

3DMark 11 Update alla versione 1.01



LINK (<https://www.nexthardware.com/news/overclock/3187/3dmark-11-update-alla-versione-101.htm>)

A pochi giorni dal lancio del nuovo benchmark 3DMark 11, Futuremark rilascia un update con alcuni fix

A due settimane dal lancio, 3DMark 11 viene aggiornato da Futuremark alla versione 1.01 per risolvere alcuni bug presenti nella prima versione. Di seguito l'elenco dei fix apportati dal primo aggiornamento su ciascuna delle versioni del programma:

All Editions

- * Fixed an issue with SystemInfo that prevented the Physics and Combined tests from running.
- * Fixed an issue that could cause a crash if the DirectX 11 API or .NET was not available.
- * Fixed an issue that could cause a crash if the number of system GPUs was unknown.
- * Letterboxing and scaling now works with wide displays.
- * The benchmark UI is now minimized during the benchmark run.
- * Improved result security when submitting to 3dmark.com.
- * Added automatic update notification.
- * Updated SystemInfo component to version 3.54.1.1.

Advanced And Professional Edition Only

- * Added option for manual GPU Count selection to the Advanced tab.
- * Added Scaling Mode selection to the Advanced tab, choose from centred or stretched.
- * Results tab now shows the individual scores for each of the six tests.

Professional Editions Only

- * Demo audio now works when running from the command line.
- * Image Quality tool now handles unexpected parameters correctly.
- * Image Quality tool now works correctly with the reference rasterizer option.

In calce il link diretto all'updater.