

MeshVS Performance on Intel GPU

OpenGL info:

GLvendor = 'Intel'
GLdevice = 'Intel(R) HD Graphics 2500'
GLversion = '4.0.0 - Build 10.18.10.3496'
GLSLversion = '4.00 - Build 10.18.10.3496'

File	# Triangles	Master (wireframe / wireframe + shading)	Branch (wireframe / wireframe + shading)
Head.stl	117 694	16 fps / 9 fps	190 fps / 125 fps
350KTEST.bdf (from ABS)	652 800	5 fps / 3 fps	60 fps / 30 fps
720KTEST.bdf (from ABS)	1 305 600	3 fps / 0 fps*	33 fps / 19 fps

* Program was crashed

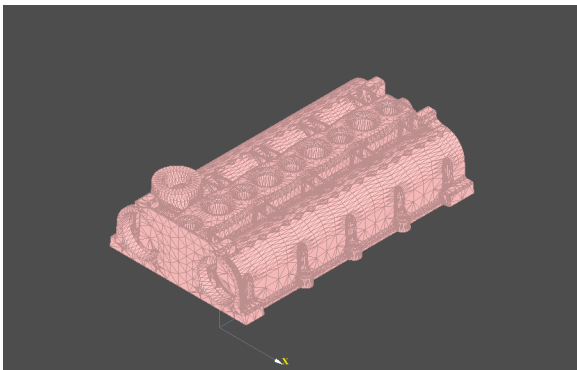
OpenGL info:

GLvendor = 'Intel'
GLdevice = 'Intel(R) HD Graphics 4000'
GLversion = '3.3.0 - Build 8.15.10.2696'
GLSLversion = '3.30 - Intel Build 8.15.10.2696'

File	# Triangles	Master (wireframe + shading + vectors)	Branch (wireframe + shading + vectors)
Head.stl	117 694	3.8 fps	23.3 fps

Screenshots

Head.stl



350(720)Test.bdf

