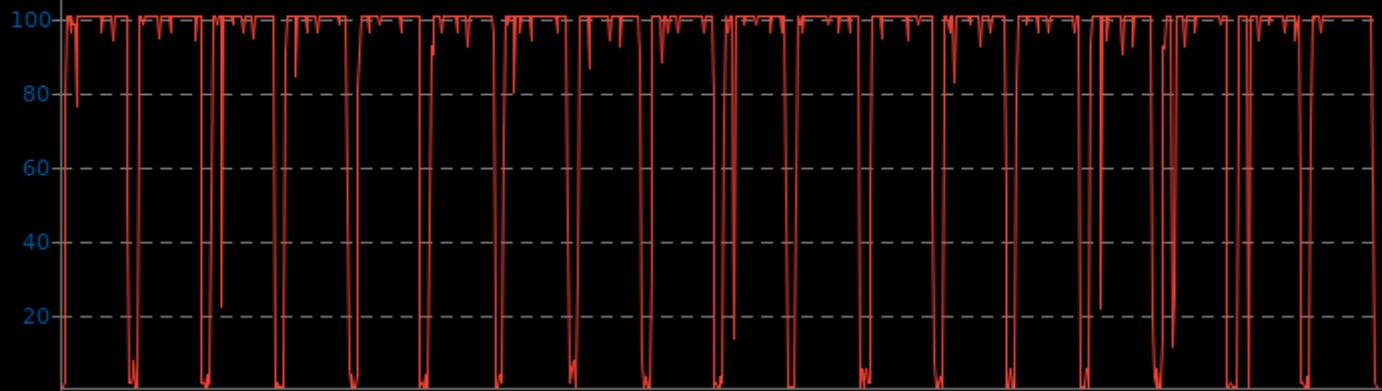


LuxCoreRender 2.6

CPU Usage (CPU3) Monitor

Min 0.0 Avg 85.1 Max 100.0

▼ Percent, Fewer Is Better

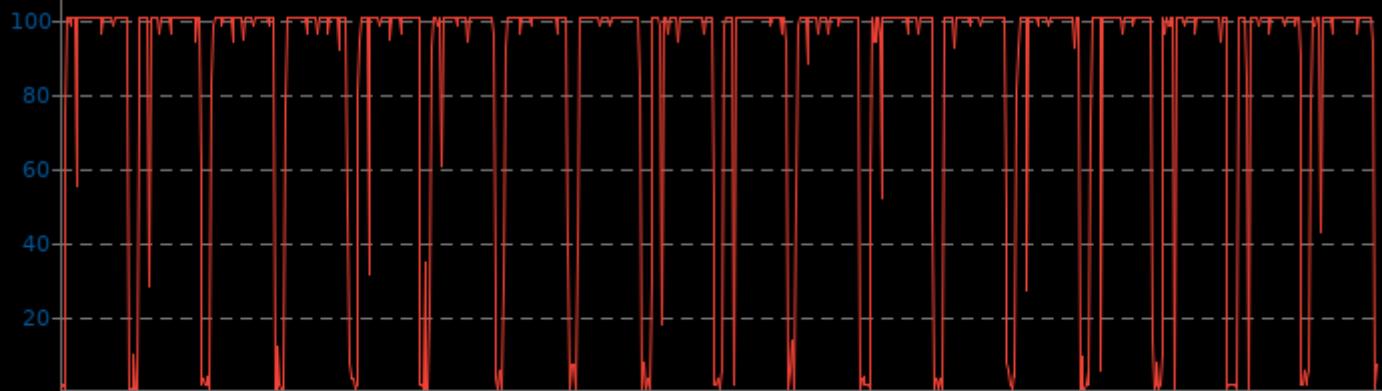


LuxCoreRender 2.6

CPU Usage (CPU2) Monitor

Min 0.0 Avg 85.0 Max 100.0

▼ Percent, Fewer Is Better

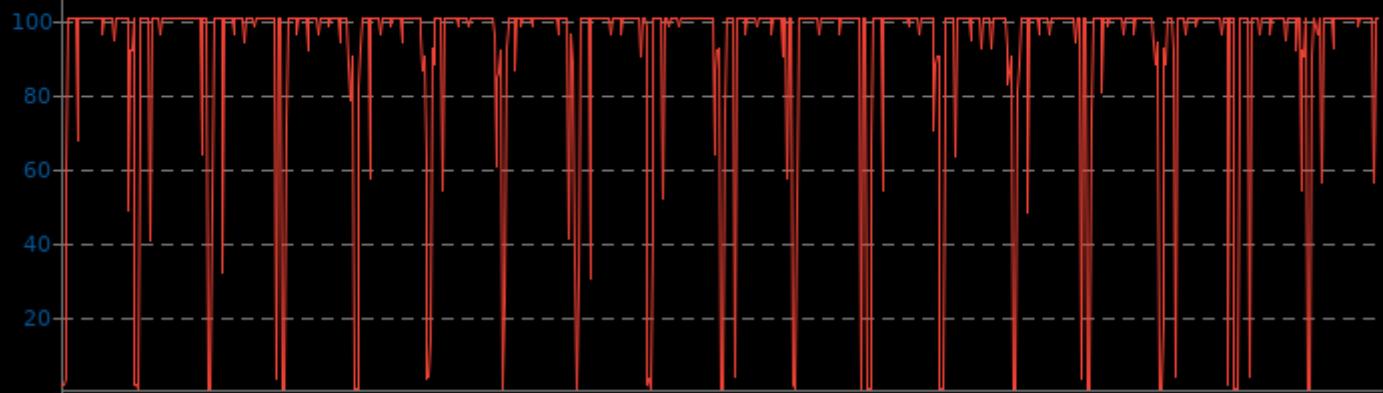


LuxCoreRender 2.6

CPU Usage (CPU1) Monitor

Min 0.0 Avg 90.6 Max 100.0

▼ Percent, Fewer Is Better

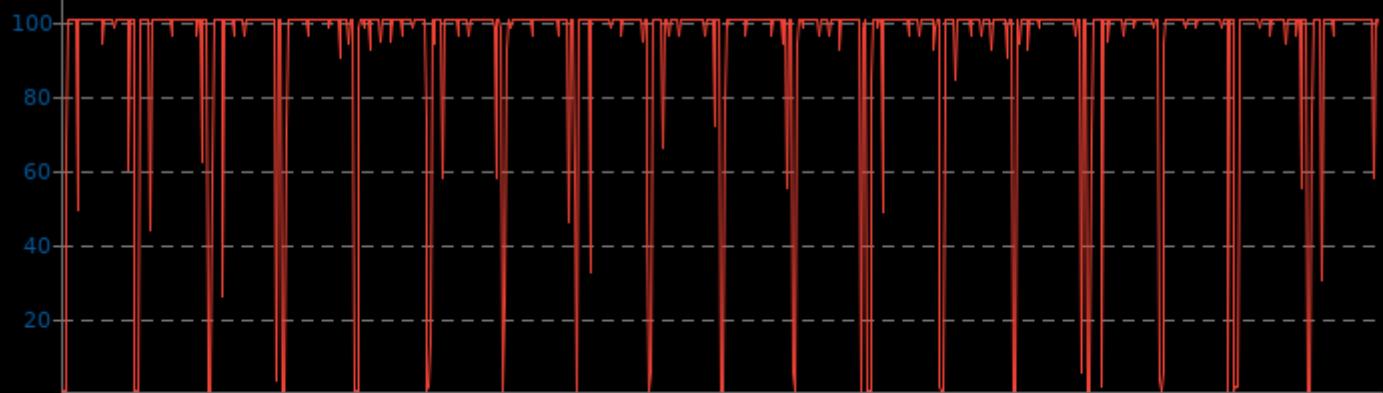


LuxCoreRender 2.6

CPU Usage (CPU0) Monitor

Min 0.0 Avg 91.9 Max 100.0

▼ Percent, Fewer Is Better

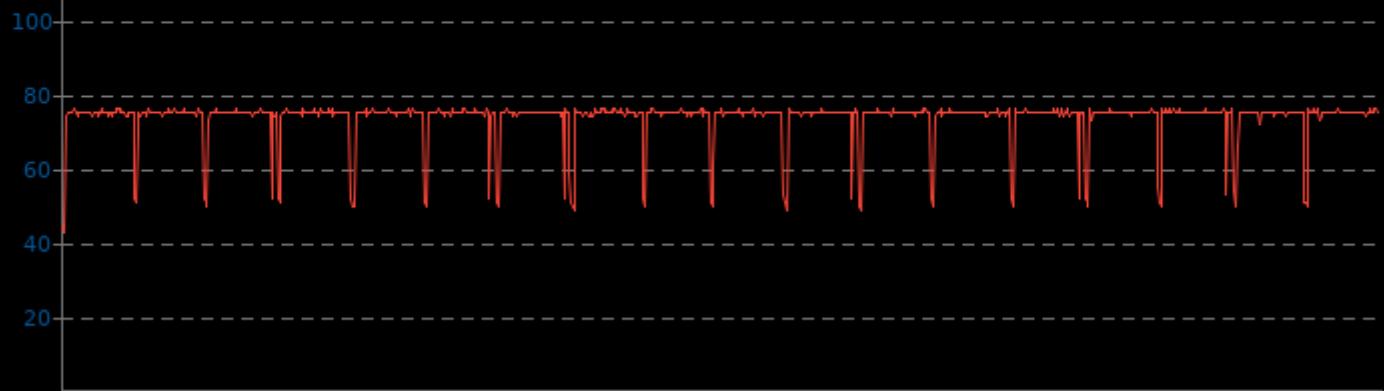


LuxCoreRender 2.6

CPU Temperature Monitor

Min Avg Max
Hedy 43.0 73.5 76.0

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min Avg Max
Hedy 3033 3288 3909

▲ Megahertz, More Is Better

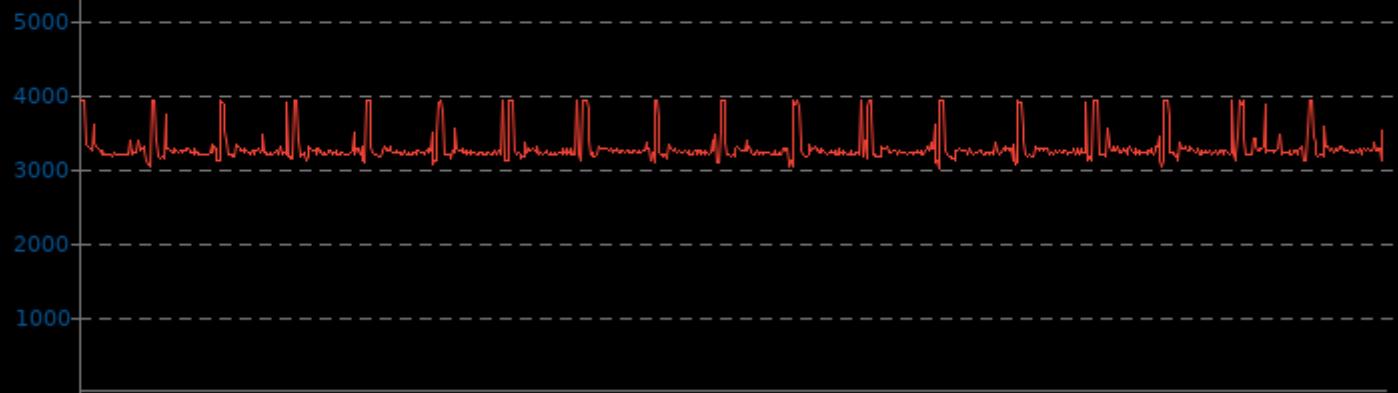


LuxCoreRender 2.6

CPU Frequency (CPU3) Monitor

Min	Avg	Max
Hedy 3000	3278	3909

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Frequency (CPU2) Monitor

Min	Avg	Max
Hedy 3003	3277	3907

▲ Megahertz, More Is Better

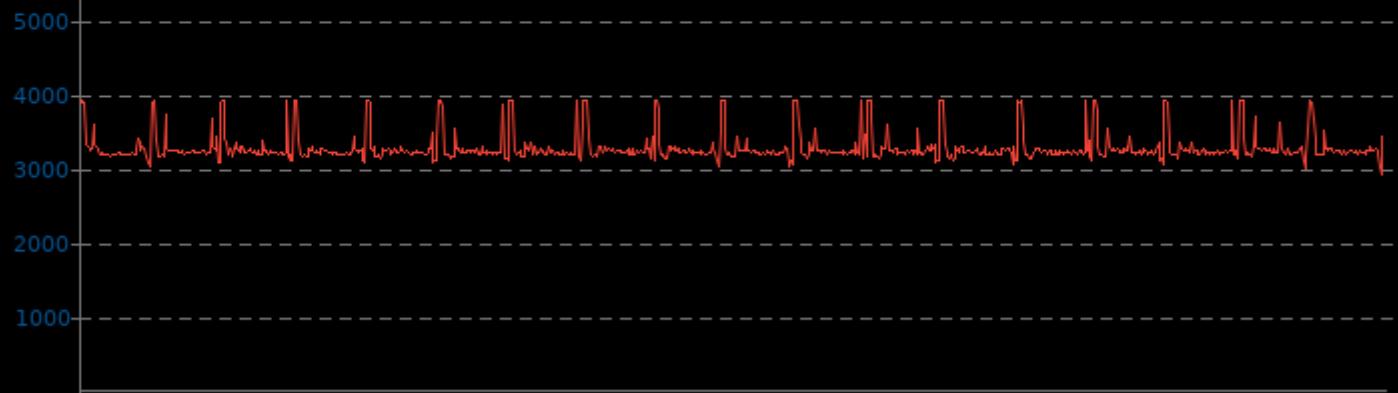


LuxCoreRender 2.6

CPU Frequency (CPU1) Monitor

Min	Avg	Max
Hedy 2926	3276	3908

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Frequency (CPU0) Monitor

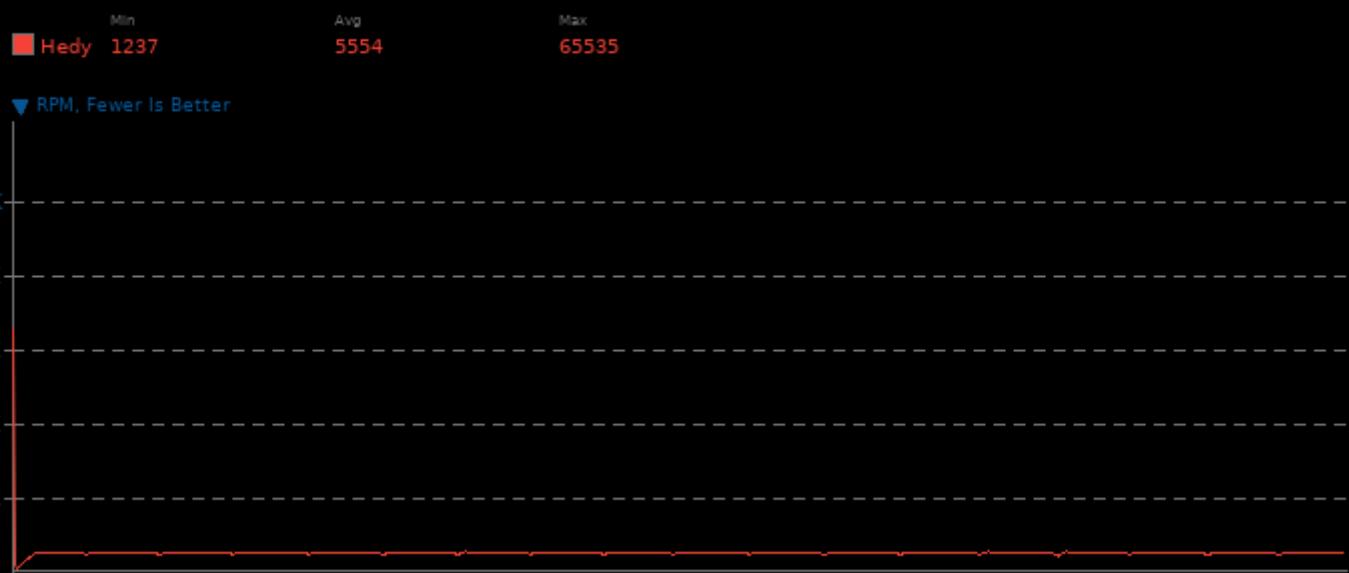
Min	Avg	Max
Hedy 2958	3278	3906

▲ Megahertz, More Is Better



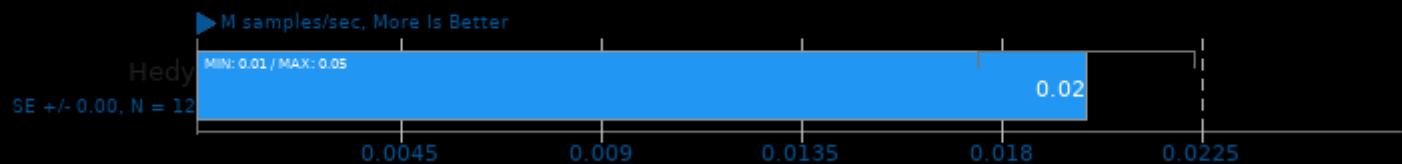
LuxCoreRender 2.6

CPU Fan Speed Monitor



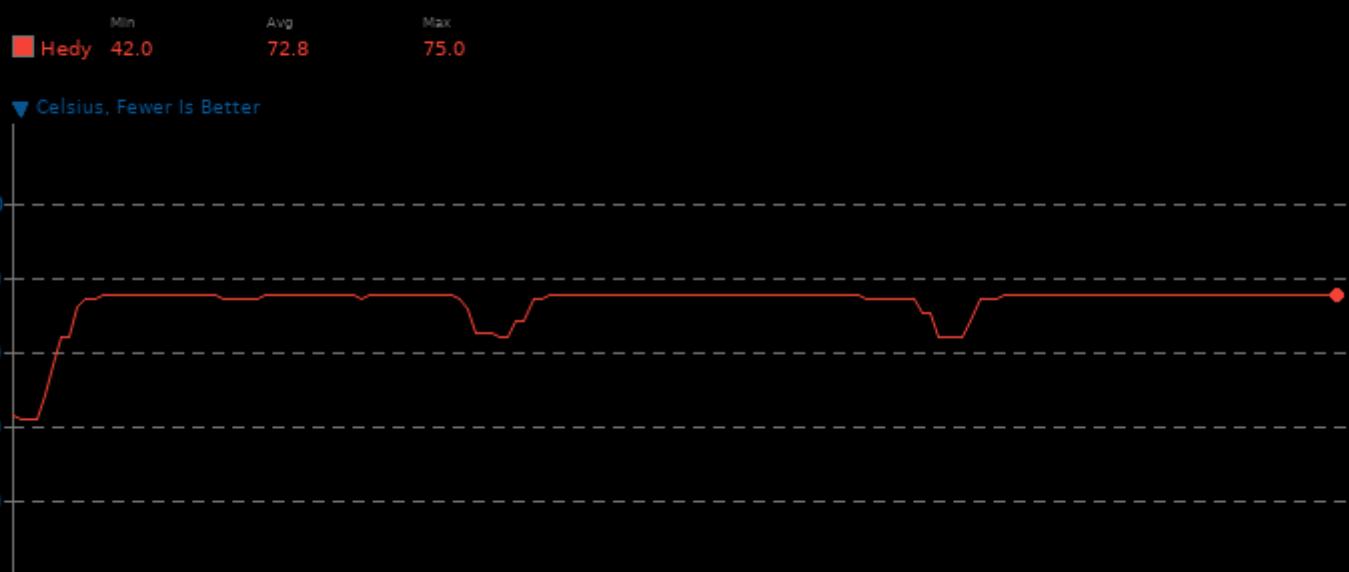
LuxCoreRender 2.6

Scene: Danish Mood - Acceleration: CPU



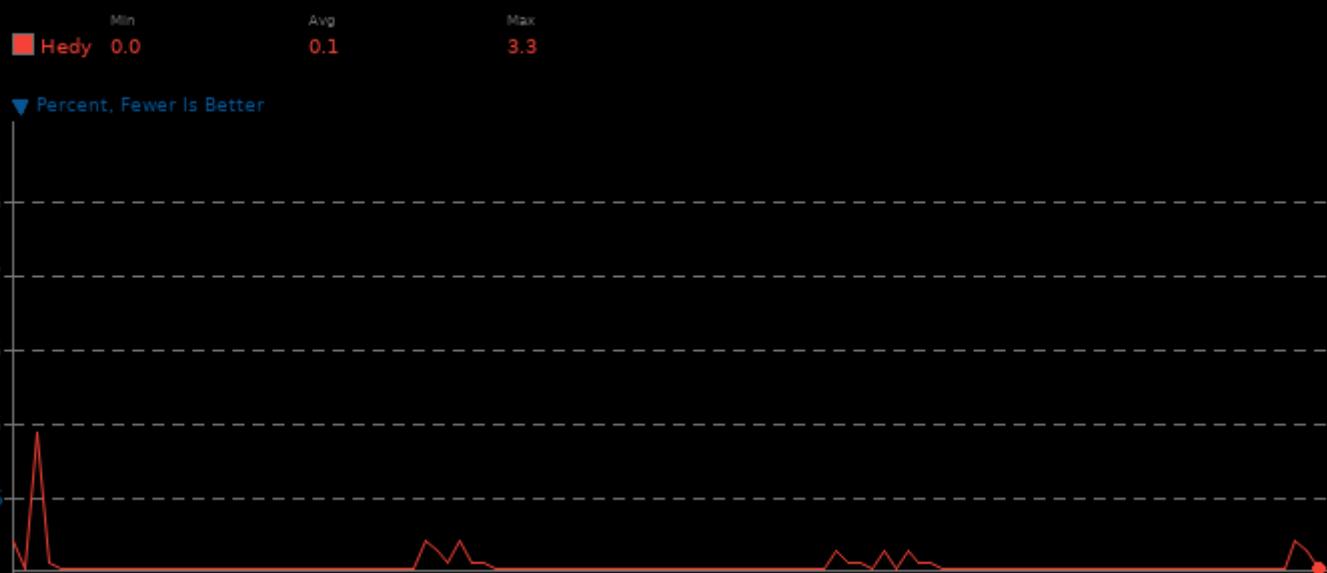
LuxCoreRender 2.6

System Temperature Monitor



LuxCoreRender 2.6

System Iowait Monitor



LuxCoreRender 2.6

System Fan Speed Monitor

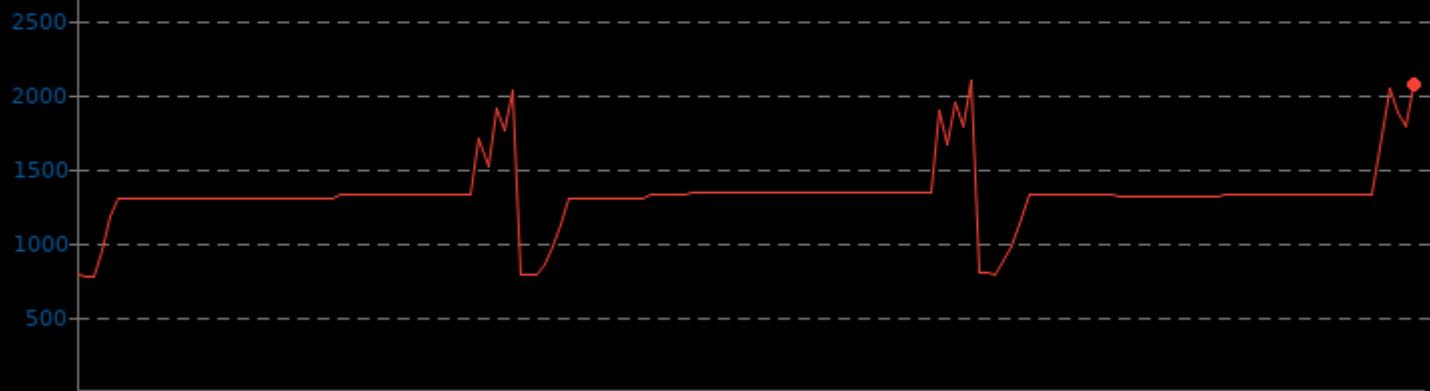


LuxCoreRender 2.6

Memory Usage Monitor

Min 783 Avg 1325 Max 2092

▼ Megabytes, Fewer Is Better



LuxCoreRender 2.6

Drive Write Speed (nvme0n1) Monitor

Min 0.0 Avg 0.5 Max 17.9

▼ MB/s, Fewer Is Better

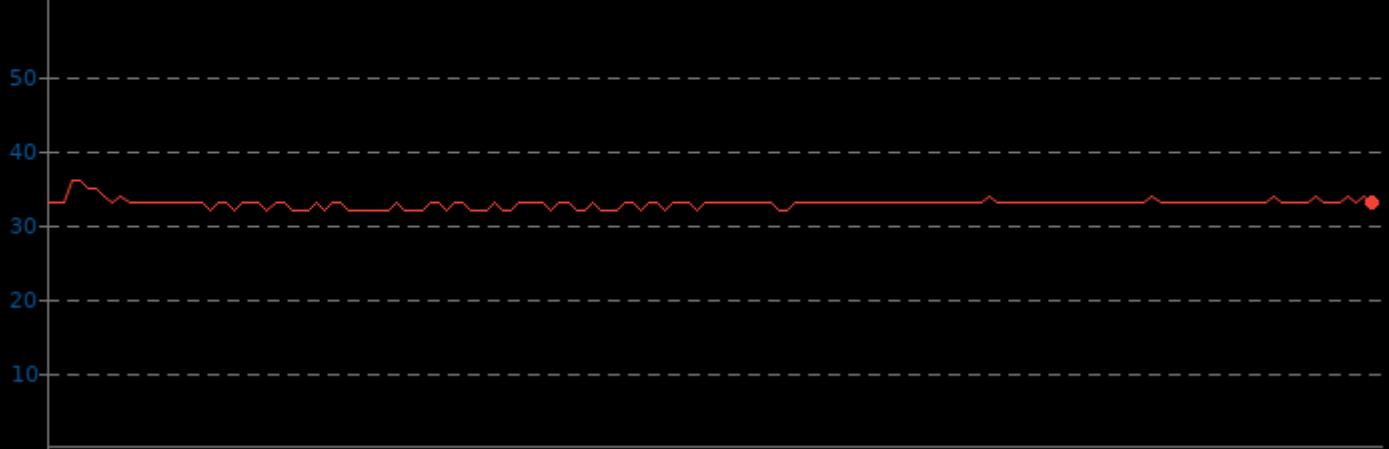


LuxCoreRender 2.6

Drive Temperature (nvme0n1) Monitor

	Min	Avg	Max
Hedy	31.9	32.8	35.9

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

Drive Read Speed (nvme0n1) Monitor

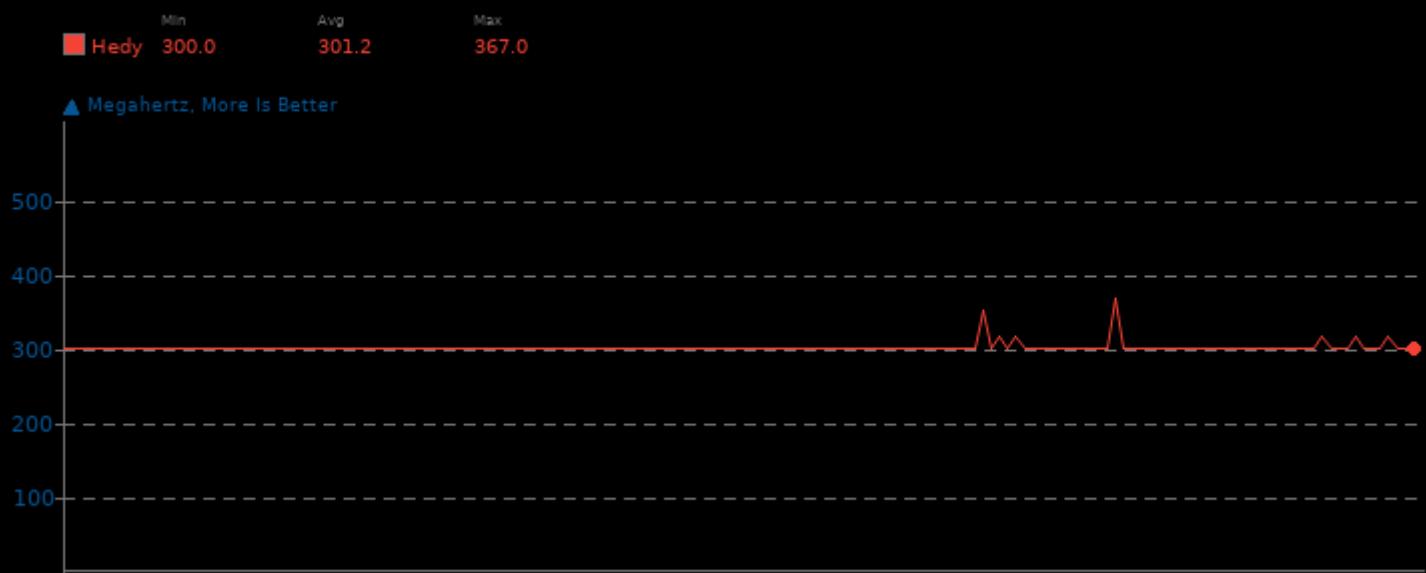
	Min	Avg	Max
Hedy	0.0	0.3	35.7

▼ MB/s, Fewer Is Better



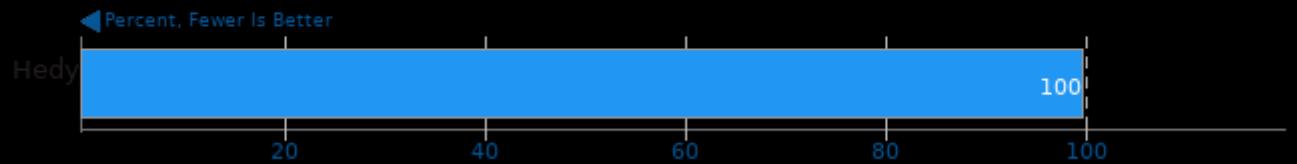
LuxCoreRender 2.6

GPU Frequency Monitor



LuxCoreRender 2.6

GPU Fan Speed Monitor



LuxCoreRender 2.6

CPU Usage (Summary) Monitor

Min 0.0 Avg 87.2 Max 100.0

▼ Percent, Fewer Is Better



LuxCoreRender 2.6

CPU Usage (CPU3) Monitor

Min	Avg	Max
0.0	82.5	100.0

▼ Percent, Fewer Is Better

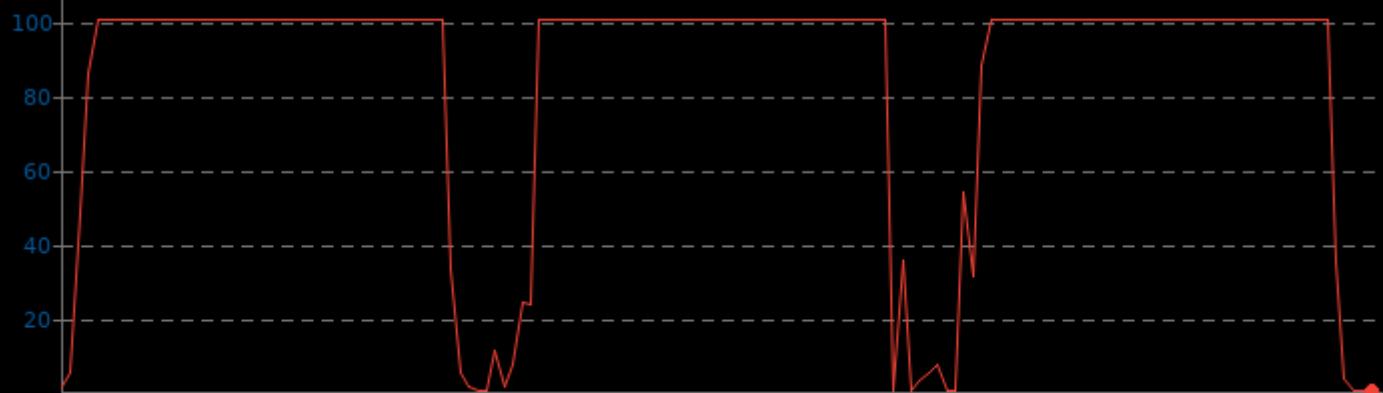


LuxCoreRender 2.6

CPU Usage (CPU2) Monitor

Min	Avg	Max
0.0	83.4	100.0

▼ Percent, Fewer Is Better



LuxCoreRender 2.6

CPU Usage (CPU1) Monitor

Min	Avg	Max
0.0	90.1	100.0

▼ Percent, Fewer Is Better

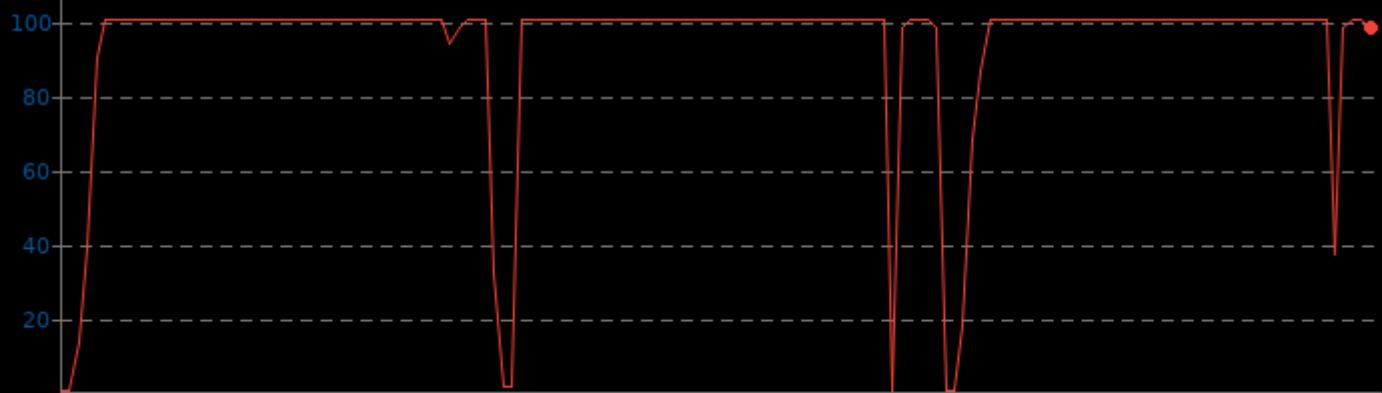


LuxCoreRender 2.6

CPU Usage (CPU0) Monitor

Min	Avg	Max
0.0	92.4	100.0

▼ Percent, Fewer Is Better

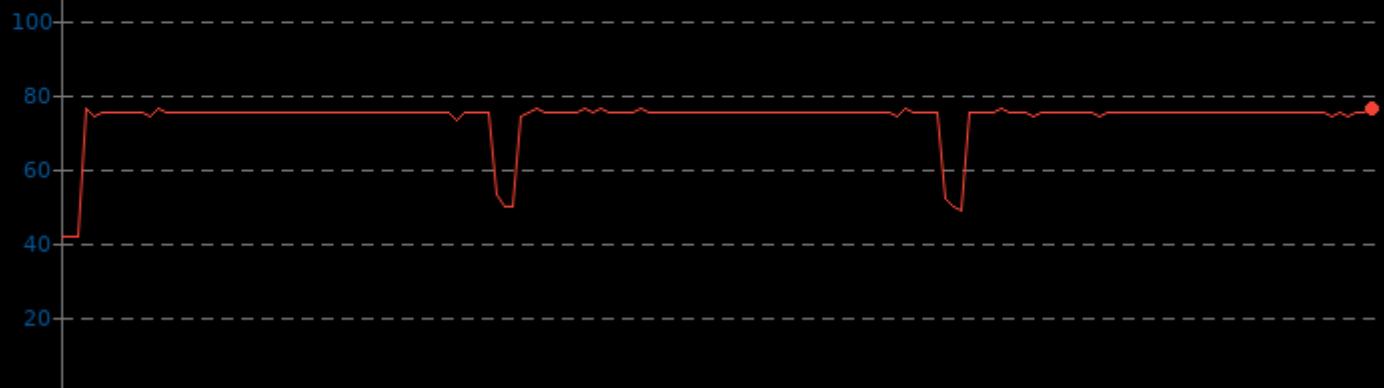


LuxCoreRender 2.6

CPU Temperature Monitor

Min	Avg	Max
42.0	73.5	76.0

▼ Celsius, Fewer Is Better

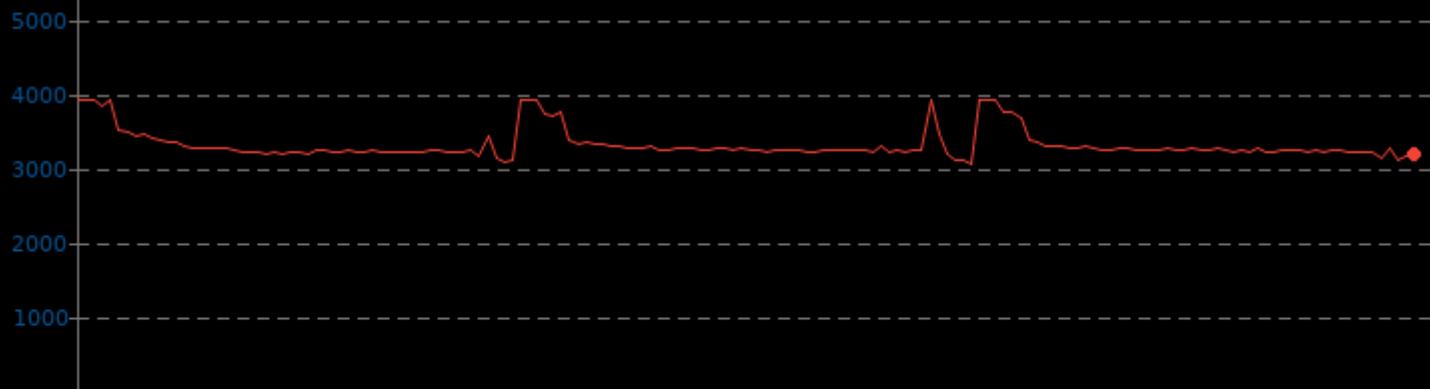


LuxCoreRender 2.6

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min	Avg	Max
3051	3315	3909

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Frequency (CPU3) Monitor

Min Avg Max
Hedy 3012 3304 3903

▲ Megahertz, More Is Better

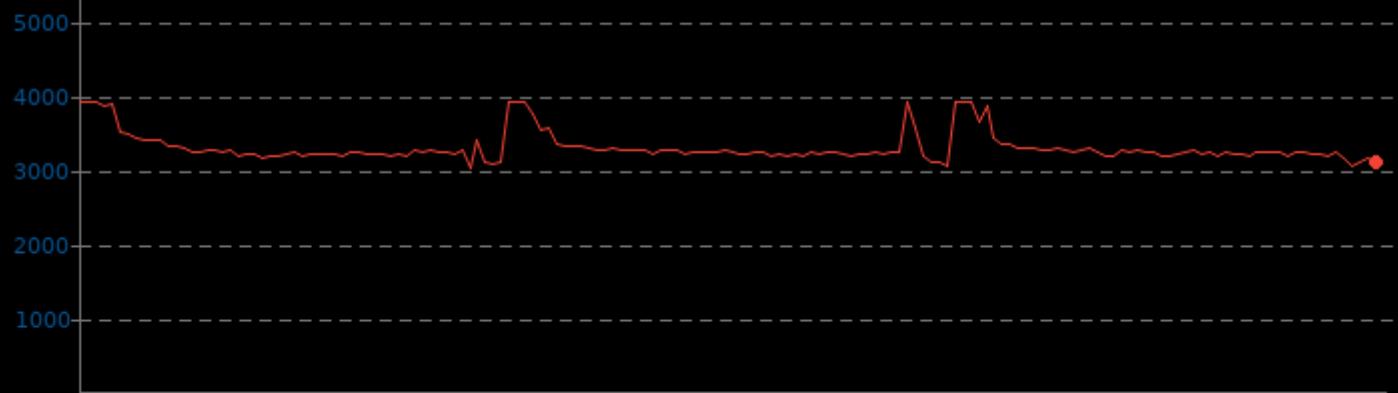


LuxCoreRender 2.6

CPU Frequency (CPU2) Monitor

Min Avg Max
Hedy 3014 3301 3906

▲ Megahertz, More Is Better

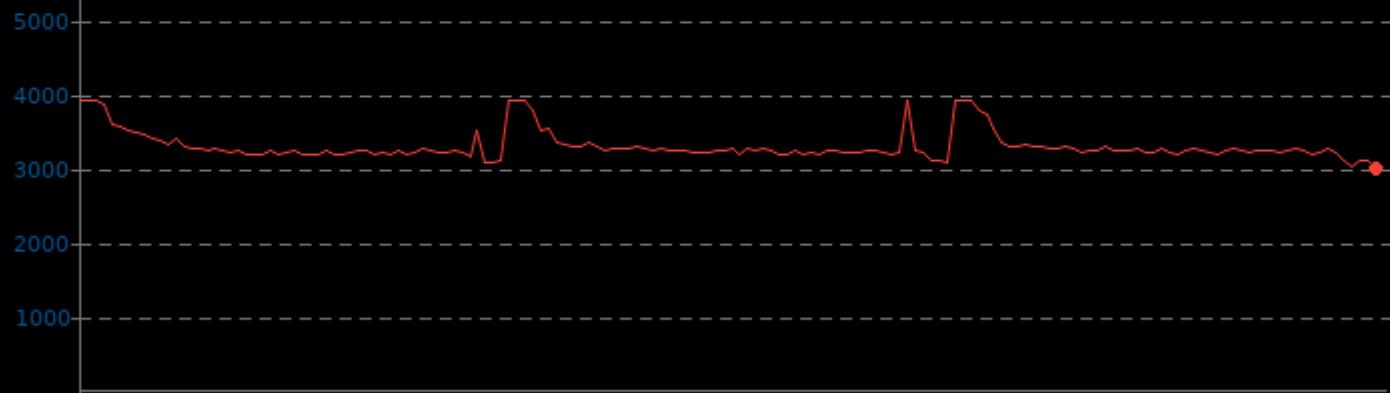


LuxCoreRender 2.6

CPU Frequency (CPU1) Monitor

Min Avg Max
Hedy 3005 3301 3907

▲ Megahertz, More Is Better

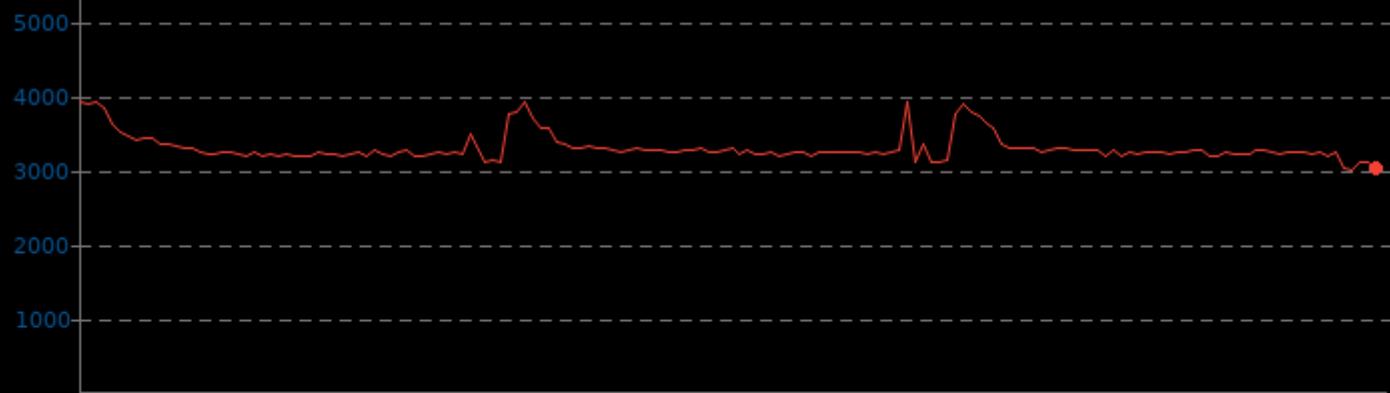


LuxCoreRender 2.6

CPU Frequency (CPU0) Monitor

Min Avg Max
Hedy 3005 3298 3906

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Fan Speed Monitor

Min	Hedy 1246	Avg	5288	Max	5628
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▼ RPM, Fewer Is Better

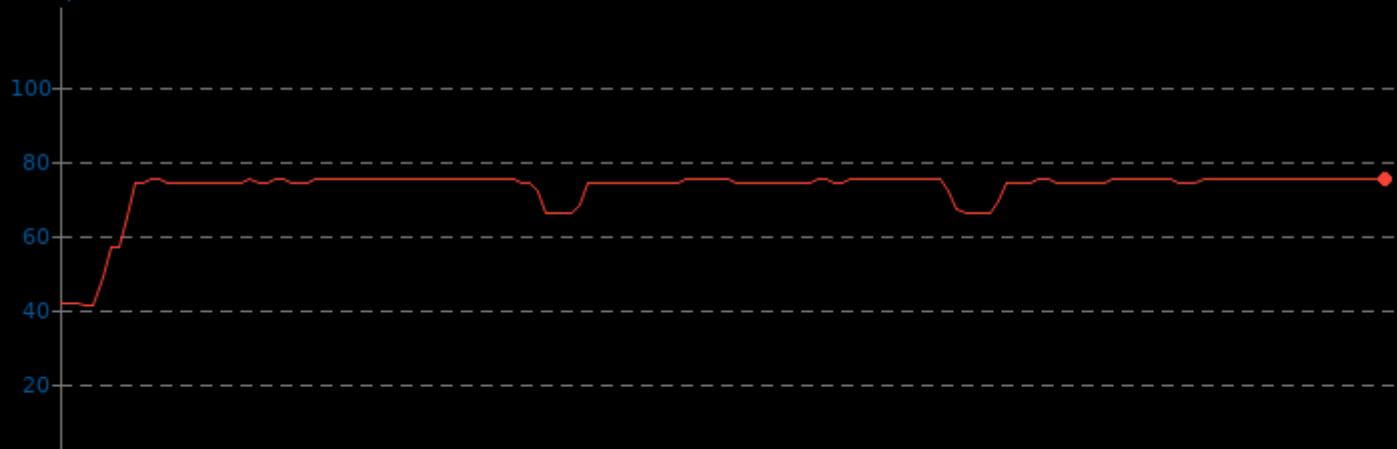


LuxCoreRender 2.6

System Temperature Monitor

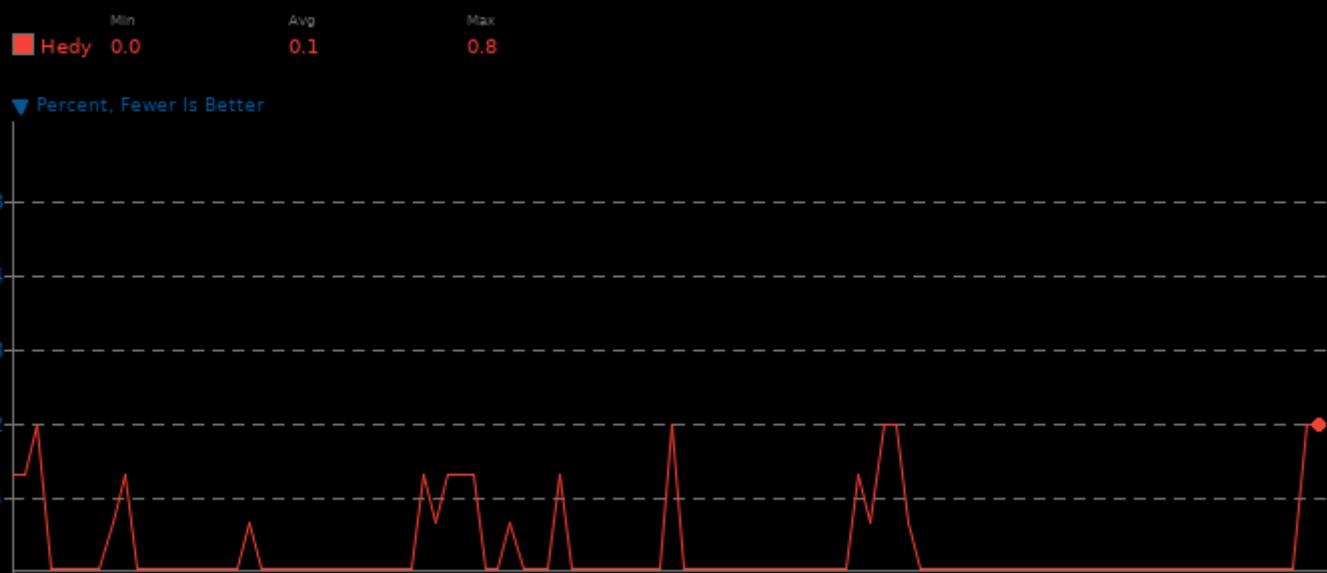
Min	Hedy 41.0	Avg	72.6	Max	75.0
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▼ Celsius, Fewer Is Better



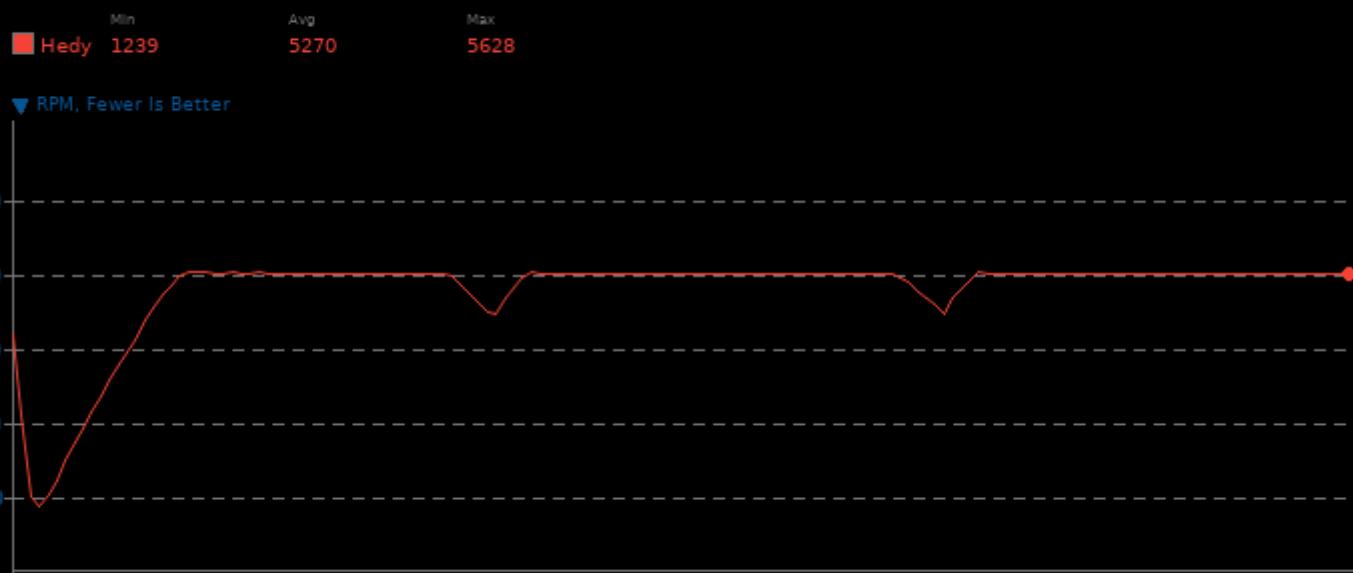
LuxCoreRender 2.6

System Iowait Monitor



LuxCoreRender 2.6

System Fan Speed Monitor

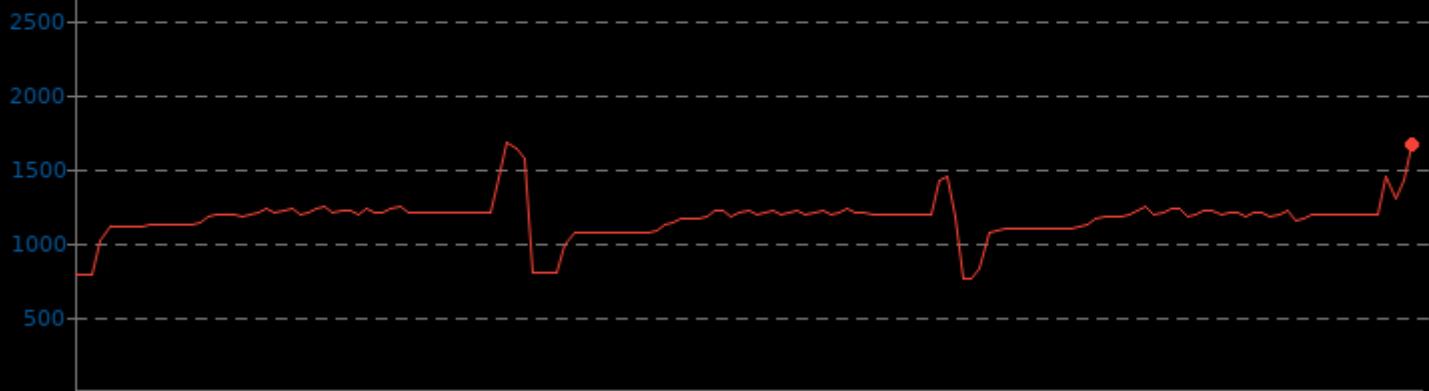


LuxCoreRender 2.6

Memory Usage Monitor

Min 766 Avg 1168 Max 1670

▼ Megabytes, Fewer Is Better

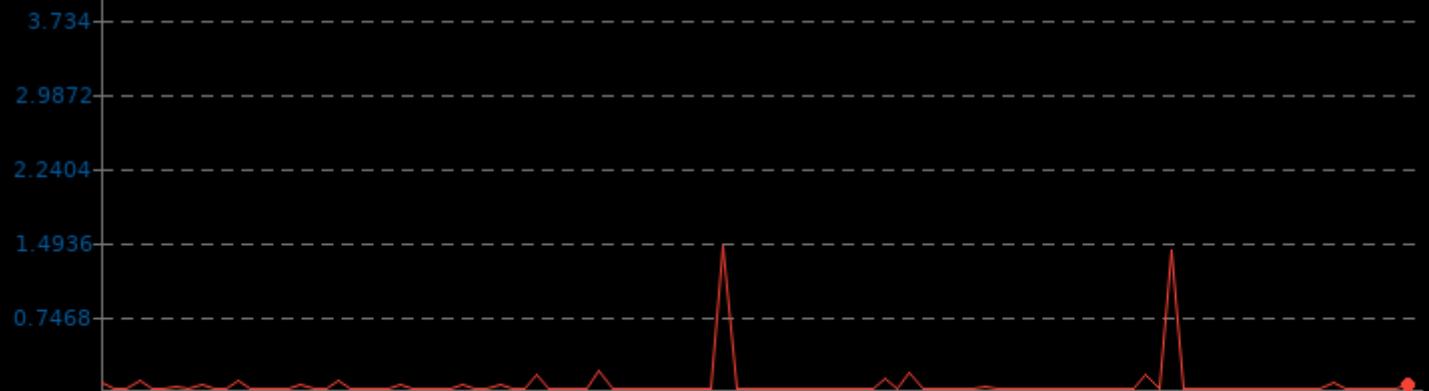


LuxCoreRender 2.6

Drive Write Speed (nvme0n1) Monitor

Min 0.0 Avg 0.1 Max 1.5

▼ MB/s, Fewer Is Better

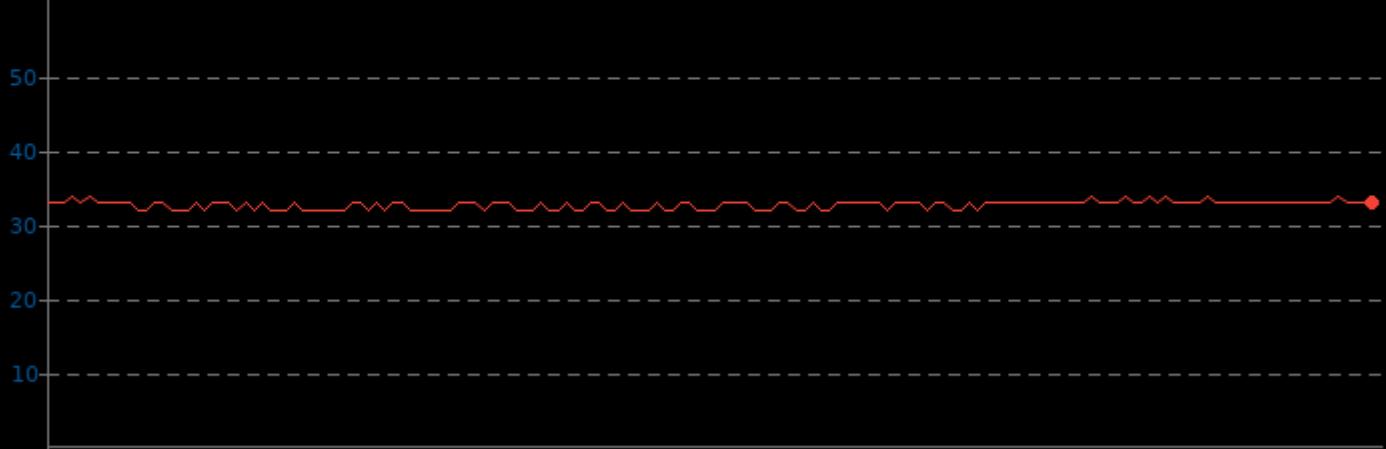


LuxCoreRender 2.6

Drive Temperature (nvme0n1) Monitor

	Min	Avg	Max
Hedy	31.9	32.6	33.9

▼ Celsius, Fewer Is Better

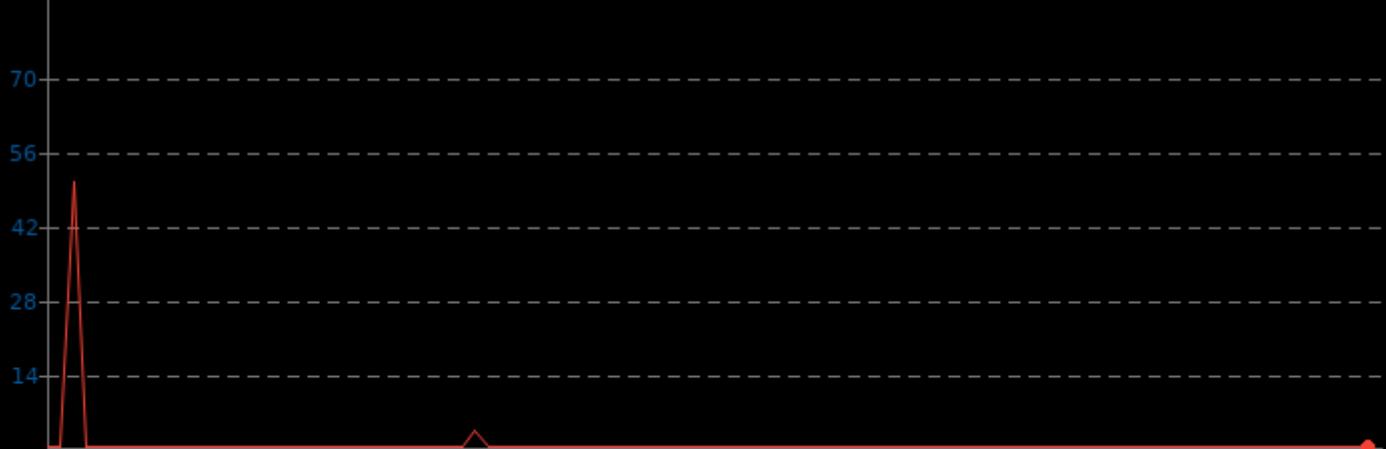


LuxCoreRender 2.6

Drive Read Speed (nvme0n1) Monitor

	Min	Avg	Max
Hedy	0.0	0.5	50.1

▼ MB/s, Fewer Is Better

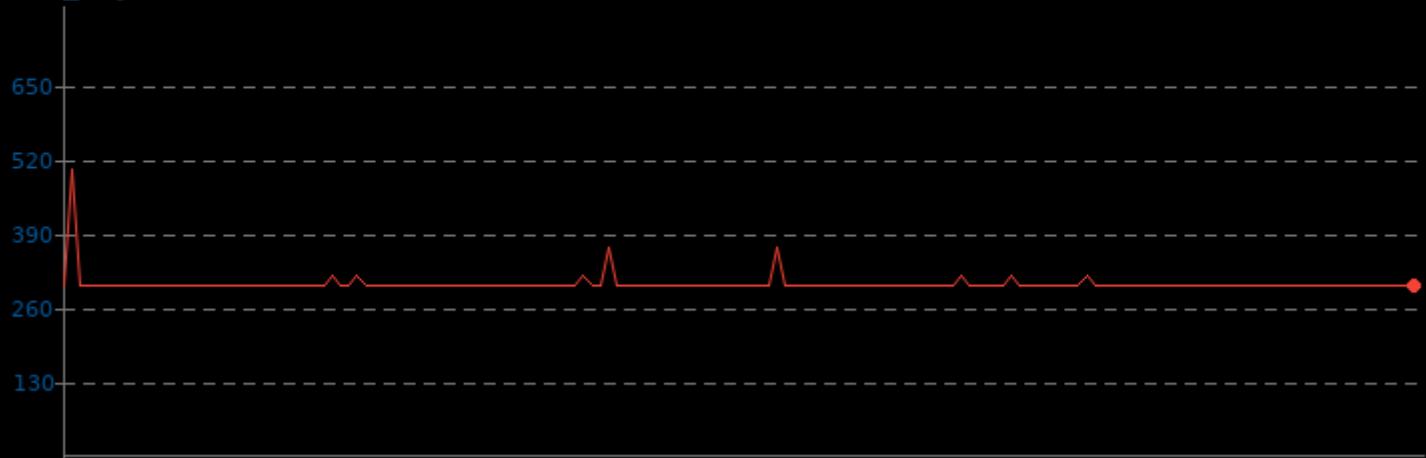


LuxCoreRender 2.6

GPU Frequency Monitor

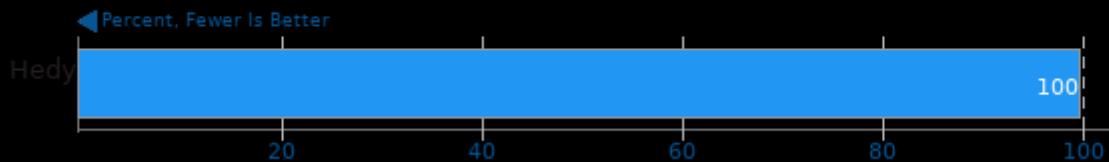
Min 300.0 Avg 302.7 Max 500.0

▲ Megahertz, More Is Better



LuxCoreRender 2.6

GPU Fan Speed Monitor



LuxCoreRender 2.6

CPU Usage (Summary) Monitor

Min 0.0 Avg 88.6 Max 100.0

▼ Percent, Fewer Is Better

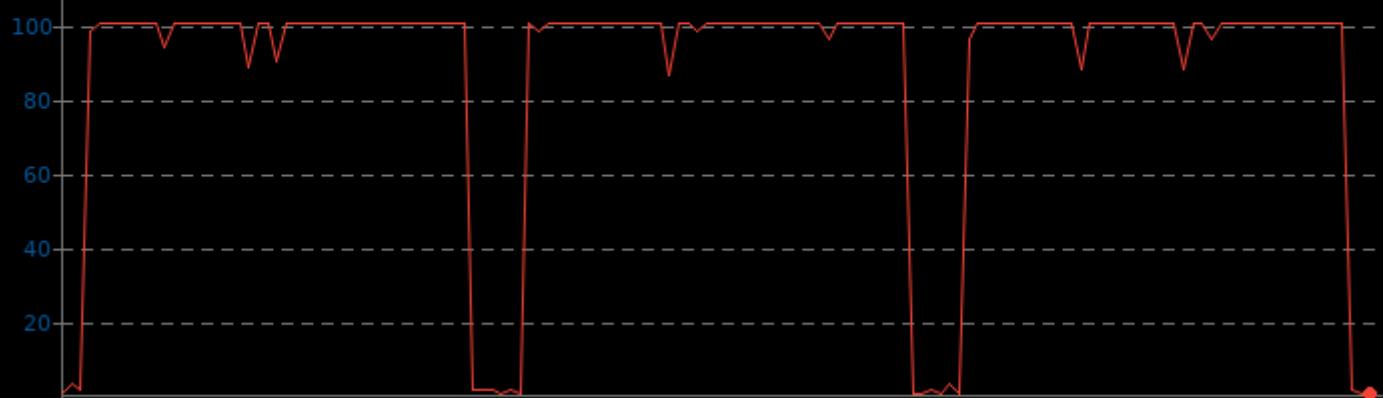


LuxCoreRender 2.6

CPU Usage (CPU3) Monitor

Min 0.0 Avg 86.8 Max 100.0

▼ Percent, Fewer Is Better

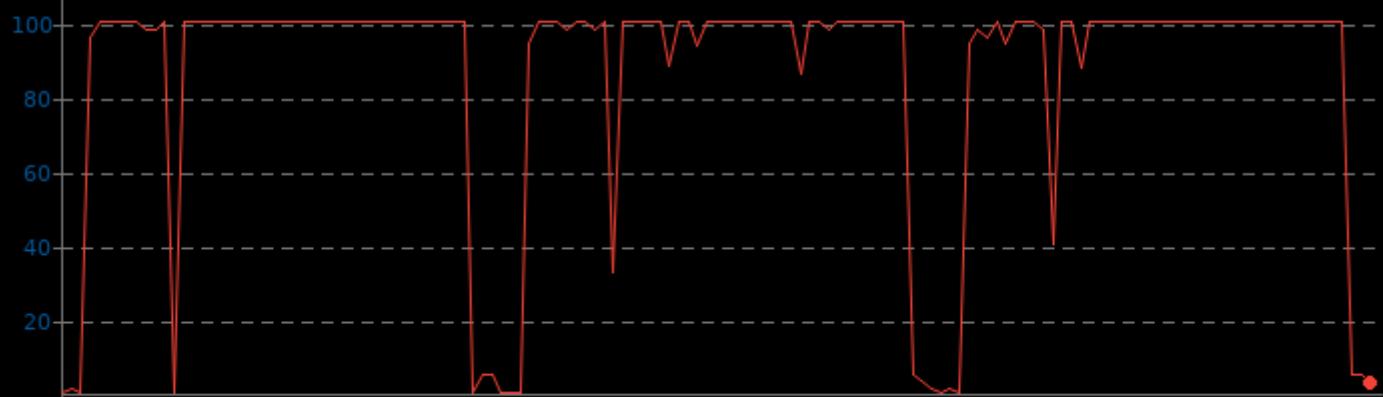


LuxCoreRender 2.6

CPU Usage (CPU2) Monitor

Min 0.0 Avg 85.4 Max 100.0

▼ Percent, Fewer Is Better

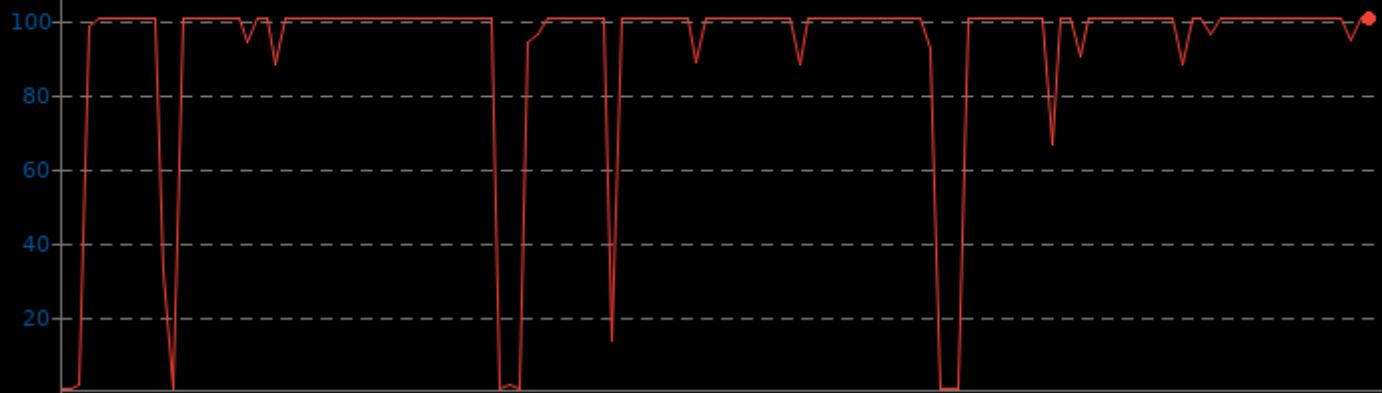


LuxCoreRender 2.6

CPU Usage (CPU1) Monitor

Min	Avg	Max
0.0	90.9	100.0

▼ Percent, Fewer Is Better



LuxCoreRender 2.6

CPU Usage (CPU0) Monitor

Min	Avg	Max
0.0	91.3	100.0

▼ Percent, Fewer Is Better



LuxCoreRender 2.6

CPU Temperature Monitor

Min 41.0 Avg 73.5 Max 76.0

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min 3034 Avg 3294 Max 3908

▲ Megahertz, More Is Better

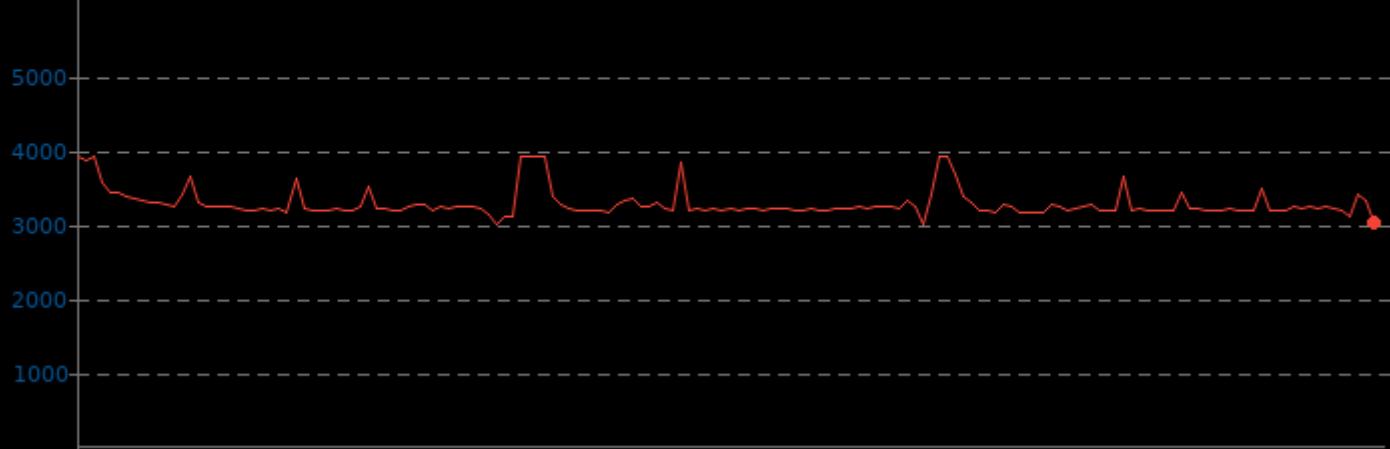


LuxCoreRender 2.6

CPU Frequency (CPU3) Monitor

Min	Avg	Max
Hedy 3005	3281	3906

▲ Megahertz, More Is Better

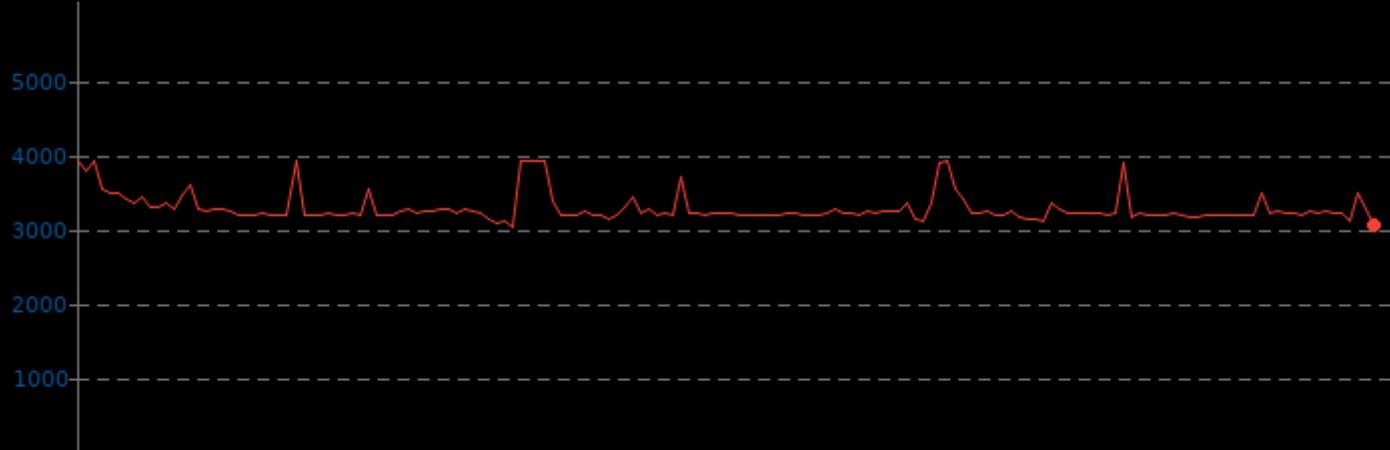


LuxCoreRender 2.6

CPU Frequency (CPU2) Monitor

Min	Avg	Max
Hedy 3023	3280	3903

▲ Megahertz, More Is Better

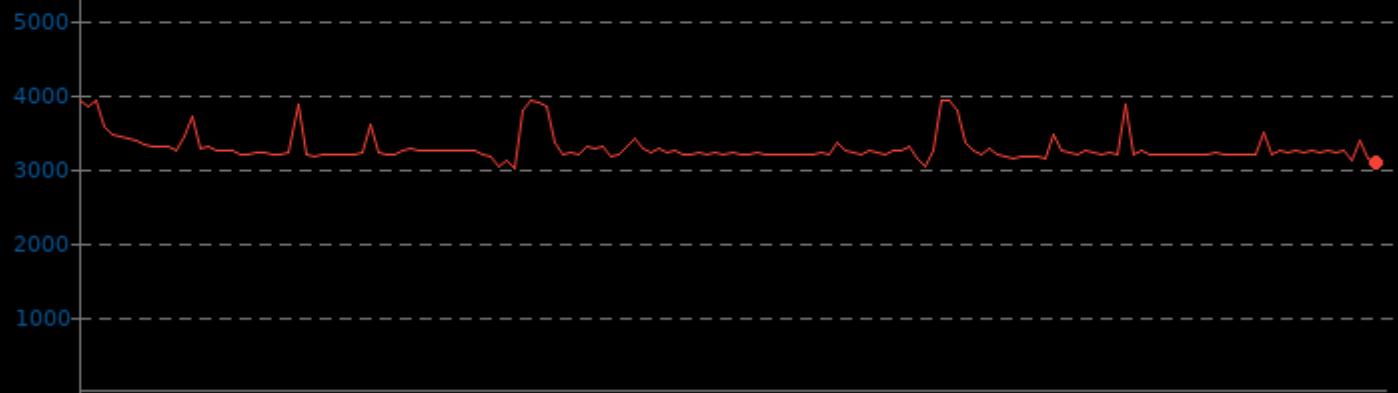


LuxCoreRender 2.6

CPU Frequency (CPU1) Monitor

Min 2995 Avg 3277 Max 3904

▲ Megahertz, More Is Better

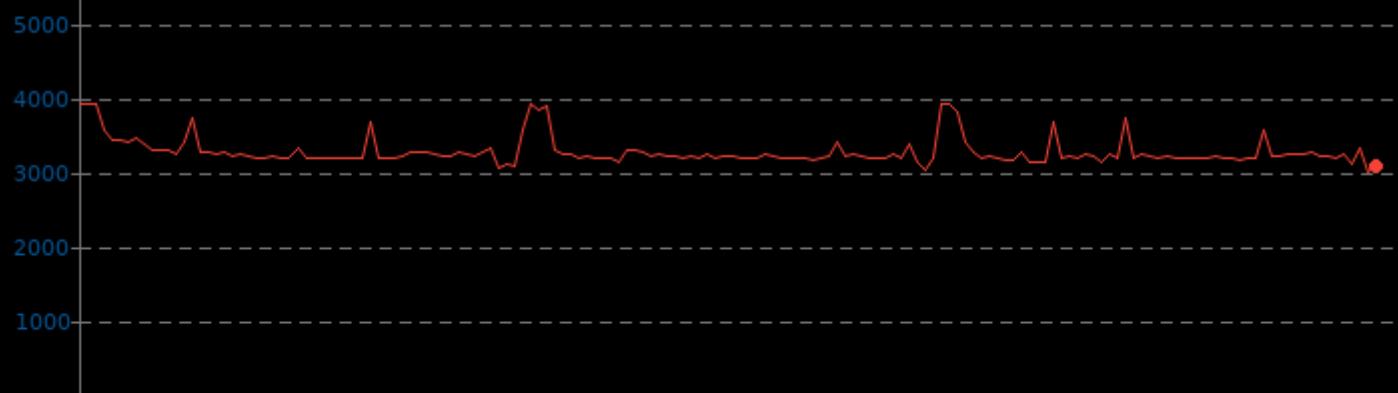


LuxCoreRender 2.6

CPU Frequency (CPU0) Monitor

Min 3004 Avg 3274 Max 3903

▲ Megahertz, More Is Better

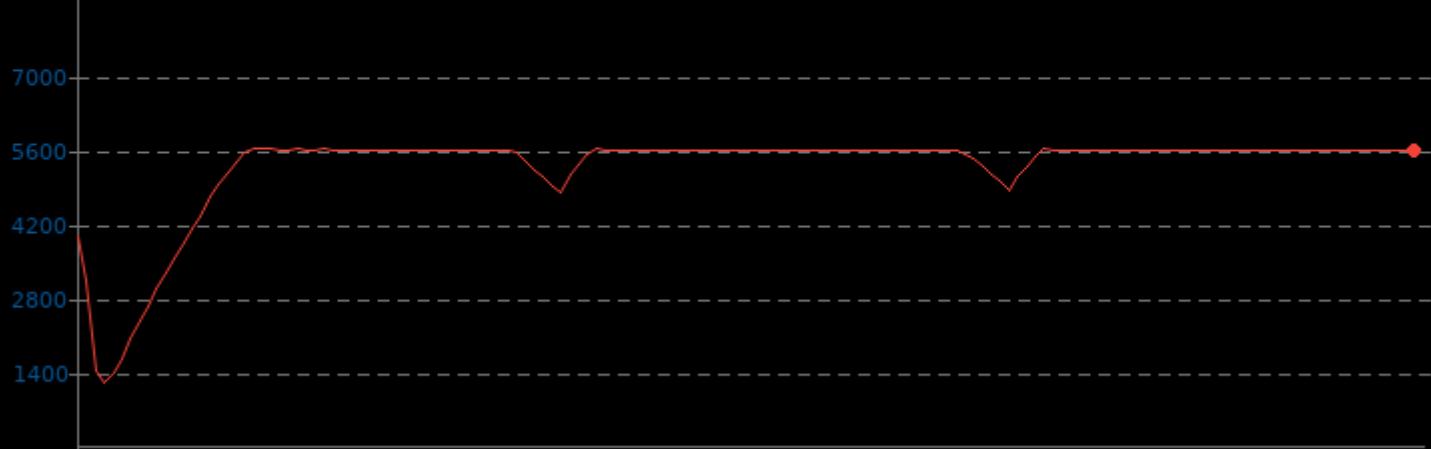


LuxCoreRender 2.6

CPU Fan Speed Monitor

Min	Hedy 1227
Avg	5266
Max	5639

▼ RPM, Fewer Is Better

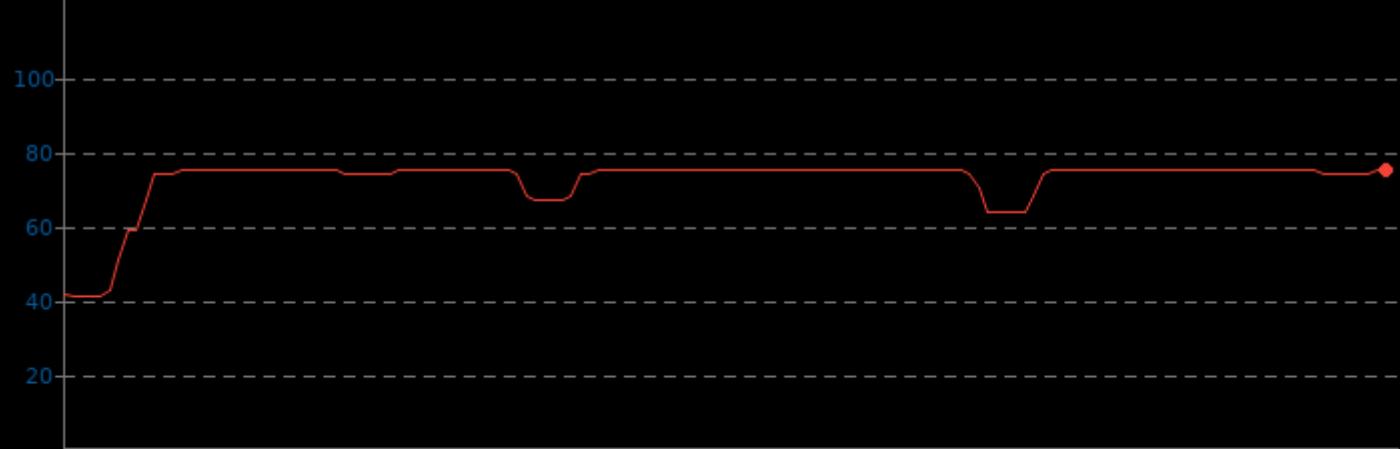


LuxCoreRender 2.6

System Temperature Monitor

Min	Hedy 41.0
Avg	72.3
Max	75.0

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

System Iowait Monitor

Min Avg Max
Hedy 0.0 0.0 0.8

▼ Percent, Fewer Is Better



LuxCoreRender 2.6

System Fan Speed Monitor

Min Avg Max
Hedy 1278 5248 5628

▼ RPM, Fewer Is Better

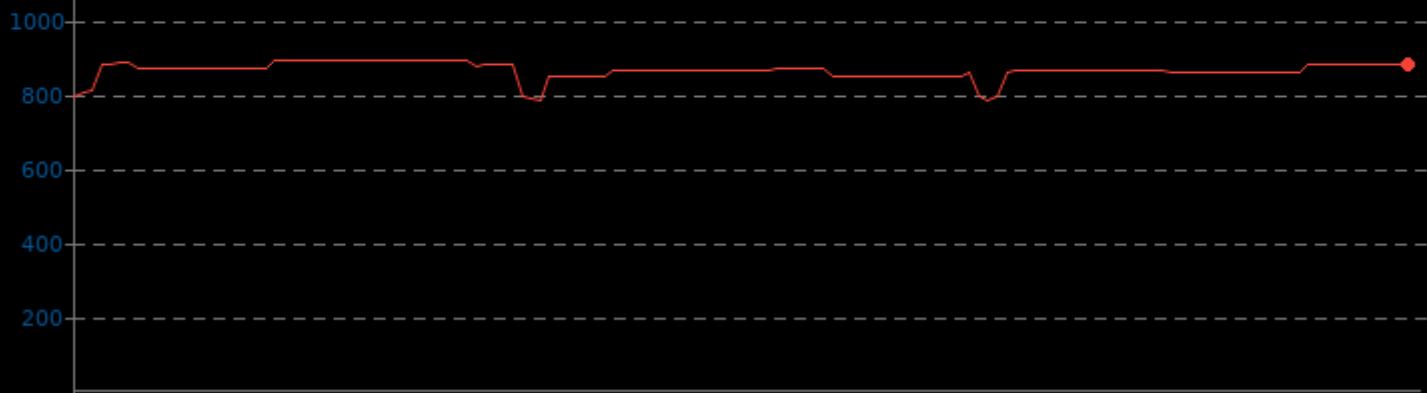


LuxCoreRender 2.6

Memory Usage Monitor

Min 780 Avg 862 Max 889

▼ Megabytes, Fewer Is Better

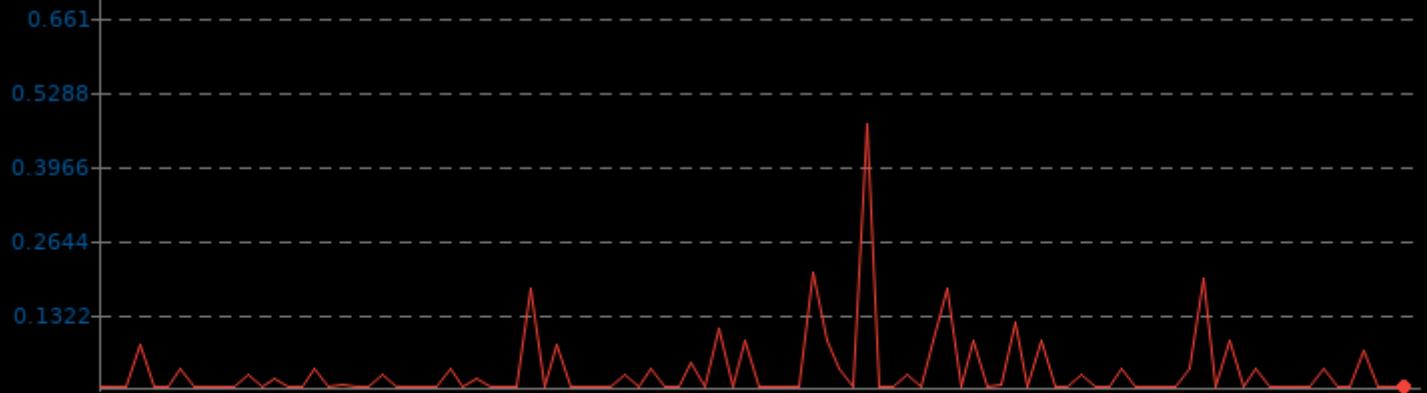


LuxCoreRender 2.6

Drive Write Speed (nvme0n1) Monitor

Min 0.0 Avg 0.0 Max 0.5

▼ MB/s, Fewer Is Better



LuxCoreRender 2.6

Drive Temperature (nvme0n1) Monitor

Min	Avg	Max
31.9	32.5	33.9

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

Drive Read Speed (nvme0n1) Monitor

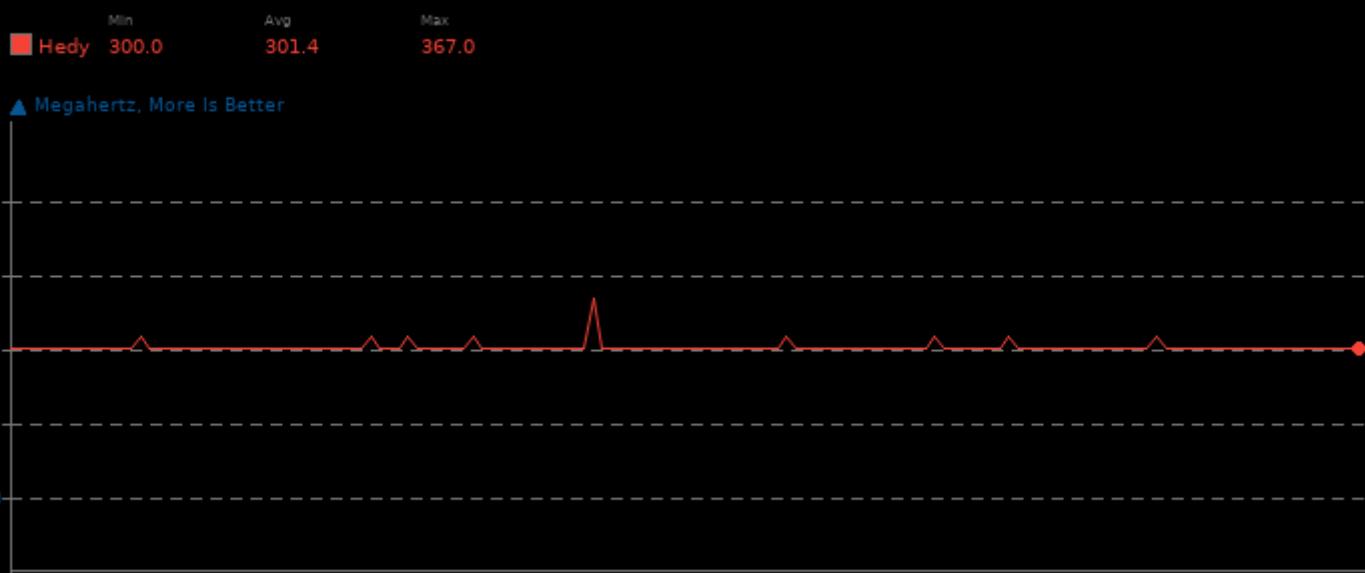
Min	Avg	Max
0.0	0.0	1.6

▼ MB/s, Fewer Is Better



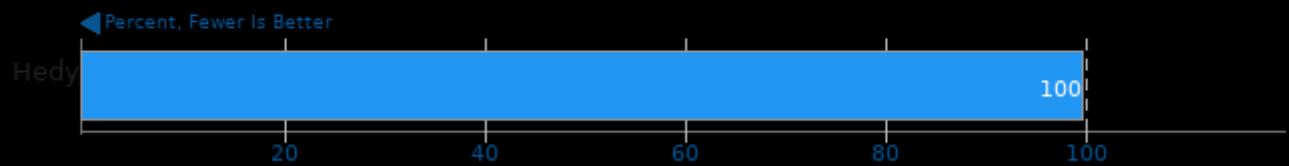
LuxCoreRender 2.6

GPU Frequency Monitor



LuxCoreRender 2.6

GPU Fan Speed Monitor

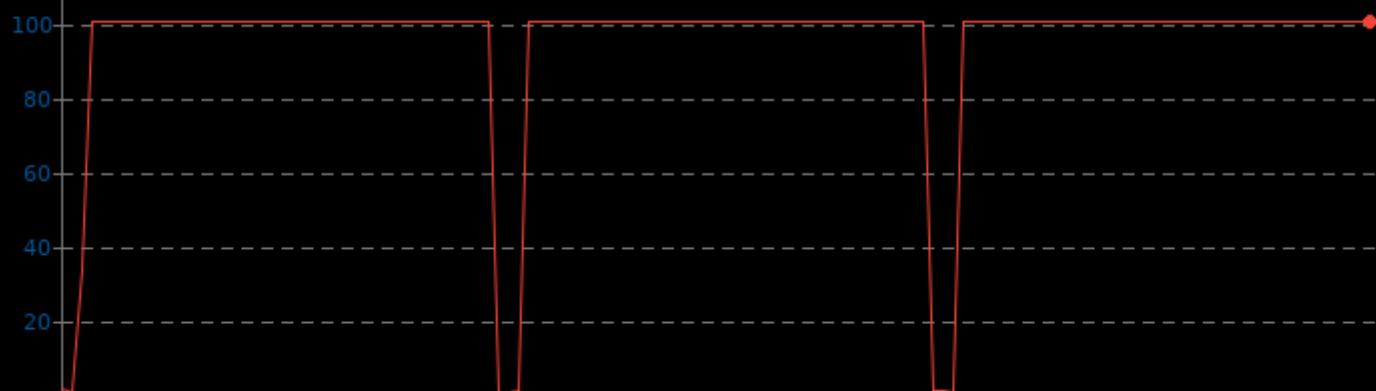


LuxCoreRender 2.6

CPU Usage (Summary) Monitor

Min 0.0 Avg 93.4 Max 100.0

▼ Percent, Fewer Is Better

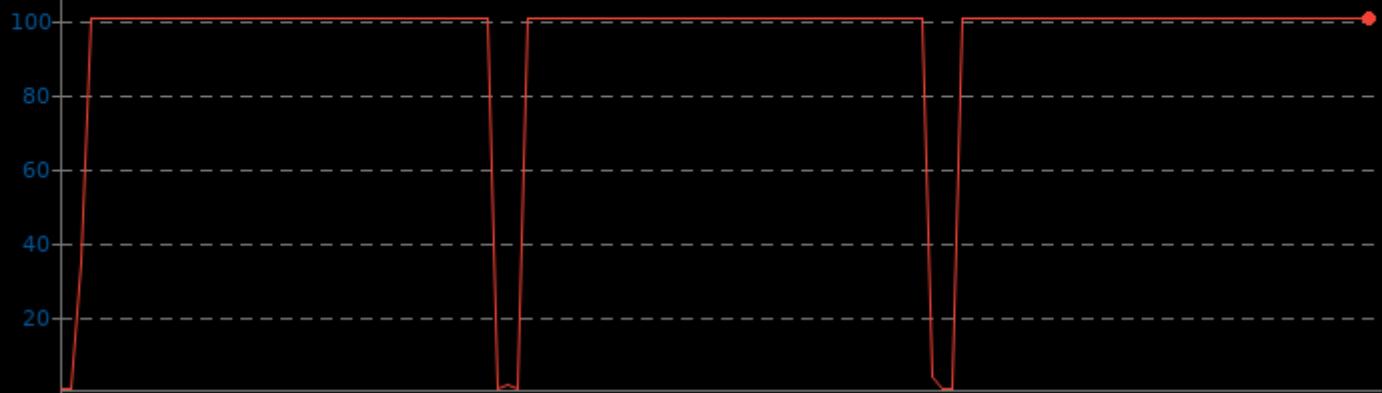


LuxCoreRender 2.6

CPU Usage (CPU3) Monitor

Min	Avg	Max
0.0	93.4	100.0

▼ Percent, Fewer Is Better

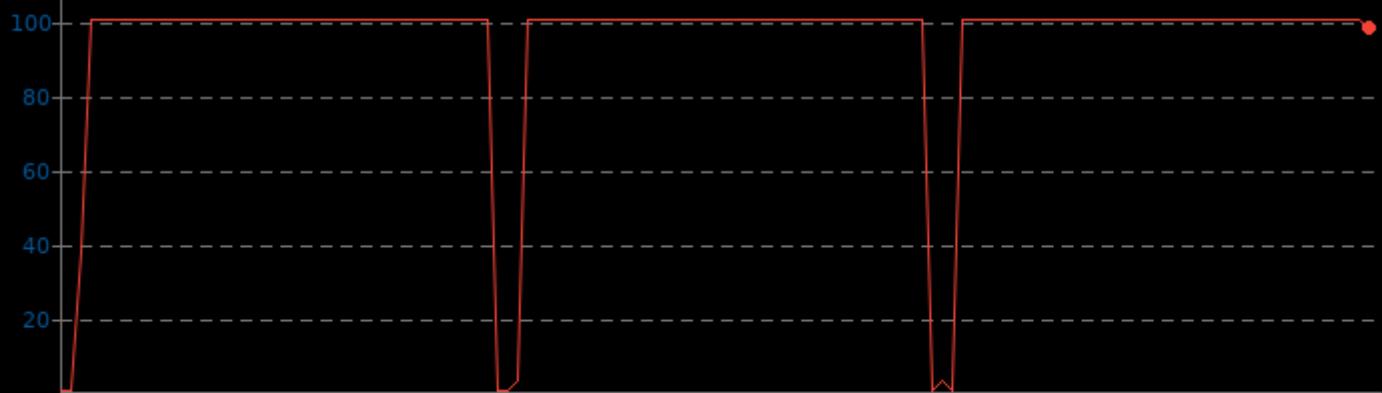


LuxCoreRender 2.6

CPU Usage (CPU2) Monitor

Min	Avg	Max
0.0	93.4	100.0

▼ Percent, Fewer Is Better



LuxCoreRender 2.6

CPU Usage (CPU1) Monitor

Min 0.0 Avg 93.4 Max 100.0

▼ Percent, Fewer Is Better

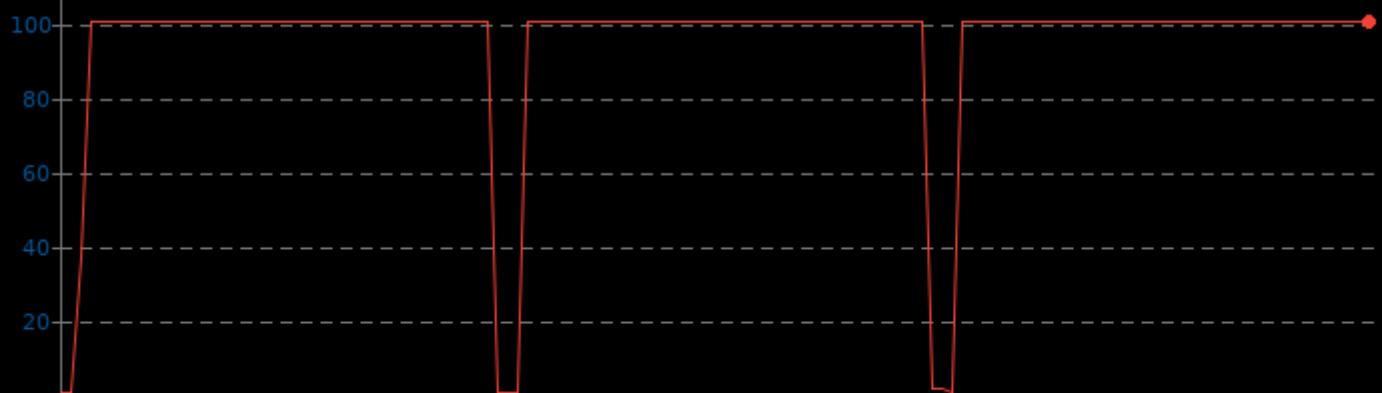


LuxCoreRender 2.6

CPU Usage (CPU0) Monitor

Min 0.0 Avg 93.4 Max 100.0

▼ Percent, Fewer Is Better

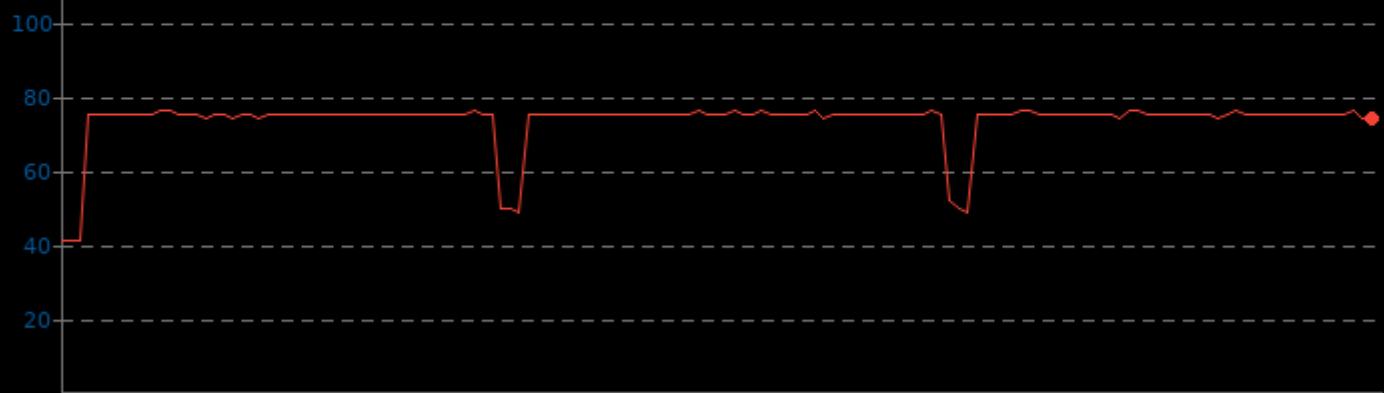


LuxCoreRender 2.6

CPU Temperature Monitor

Min 41.0 Avg 73.3 Max 76.0

▼ Celsius, Fewer Is Better

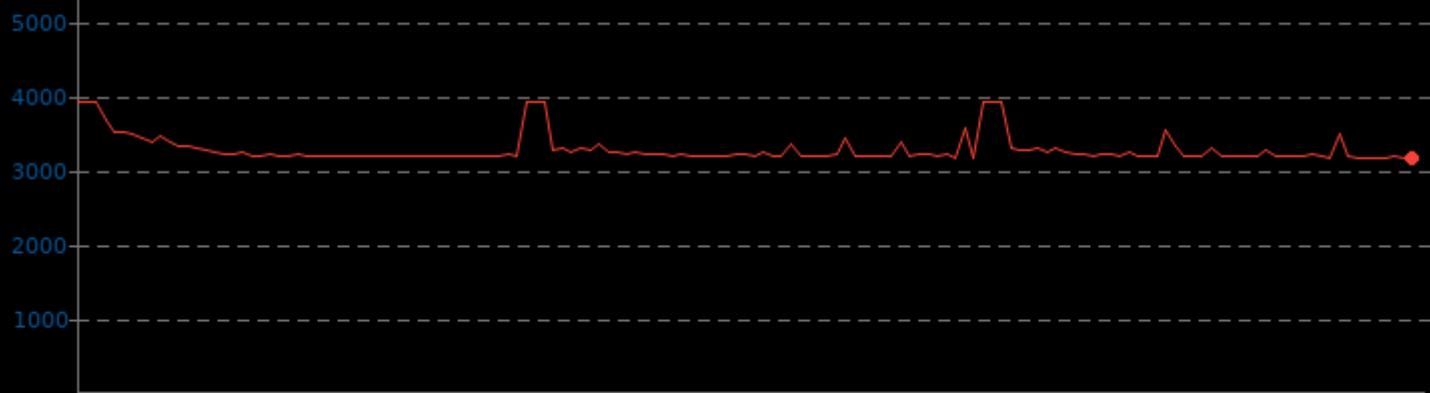


LuxCoreRender 2.6

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min 3165 Avg 3278 Max 3908

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Frequency (CPU3) Monitor

Min 3157 Avg 3268 Max 3906

▲ Megahertz, More Is Better

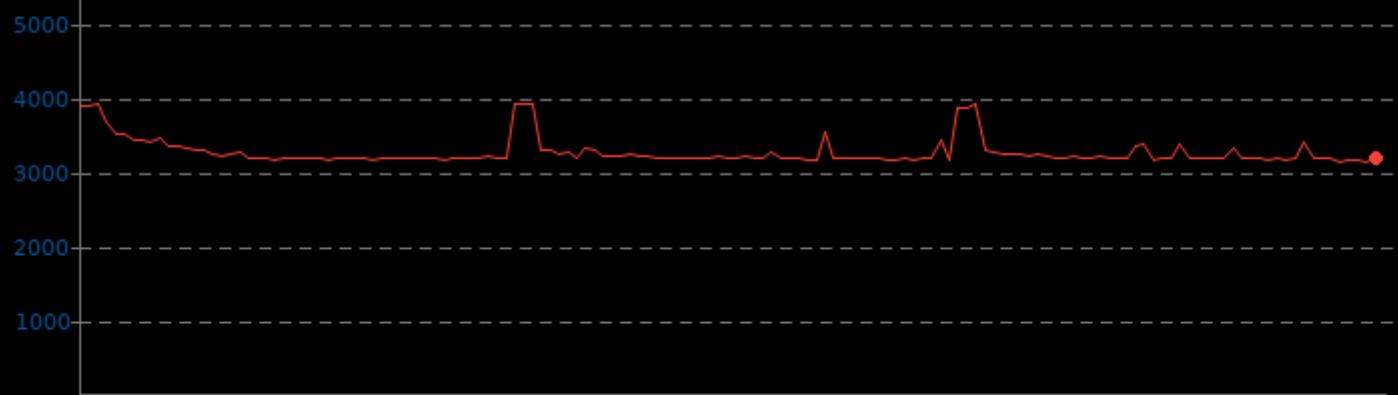


LuxCoreRender 2.6

CPU Frequency (CPU2) Monitor

Min 3134 Avg 3268 Max 3907

▲ Megahertz, More Is Better

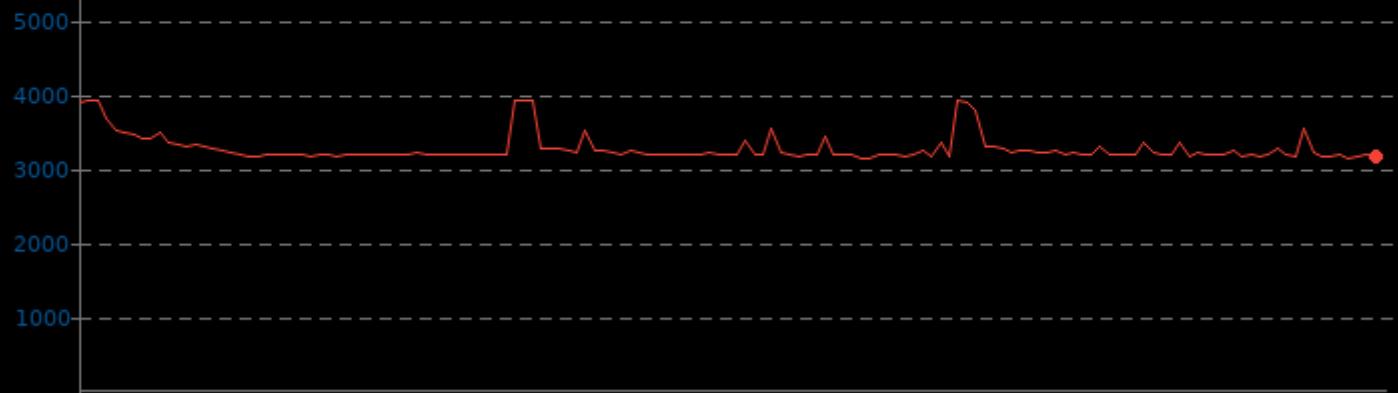


LuxCoreRender 2.6

CPU Frequency (CPU1) Monitor

Min 3143 Avg 3270 Max 3902

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Frequency (CPU0) Monitor

Min 3147 Avg 3268 Max 3900

▲ Megahertz, More Is Better

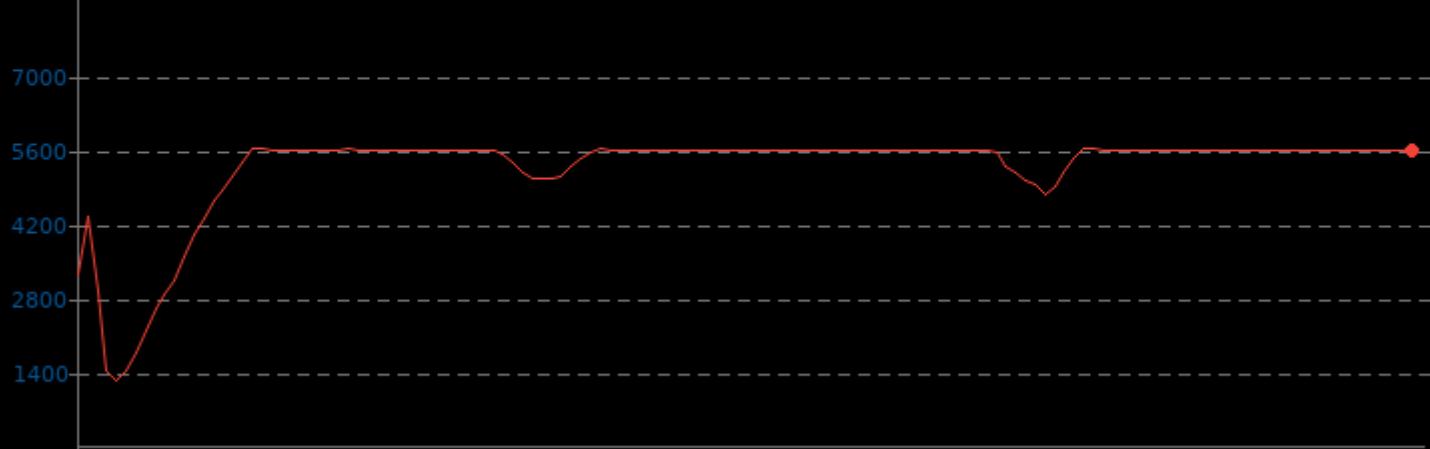


LuxCoreRender 2.6

CPU Fan Speed Monitor

Min	Hedy 1274
Avg	5246
Max	5617

▼ RPM, Fewer Is Better

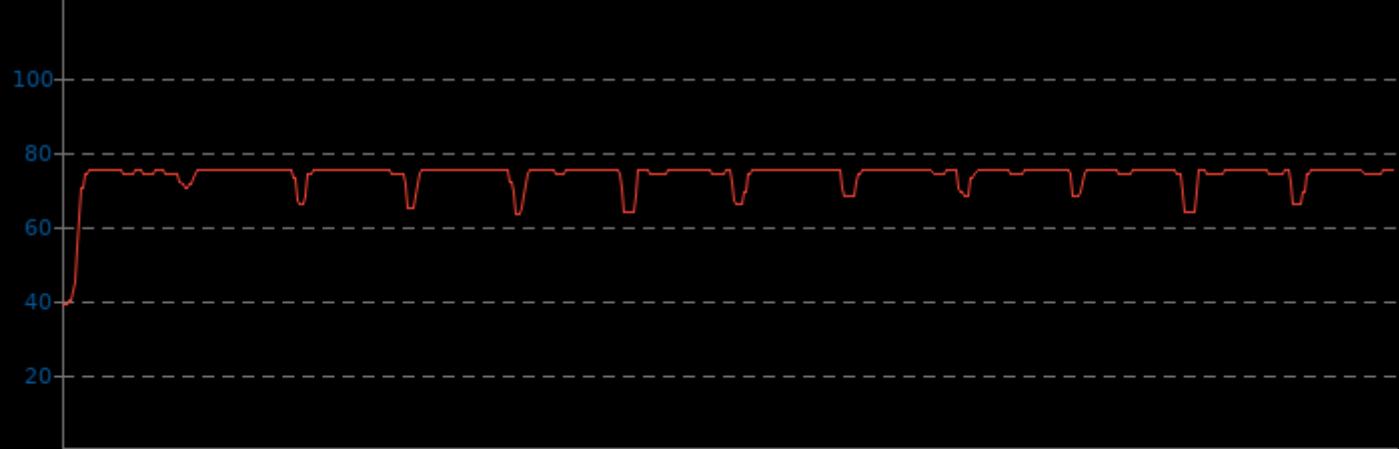


LuxCoreRender 2.6

System Temperature Monitor

Min	Hedy 39.0
Avg	73.5
Max	75.0

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

System Iowait Monitor

Min Avg Max
Hedy 0.0 0.1 12.3

▼ Percent, Fewer Is Better



LuxCoreRender 2.6

System Fan Speed Monitor

Min Avg Max
Hedy 1240 5565 65535

▼ RPM, Fewer Is Better



LuxCoreRender 2.6

Memory Usage Monitor

Min 754 Avg 958 Max 1038

▼ Megabytes, Fewer Is Better



LuxCoreRender 2.6

Drive Write Speed (nvme0n1) Monitor

Min 0.0 Avg 1.0 Max 116.6

▼ MB/s, Fewer Is Better

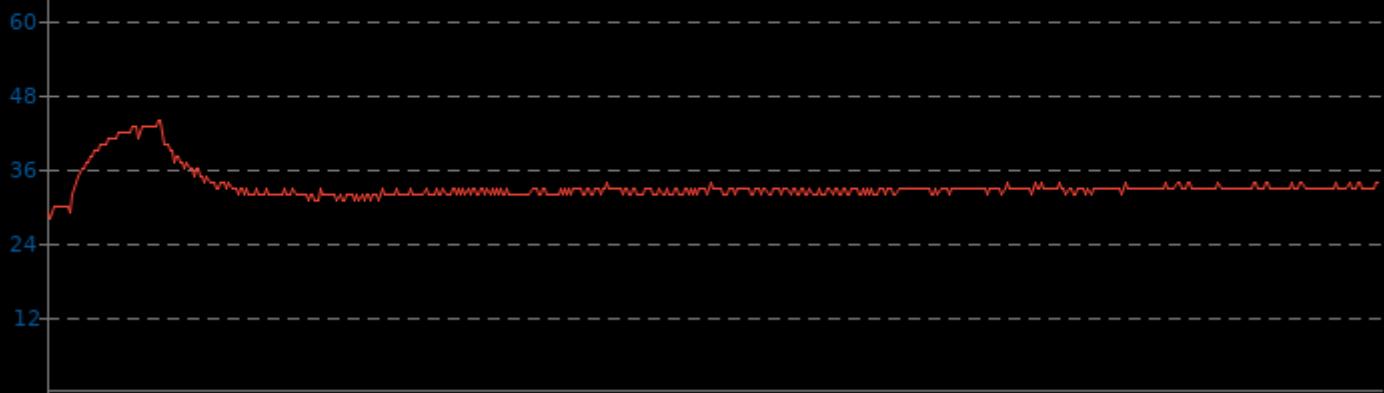


LuxCoreRender 2.6

Drive Temperature (nvme0n1) Monitor

Min Avg Max
Hedy 27.9 33.1 43.9

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

Drive Read Speed (nvme0n1) Monitor

Min Avg Max
Hedy 0.0 1.1 53.7

▼ MB/s, Fewer Is Better

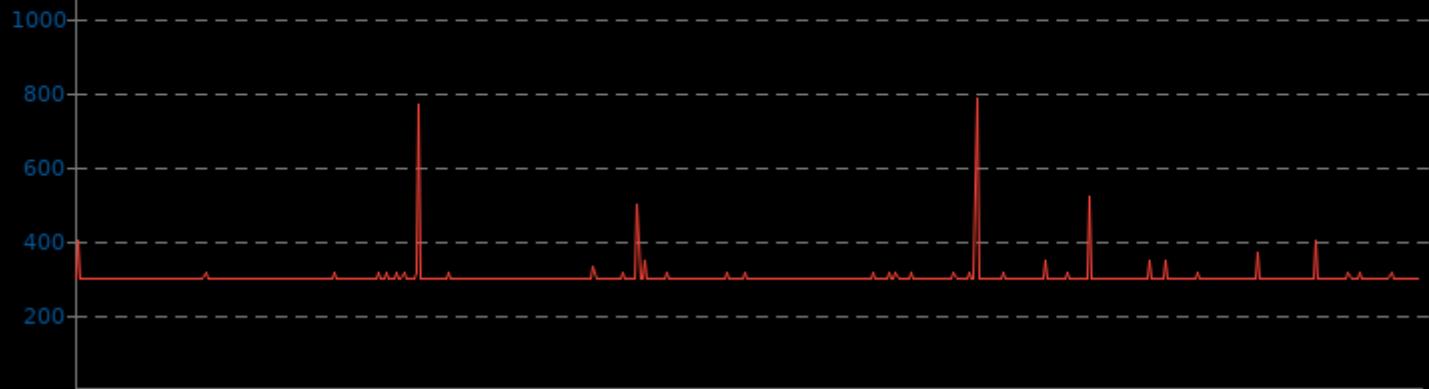


LuxCoreRender 2.6

GPU Frequency Monitor

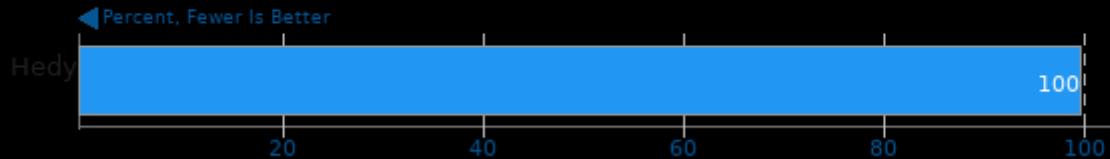
Min Avg Max
Hedy 300 304 783

▲ Megahertz, More Is Better



LuxCoreRender 2.6

GPU Fan Speed Monitor

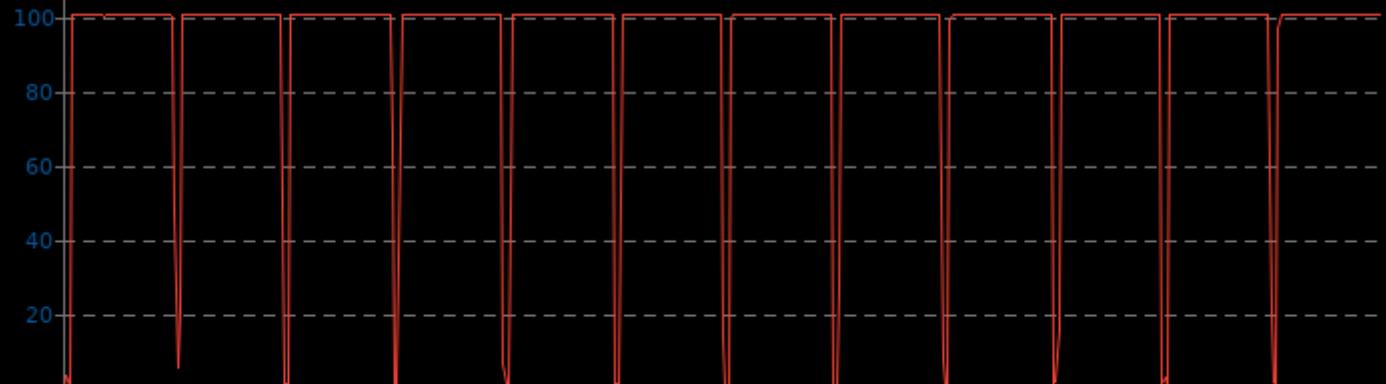


LuxCoreRender 2.6

CPU Usage (Summary) Monitor

Min Avg Max
Hedy 0.0 93.4 100.0

▼ Percent, Fewer Is Better

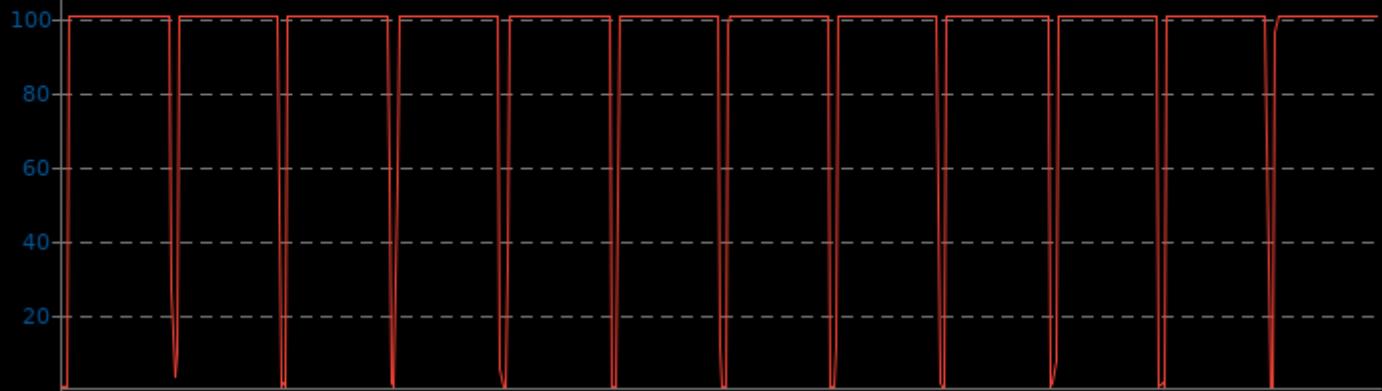


LuxCoreRender 2.6

CPU Usage (CPU3) Monitor

Min	Avg	Max
0.0	93.2	100.0

▼ Percent, Fewer Is Better

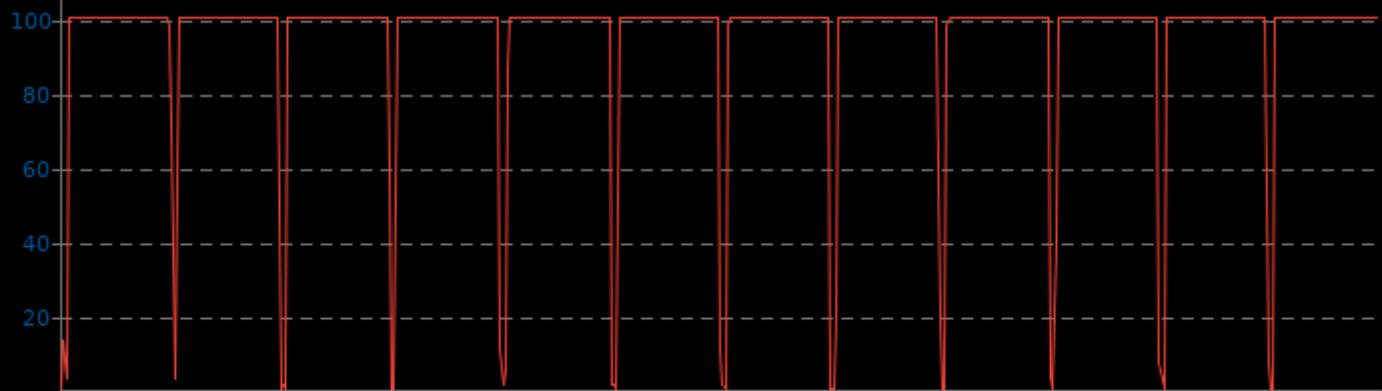


LuxCoreRender 2.6

CPU Usage (CPU2) Monitor

Min	Avg	Max
0.0	93.7	100.0

▼ Percent, Fewer Is Better

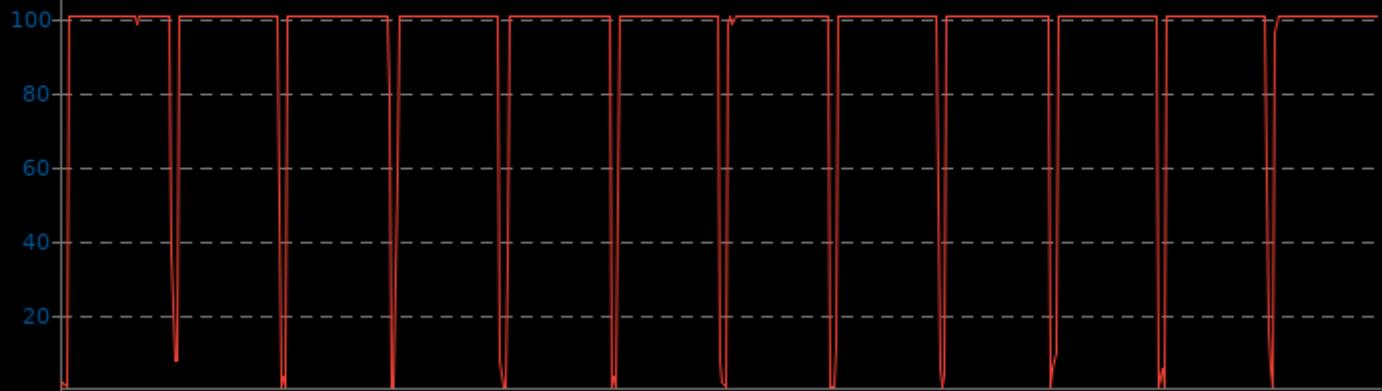


LuxCoreRender 2.6

CPU Usage (CPU1) Monitor

Min 0.0 Avg 93.3 Max 100.0

▼ Percent, Fewer Is Better

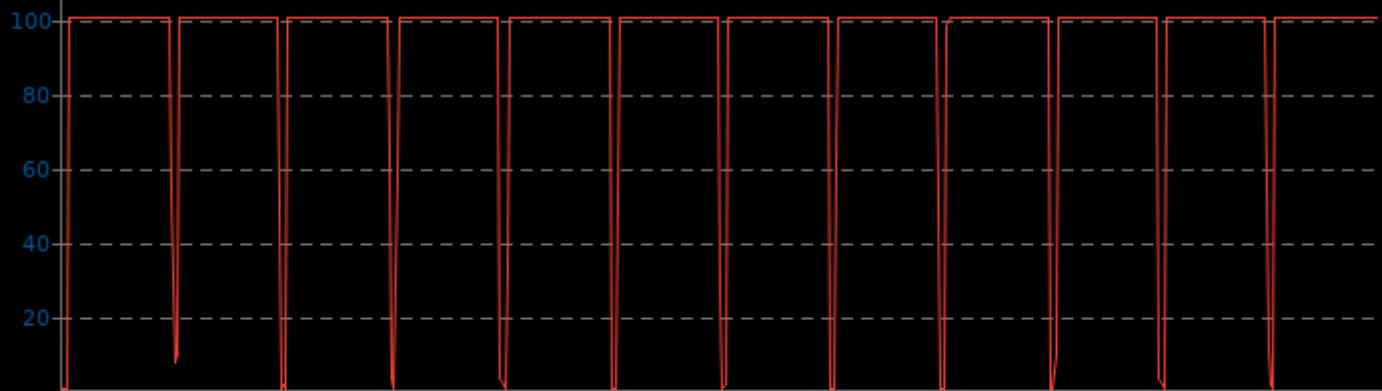


LuxCoreRender 2.6

CPU Usage (CPU0) Monitor

Min 0.0 Avg 93.4 Max 100.0

▼ Percent, Fewer Is Better

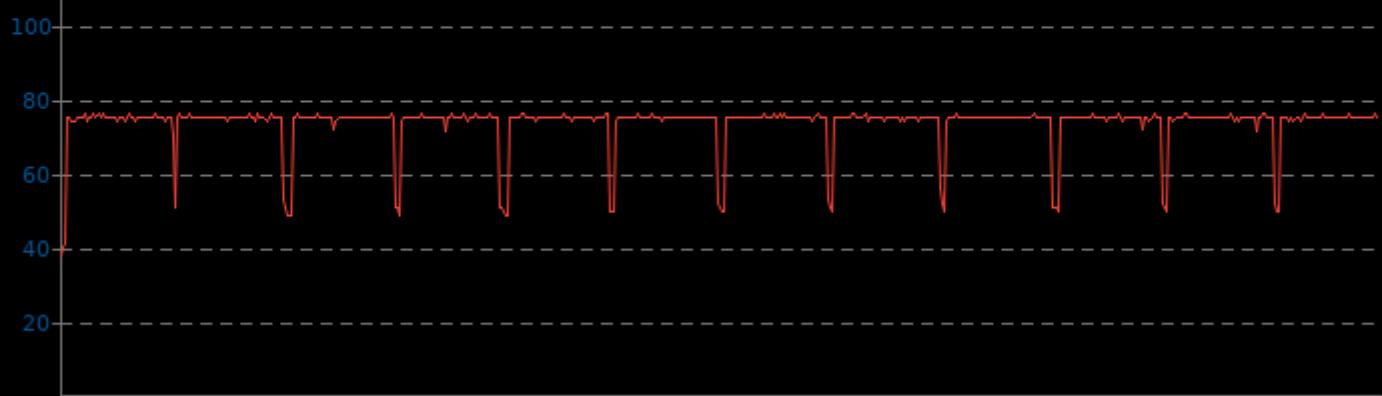


LuxCoreRender 2.6

CPU Temperature Monitor

Min 38.0 Avg 73.5 Max 76.0

▼ Celsius, Fewer Is Better



LuxCoreRender 2.6

CPU Peak Freq (Highest CPU Core Frequency) Monitor

Min 3184 Avg 3302 Max 3905

▲ Megahertz, More Is Better

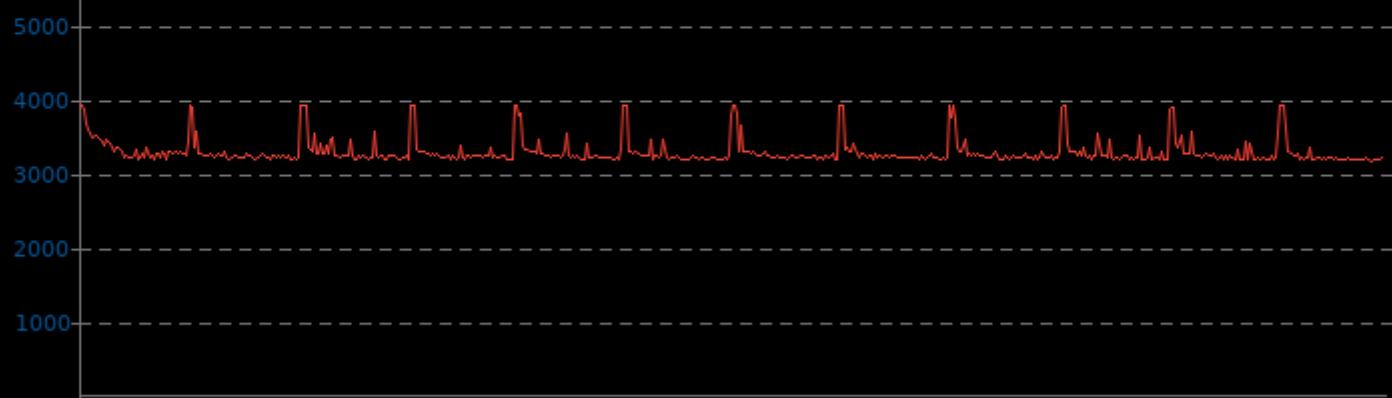


LuxCoreRender 2.6

CPU Frequency (CPU3) Monitor

Min	Avg	Max
Hedy 3169	3292	3905

▲ Megahertz, More Is Better

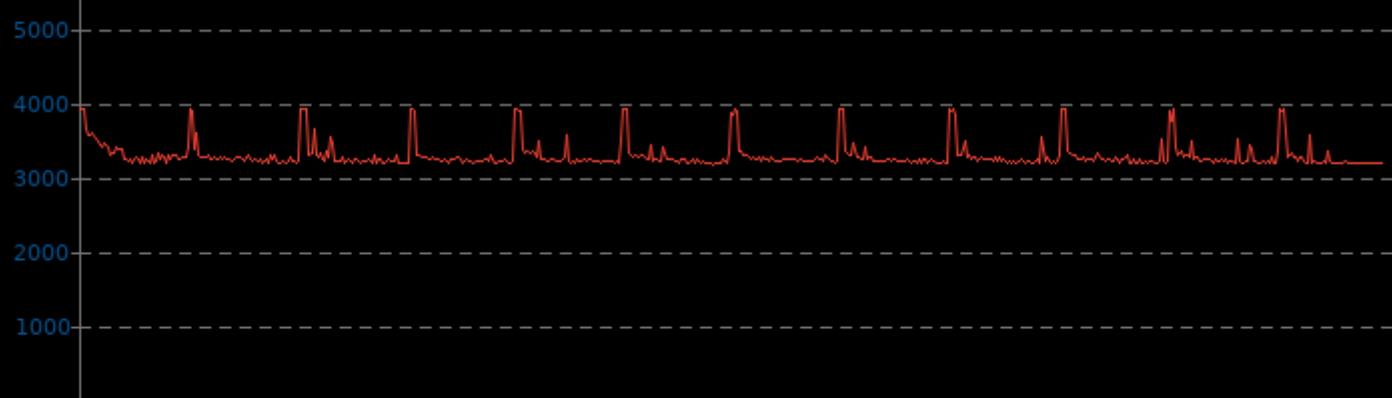


LuxCoreRender 2.6

CPU Frequency (CPU2) Monitor

Min	Avg	Max
Hedy 3174	3292	3911

▲ Megahertz, More Is Better

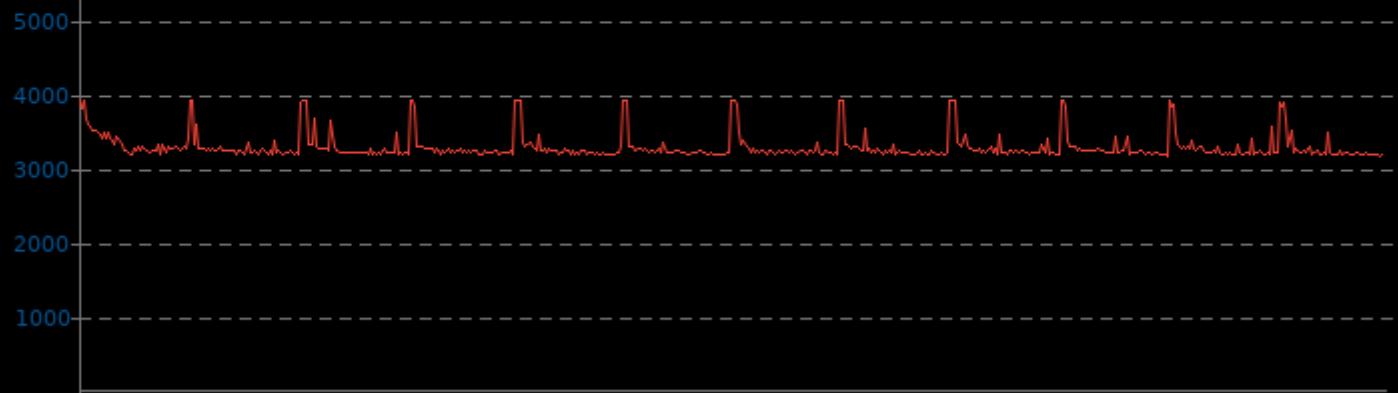


LuxCoreRender 2.6

CPU Frequency (CPU1) Monitor

Min 3160 Avg 3290 Max 3905

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Frequency (CPU0) Monitor

Min 3158 Avg 3291 Max 3910

▲ Megahertz, More Is Better



LuxCoreRender 2.6

CPU Fan Speed Monitor

Min

Hedy 1237

Avg

5565

Max

65535

▼ RPM, Fewer Is Better

100K

80K

60K

40K

20K

0

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