

Raytracing (Multiple CPUs)

The raytracing performance test is done by using one scene that uses heavy antialiasing, shadows, transparencies and refractions to stress the FPU (Floating Point Unit).

Each scene will be pre-rendered first in a very small resolution to eliminate any hard disk dependencies. (So all textures are loaded into your computer's physical memory.)

MP raytracing is only available if you have a computer with at least 2 CPUs and an OS running that supports multiple processors.

For example Mac OS 8 and Windows NT are able to use multiple CPUs but Windows 95/98 are not!