

Start All Tests

This function starts the following tests:

- Shading (CINEMA 4D)
- Shading (OpenGL)
- Raytracing (Single CPU)
- Raytracing (Multiple CPUs)
... provided there are at least two processors working in your computer.

Results to Clipboard

After the tests are finished this function copies the benchmark results to your computer's clipboard.

Then open your preferred text editor (e.g. "Simple Text" under Mac OS or "Notepad" under Windows) with an empty document.

Then immediately paste the contents of the clipboard into this document (usually by selecting "Edit / Paste" from the editor's menu).

Please fill out the missing data in the document's header. Otherwise the data you had gathered are pretty much useless. Then save the text document.

You're now ready to share your experiences with others.