

```
Rendered frame 1715
[CPU] Render took 39.987611 ms (25.007746 FPS) (total 24.62
[GPU] Render took 15.258222 ms (65.538436 FPS) (total 15.35
[REALTIME] Render+Present+Cruf took 32.521143 ms (30.74922
View bounds: {0.0869386, 0.634194, 2.63295e-07, 2.63295e-07
type of Real == double
Doing coordinate transform on the GPU.
Doing rendering using CPU.
```

x86-64 CPU

```
Rendered frame 321
[CPU] Render took 0.332530 ms (3007.247466 FPS) (total 0.1496
[GPU] Render took 0.192192 ms (5203.130203 FPS) (total 0.1496
[REALTIME] Render+Present+Cruf took 16.698184 ms (59.8867
View bounds: {0.0869386, 0.634194, 2.63295e-07, 2.63295e-07
type of Real == double
Doing coordinate transform on the GPU.
Doing rendering using GPU.
```

nVidia shader

```
Rendered frame 5237
[CPU] Render took 1.821347 ms (549.044196 FPS) (total
[GPU] Render took 1.569000 ms (637.348630 FPS) (total
[REALTIME] Render+Present+Cruf took 1.899552 ms (526
View bounds: {0.0869386, 0.634194, 2.63295
type of Real == double
Doing coordinate transform on the GPU.
Doing rendering using GPU.
```

fglrx shader

```
Rendered frame 60317
[CPU] Render took 0.166667 ms (60.311565 FPS) (total 11.0664
[GPU] Render took 1.926720 ms (519.016775 FPS) (total 1.32145
[REALTIME] Render+Present+Cruf took 15.549080 ms (64.312487
View bounds: {0.0869386, 0.634194, 2.63295e-07, 2.63295e-07)
type of Real == double
Doing coordinate transform on the GPU.
Doing rendering using GPU.
```

intel shader