

230625

prime-run konsole

glmark2-wayland

```
=====
glmark2 2021.12
=====
```

OpenGL Information

GL_VENDOR: Intel

GL_RENDERER: Mesa Intel(R) UHD Graphics (CML GT2)

GL_VERSION: 4.6 (Compatibility Profile) Mesa 23.1.3

Surface Config: buf=32 r=8 g=8 b=8 a=8 depth=24 stencil=0 samples=0

Surface Size: 800x600 windowed

```
=====
[build] use-vbo=false: FPS: 10414 FrameTime: 0.096 ms
[build] use-vbo=true: FPS: 10491 FrameTime: 0.095 ms
[texture] texture-filter=nearest: FPS: 10216 FrameTime: 0.098 ms
[texture] texture-filter=linear: FPS: 10029 FrameTime: 0.100 ms
[texture] texture-filter=mipmap: FPS: 10562 FrameTime: 0.095 ms
[shading] shading=gouraud: FPS: 8441 FrameTime: 0.118 ms
[shading] shading=blinn-phong-inf: FPS: 8086 FrameTime: 0.124 ms
[shading] shading=phong: FPS: 7001 FrameTime: 0.143 ms
[shading] shading=cel: FPS: 6635 FrameTime: 0.151 ms
[bump] bump-render=high-poly: FPS: 4716 FrameTime: 0.212 ms
[bump] bump-render=normals: FPS: 10871 FrameTime: 0.092 ms
[bump] bump-render=height: FPS: 9692 FrameTime: 0.103 ms
[effect2d] kernel=0,1,0;1,-4,1;0,1,0;: FPS: 4881 FrameTime: 0.205 ms
[effect2d] kernel=1,1,1,1,1;1,1,1,1,1;1,1,1,1,1;: FPS: 1661 FrameTime: 0.602 ms
[pulsar] light=false:quads=5:texture=false: FPS: 8999 FrameTime: 0.111 ms
[desktop] blur-radius=5:effect=blur:passes=1:separable=true:windows=4: FPS: 1833 FrameTime:
0.546 ms
[desktop] effect=shadow:windows=4: FPS: 5159 FrameTime: 0.194 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 808 FrameTime: 1.239 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=subdata: FPS: 1344 FrameTime: 0.744 ms
[buffer] columns=200:interleave=true:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 975 FrameTime: 1.026 ms
[ideas] speed=duration: FPS: 6467 FrameTime: 0.155 ms
[jellyfish] <default>: FPS: 4973 FrameTime: 0.201 ms
[terrain] <default>: FPS: 310 FrameTime: 3.236 ms
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[shadow] <default>: FPS: 5495 FrameTime: 0.182 ms
[refract] <default>: FPS: 669 FrameTime: 1.495 ms
[conditionals] fragment-steps=0:vertex-steps=0: FPS: 7606 FrameTime: 0.131 ms
[conditionals] fragment-steps=5:vertex-steps=0: FPS: 7685 FrameTime: 0.130 ms
[conditionals] fragment-steps=0:vertex-steps=5: FPS: 7589 FrameTime: 0.132 ms
[function] fragment-complexity=low:fragment-steps=5: FPS: 7639 FrameTime: 0.131 ms
[function] fragment-complexity=medium:fragment-steps=5: FPS: 7812 FrameTime: 0.128 ms
[loop] fragment-loop=false:fragment-steps=5:vertex-steps=5: FPS: 7628 FrameTime: 0.131 ms
[loop] fragment-steps=5:fragment-uniform=false:vertex-steps=5: FPS: 7625 FrameTime: 0.131 ms
[loop] fragment-steps=5:fragment-uniform=true:vertex-steps=5: FPS: 7756 FrameTime: 0.129 ms
```

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=====
                                glmark2 Score: 6425
=====
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```
<pre>220817
```

```
=====
glmark2 2021.12
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OpenGL Information
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```
GL_VENDOR:      NVIDIA Corporation
GL_RENDERER:    NVIDIA GeForce MX330/PCIe/SSE2
GL_VERSION:     4.6.0 NVIDIA 515.65.01
Surface Config: buf=32 r=8 g=8 b=8 a=8 depth=24 stencil=0
Surface Size:   800x600 windowed
```

```
=====
                                glmark2 Score: 4729
=====
```

```
220525
```

```
pvd@Envy:~> glmark2
```

```
=====
glmark2 2021.12
=====
```

```
OpenGL Information
```

```
GL_VENDOR:      NVIDIA Corporation
GL_RENDERER:    NVIDIA GeForce MX330/PCIe/SSE2
GL_VERSION:     4.6.0 NVIDIA 515.43.04
Surface Config: buf=32 r=8 g=8 b=8 a=8 depth=24 stencil=0
Surface Size:   800x600 windowed
```

```
=====  
glmark2 Score: 4617  
=====
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```
20220514
```

```
pvd@Envy:~> glmark2
```

```
=====  
glmark2 2021.12  
=====
```

```
OpenGL Information
```

```
GL_VENDOR: Intel
```

```
GL_RENDERER: Mesa Intel(R) UHD Graphics (CML GT2)
```

```
GL_VERSION: 4.6 (Compatibility Profile) Mesa 22.0.3
```

```
Surface Config: buf=32 r=8 g=8 b=8 a=8 depth=24 stencil=0
```

```
Surface Size: 800x600 windowed  
=====
```

```
glmark2 Score: 3100  
=====
```

```
20220514
```

```
pvd@Envy:~> glmark2-wayland
```

```
=====  
glmark2 2021.12  
=====
```

```
OpenGL Information
```

```
GL_VENDOR: Intel
```

```
GL_RENDERER: Mesa Intel(R) UHD Graphics (CML GT2)
```

```
GL_VERSION: 4.6 (Compatibility Profile) Mesa 22.0.3
```

```
Surface Config: buf=32 r=8 g=8 b=8 a=8 depth=24 stencil=0
```

```
Surface Size: 800x600 windowed  
=====
```

```
glmark2 Score: 4053  
=====
```

```
pvd@Envy:~> glmark2
```

```
=====  
glmark2 2020.04  
=====
```

```
OpenGL Information
```

```
GL_VENDOR:      Intel Open Source Technology Center
GL_RENDERER:    Mesa DRI Intel(R) UHD Graphics (CML GT2)
GL_VERSION:     3.0 Mesa 20.3.3
```

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=====
                        glmark2 Score: 2866
=====
```

```
pvdM@Envy:~>
```

lapx - tumbleweed

```
<nowiki>pvdM@tumbleweed:~> glmark2
```

```
=====
glmark2 2014.03
=====
```

```
OpenGL Information
```

```
GL_VENDOR:      X.Org
GL_RENDERER:    Gallium 0.4 on AMD TURKS (DRM 2.49.0 / 4.11.8-2-default, LLVM 4.0.1)
GL_VERSION:     3.0 Mesa 17.1.5
```

```
=====
[build] use-vbo=false: FPS: 1942 FrameTime: 0.515 ms
[build] use-vbo=true: FPS: 2046 FrameTime: 0.489 ms
[texture] texture-filter=nearest: FPS: 1927 FrameTime: 0.519 ms
[texture] texture-filter=linear: FPS: 1914 FrameTime: 0.522 ms
[texture] texture-filter=mipmap: FPS: 2008 FrameTime: 0.498 ms
[shading] shading=gouraud: FPS: 1749 FrameTime: 0.572 ms
[shading] shading=blinn-phong-inf: FPS: 1730 FrameTime: 0.578 ms
[shading] shading=phong: FPS: 1740 FrameTime: 0.575 ms
[shading] shading=cel: FPS: 1736 FrameTime: 0.576 ms
[bump] bump-render=high-poly: FPS: 1261 FrameTime: 0.793 ms
[bump] bump-render=normals: FPS: 2028 FrameTime: 0.493 ms
[bump] bump-render=height: FPS: 2057 FrameTime: 0.486 ms
[effect2d] kernel=0,1,0;1,-4,1;0,1,0;: FPS: 1774 FrameTime: 0.564 ms
[effect2d] kernel=1,1,1,1,1;1,1,1,1,1;1,1,1,1,1;: FPS: 1034 FrameTime: 0.967 ms
[pulsar] light=false:quads=5:texture=false: FPS: 1870 FrameTime: 0.535 ms
[desktop] blur-radius=5:effect=blur:passes=1:separable=true:windows=4: FPS: 699 FrameTime:
1.431 ms
[desktop] effect=shadow:windows=4: FPS: 1070 FrameTime: 0.935 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
```

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method=map: FPS: 746 FrameTime: 1.340 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=subdata: FPS: 1123 FrameTime: 0.890 ms
[buffer] columns=200:interleave=true:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 811 FrameTime: 1.233 ms
[ideas] speed=duration: FPS: 1459 FrameTime: 0.685 ms
[jellyfish] <default>: FPS: 1145 FrameTime: 0.873 ms
[terrain] <default>: FPS: 133 FrameTime: 7.519 ms
[shadow] <default>: FPS: 591 FrameTime: 1.692 ms
[refract] <default>: FPS: 179 FrameTime: 5.587 ms
[conditionals] fragment-steps=0:vertex-steps=0: FPS: 1723 FrameTime: 0.580 ms
[conditionals] fragment-steps=5:vertex-steps=0: FPS: 1730 FrameTime: 0.578 ms
[conditionals] fragment-steps=0:vertex-steps=5: FPS: 1730 FrameTime: 0.578 ms
[function] fragment-complexity=low:fragment-steps=5: FPS: 1730 FrameTime: 0.578 ms
[function] fragment-complexity=medium:fragment-steps=5: FPS: 1691 FrameTime: 0.591 ms
[loop] fragment-loop=false:fragment-steps=5:vertex-steps=5: FPS: 1730 FrameTime: 0.578 ms
[loop] fragment-steps=5:fragment-uniform=false:vertex-steps=5: FPS: 1730 FrameTime: 0.578 ms
[loop] fragment-steps=5:fragment-uniform=true:vertex-steps=5: FPS: 1027 FrameTime: 0.974 ms
=====
                                glmark2 Score: 1450
=====
</nowiki>

```

lapx - Leap 42.3

```

<nowiki>
pvd@lapx:~> glmark2
=====

glmark2 2014.03
=====

OpenGL Information
GL_VENDOR:      X.Org
GL_RENDERER:    Gallium 0.4 on AMD TURKS (DRM 2.49.0 / 4.4.76-1-default, LLVM 3.8.0)
GL_VERSION:     3.0 Mesa 17.0.5
=====

[build] use-vbo=false: FPS: 1949 FrameTime: 0.513 ms
[build] use-vbo=true: FPS: 2050 FrameTime: 0.488 ms
[texture] texture-filter=nearest: FPS: 1909 FrameTime: 0.524 ms

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[texture] texture-filter=linear: FPS: 1896 FrameTime: 0.527 ms
[texture] texture-filter=mipmap: FPS: 1993 FrameTime: 0.502 ms
[shading] shading=gouraud: FPS: 1749 FrameTime: 0.572 ms
[shading] shading=blinn-phong-inf: FPS: 1741 FrameTime: 0.574 ms
[shading] shading=phong: FPS: 1727 FrameTime: 0.579 ms
[shading] shading=cel: FPS: 1740 FrameTime: 0.575 ms
[bump] bump-render=high-poly: FPS: 1259 FrameTime: 0.794 ms
[bump] bump-render=normals: FPS: 2089 FrameTime: 0.479 ms
[bump] bump-render=height: FPS: 2066 FrameTime: 0.484 ms
[effect2d] kernel=0,1,0;1,-4,1;0,1,0;: FPS: 1773 FrameTime: 0.564 ms
[effect2d] kernel=1,1,1,1;1,1,1,1;1,1,1,1;: FPS: 1035 FrameTime: 0.966 ms
[pulsar] light=false:quads=5:texture=false: FPS: 1880 FrameTime: 0.532 ms
[desktop] blur-radius=5:effect=blur:passes=1:separable=true:windows=4: FPS: 681 FrameTime:
1.468 ms
[desktop] effect=shadow:windows=4: FPS: 1069 FrameTime: 0.935 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 743 FrameTime: 1.346 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=subdata: FPS: 1186 FrameTime: 0.843 ms
[buffer] columns=200:interleave=true:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 815 FrameTime: 1.227 ms
[ideas] speed=duration: FPS: 1511 FrameTime: 0.662 ms
[jellyfish] <default>: FPS: 1140 FrameTime: 0.877 ms
[terrain] <default>: FPS: 133 FrameTime: 7.519 ms
[shadow] <default>: FPS: 587 FrameTime: 1.704 ms
[refract] <default>: FPS: 181 FrameTime: 5.525 ms
[conditionals] fragment-steps=0:vertex-steps=0: FPS: 1698 FrameTime: 0.589 ms
[conditionals] fragment-steps=5:vertex-steps=0: FPS: 1712 FrameTime: 0.584 ms
[conditionals] fragment-steps=0:vertex-steps=5: FPS: 1702 FrameTime: 0.588 ms
[function] fragment-complexity=low:fragment-steps=5: FPS: 1716 FrameTime: 0.583 ms
[function] fragment-complexity=medium:fragment-steps=5: FPS: 1710 FrameTime: 0.585 ms
[loop] fragment-loop=false:fragment-steps=5:vertex-steps=5: FPS: 1703 FrameTime: 0.587 ms
[loop] fragment-steps=5:fragment-uniform=false:vertex-steps=5: FPS: 1708 FrameTime: 0.585 ms
[loop] fragment-steps=5:fragment-uniform=true:vertex-steps=5: FPS: 1018 FrameTime: 0.982 ms

=====
glmark2 Score: 1450
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</nowiki>

tecra - tumbleweed

<nowiki>

pvd@tecra:~> glmark2

```
=====
glmark2 2014.03
=====
```

OpenGL Information

GL_VENDOR: Intel Open Source Technology Center

GL_RENDERER: Mesa DRI Intel(R) HD Graphics 520 (Skylake GT2)

GL_VERSION: 3.0 Mesa 17.1.5

```
=====
[build] use-vbo=false: FPS: 966 FrameTime: 1.035 ms
[build] use-vbo=true: FPS: 1050 FrameTime: 0.952 ms
[texture] texture-filter=nearest: FPS: 1001 FrameTime: 0.999 ms
[texture] texture-filter=linear: FPS: 1006 FrameTime: 0.994 ms
[texture] texture-filter=mipmap: FPS: 990 FrameTime: 1.010 ms
[shading] shading=gouraud: FPS: 987 FrameTime: 1.013 ms
[shading] shading=blinn-phong-inf: FPS: 981 FrameTime: 1.019 ms
[shading] shading=phong: FPS: 990 FrameTime: 1.010 ms
[shading] shading=cel: FPS: 991 FrameTime: 1.009 ms
[bump] bump-render=high-poly: FPS: 770 FrameTime: 1.299 ms
[bump] bump-render=normals: FPS: 1065 FrameTime: 0.939 ms
[bump] bump-render=height: FPS: 1058 FrameTime: 0.945 ms
[effect2d] kernel=0,1,0;1,-4,1;0,1,0;: FPS: 814 FrameTime: 1.229 ms
[effect2d] kernel=1,1,1,1,1;1,1,1,1,1;1,1,1,1,1;: FPS: 666 FrameTime: 1.502 ms
[pulsar] light=false:quads=5:texture=false: FPS: 1033 FrameTime: 0.968 ms
[desktop] blur-radius=5:effect=blur:passes=1:separable=true:windows=4: FPS: 486 FrameTime:
2.058 ms
[desktop] effect=shadow:windows=4: FPS: 607 FrameTime: 1.647 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 483 FrameTime: 2.070 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=subdata: FPS: 450 FrameTime: 2.222 ms
[buffer] columns=200:interleave=true:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 509 FrameTime: 1.965 ms
[ideas] speed=duration: FPS: 948 FrameTime: 1.055 ms
[jellyfish] <default>: FPS: 896 FrameTime: 1.116 ms
=====
```

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[terrain] <default>: FPS: 146 FrameTime: 6.849 ms
[shadow] <default>: FPS: 695 FrameTime: 1.439 ms
[refract] <default>: FPS: 255 FrameTime: 3.922 ms
[conditionals] fragment-steps=0:vertex-steps=0: FPS: 903 FrameTime: 1.107 ms
[conditionals] fragment-steps=5:vertex-steps=0: FPS: 909 FrameTime: 1.100 ms
[conditionals] fragment-steps=0:vertex-steps=5: FPS: 904 FrameTime: 1.106 ms
[function] fragment-complexity=low:fragment-steps=5: FPS: 906 FrameTime: 1.104 ms
[function] fragment-complexity=medium:fragment-steps=5: FPS: 889 FrameTime: 1.125 ms
[loop] fragment-loop=false:fragment-steps=5:vertex-steps=5: FPS: 841 FrameTime: 1.189 ms
[loop] fragment-steps=5:fragment-uniform=false:vertex-steps=5: FPS: 886 FrameTime: 1.129 ms
[loop] fragment-steps=5:fragment-uniform=true:vertex-steps=5: FPS: 886 FrameTime: 1.129 ms
=====
                                glmark2 Score: 817
=====
</nowiki>

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AMD64 with AMD K8 6600

```

<nowiki>
@amd64:.../~> glmark2

=====

    glmark2 2014.03

=====

    OpenGL Information
    GL_VENDOR:      X.Org
    GL_RENDERER:    Gallium 0.4 on AMD ARUBA (DRM 2.49.0 / 4.4.76-1-default, LLVM 3.8.0)
    GL_VERSION:     3.0 Mesa 17.0.5

=====

[build] use-vbo=false: FPS: 2017 FrameTime: 0.496 ms
[build] use-vbo=true: FPS: 2523 FrameTime: 0.396 ms
[texture] texture-filter=nearest: FPS: 2134 FrameTime: 0.469 ms
[texture] texture-filter=linear: FPS: 2117 FrameTime: 0.472 ms
[texture] texture-filter=mipmap: FPS: 2285 FrameTime: 0.438 ms
[shading] shading=gouraud: FPS: 2001 FrameTime: 0.500 ms
[shading] shading=blinn-phong-inf: FPS: 2028 FrameTime: 0.493 ms
[shading] shading=phong: FPS: 2026 FrameTime: 0.494 ms
[shading] shading=cel: FPS: 2018 FrameTime: 0.496 ms
[bump] bump-render=high-poly: FPS: 1560 FrameTime: 0.641 ms

```

```
[bump] bump-render=normals: FPS: 5105 FrameTime: 0.196 ms
[bump] bump-render=height: FPS: 5021 FrameTime: 0.199 ms
[effect2d] kernel=0,1,0;1,-4,1;0,1,0;: FPS: 3158 FrameTime: 0.317 ms
[effect2d] kernel=1,1,1,1,1;1,1,1,1,1;1,1,1,1,1;: FPS: 1684 FrameTime: 0.594 ms
[pulsar] light=false:quads=5:texture=false: FPS: 4463 FrameTime: 0.224 ms
[desktop] blur-radius=5:effect=blur:passes=1:separable=true:windows=4: FPS: 1009 FrameTime:
0.991 ms
[desktop] effect=shadow:windows=4: FPS: 1508 FrameTime: 0.663 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 690 FrameTime: 1.449 ms
[buffer] columns=200:interleave=false:update-dispersion=0.9:update-fraction=0.5:update-
method=subdata: FPS: 859 FrameTime: 1.164 ms
[buffer] columns=200:interleave=true:update-dispersion=0.9:update-fraction=0.5:update-
method=map: FPS: 825 FrameTime: 1.212 ms
[ideas] speed=duration: FPS: 1663 FrameTime: 0.601 ms
[jellyfish] <default>: FPS: 1703 FrameTime: 0.587 ms
[terrain] <default>: FPS: 183 FrameTime: 5.464 ms
[shadow] <default>: FPS: 1091 FrameTime: 0.917 ms
[refract] <default>: FPS: 227 FrameTime: 4.405 ms
[conditionals] fragment-steps=0:vertex-steps=0: FPS: 5619 FrameTime: 0.178 ms
[conditionals] fragment-steps=5:vertex-steps=0: FPS: 5596 FrameTime: 0.179 ms
[conditionals] fragment-steps=0:vertex-steps=5: FPS: 5607 FrameTime: 0.178 ms
[function] fragment-complexity=low:fragment-steps=5: FPS: 3519 FrameTime: 0.284 ms
[function] fragment-complexity=medium:fragment-steps=5: FPS: 2909 FrameTime: 0.344 ms
[loop] fragment-loop=false:fragment-steps=5:vertex-steps=5: FPS: 3469 FrameTime: 0.288 ms
[loop] fragment-steps=5:fragment-uniform=false:vertex-steps=5: FPS: 3468 FrameTime: 0.288 ms
[loop] fragment-steps=5:fragment-uniform=true:vertex-steps=5: FPS: 3284 FrameTime: 0.305 ms
=====
                                glmark2 Score: 2526
=====
</nowiki>
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AMD64 with Ryzen R5 5500 with NVIDIA GT730

```
<nowiki>
20230312
@amd64:~> glmark2
```

```
=====
glmark2 2021.02
=====
```

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OpenGL Information
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```
GL_VENDOR:      NVIDIA Corporation
GL_RENDERER:    NVIDIA GeForce GT 730/PCIe/SSE2
GL_VERSION:     4.6.0 NVIDIA 470.161.03
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=====
glmark2 Score: 1483
=====
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```
</nowiki>
```

Revision #3

Created 2026-04-01 17:14:02 CEST by Philip

Updated 2026-04-13 19:31:33 CEST by Philip