

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.0

Author: : kas1e

Date: : 2020/5/3 7:40:20

URL:

@Daniel

Quote:

Note that with ShaderJoy you only measure fill-rate / Nova's fragment shader performance, pretty much nothing else: the geometry is just a static quad, the vertex shader is minimalistic, the shader program never changes. The only thing that changes per frame and therefore is being sent to the GPU is the DBO with the handful of uniform variables.

Did i got it right, that this mean if there will be DMA it will be faster ? I.e. now we measure sending to the GPU of fragment shaders ?

@All

Installed RadeonRX Polaris11 on my x5000 , and with RadeonRX beta driver with fixes in the PCIe speeds and with maximum power level have those results which look pretty better:

default (blue window) : 1928

capehill/amigaa : 1925

capehill/bars: 1902

capehill/gear: 1923

capehill/helloh: 1921

capehill/helloh2 : 1918

capehill/mandelbrot: 175

capehill/nuts: 1915

capehill/ripple: 1912

shadertoy/dueling\_mandelbulbs : 1153

shadertoy/foot\_torus: 54

shadertoy/kissing\_donuts: 63

shadertoy/sunset: 1902

shadertoy/yetanother\_torus: 85

So while the same shaders slower much than others, they at least has much better fps on my RadeonRX 11 with latest beta drivers.