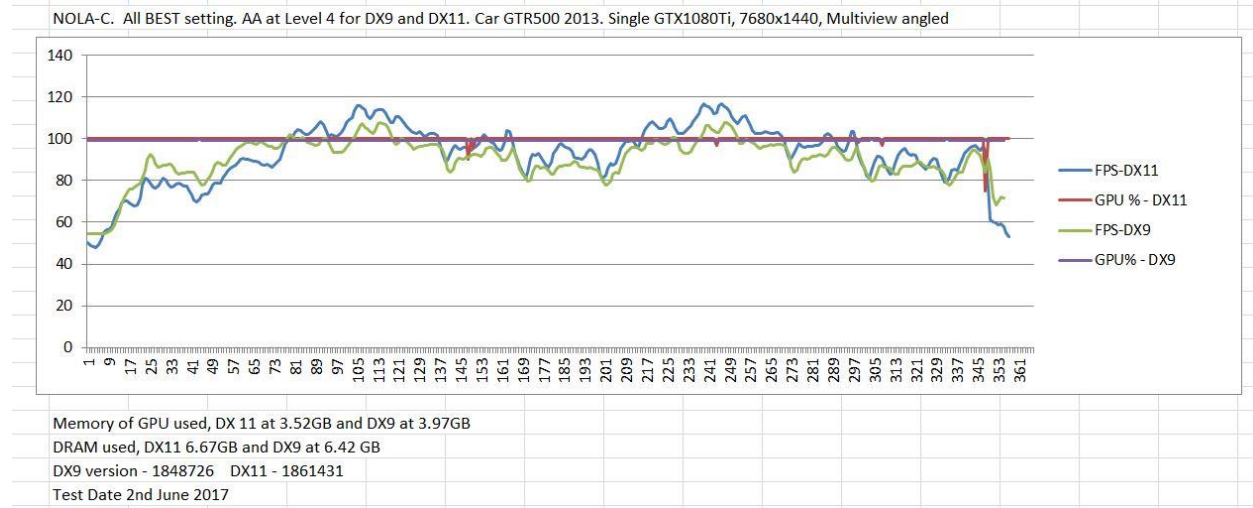
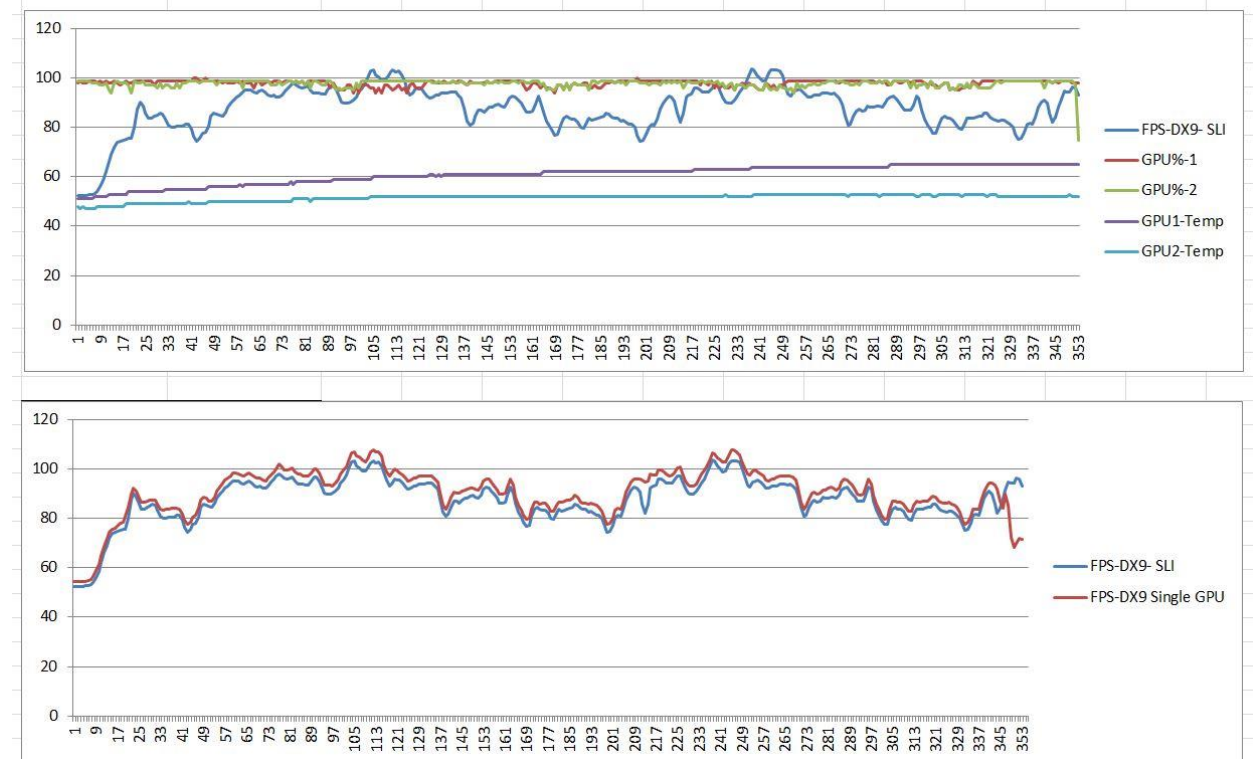


DX9 & DX11 - Single GPU – GTX1080Ti – NOLA C

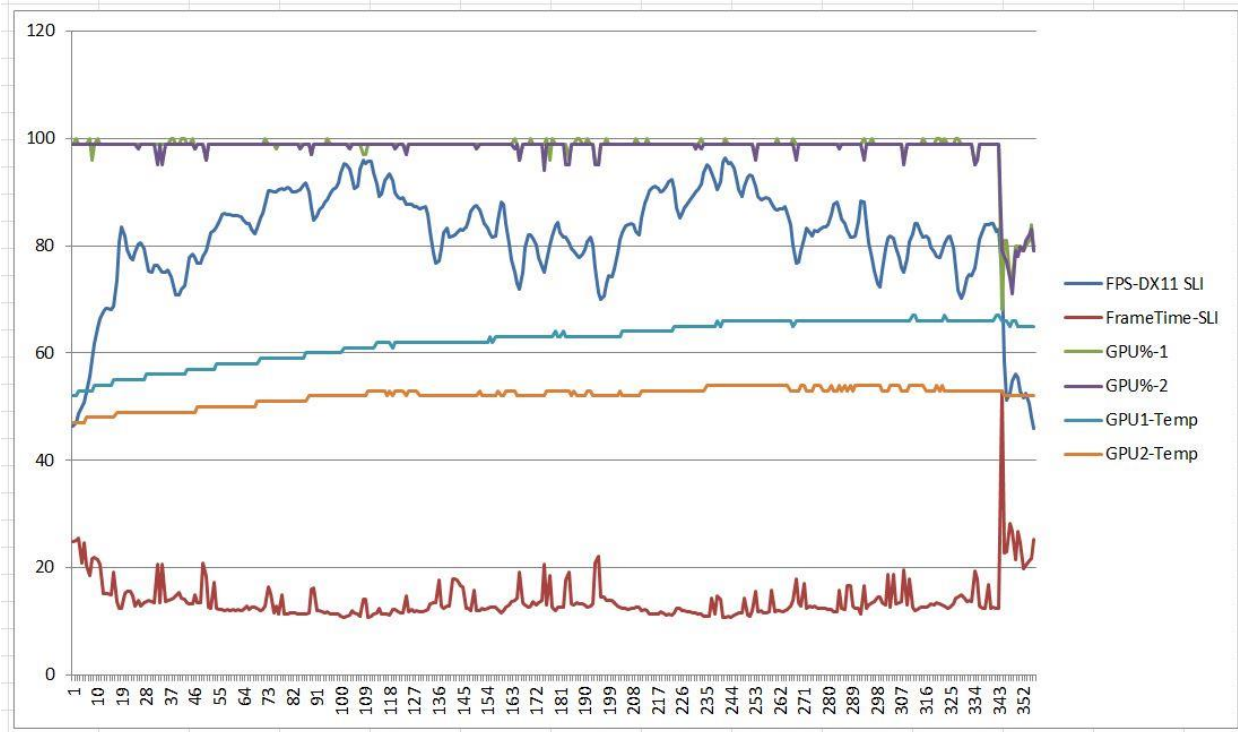


DX9 - 2-Way SLI – GTX1080Ti – NOLA C vs Single GPU

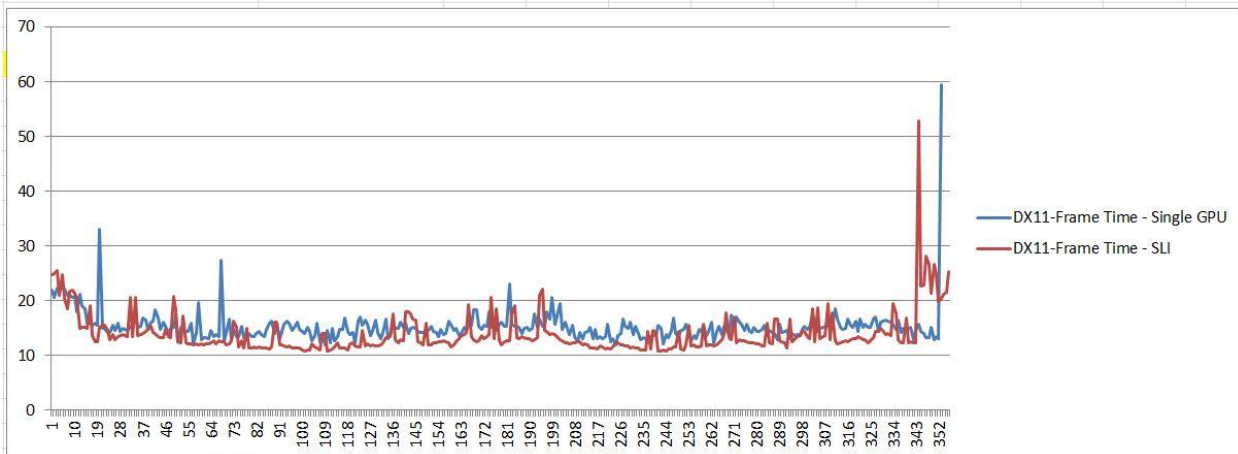
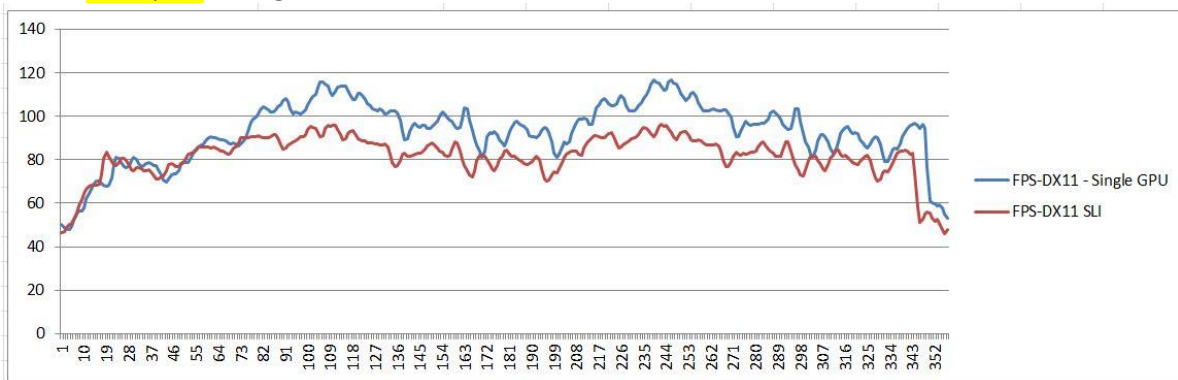


Note sudden FPS drop is when race is turned off, example FPS-DX9-Single GPU at the very ending

DX11 - 2-Way SLI – GTX1080Ti – NOLA C

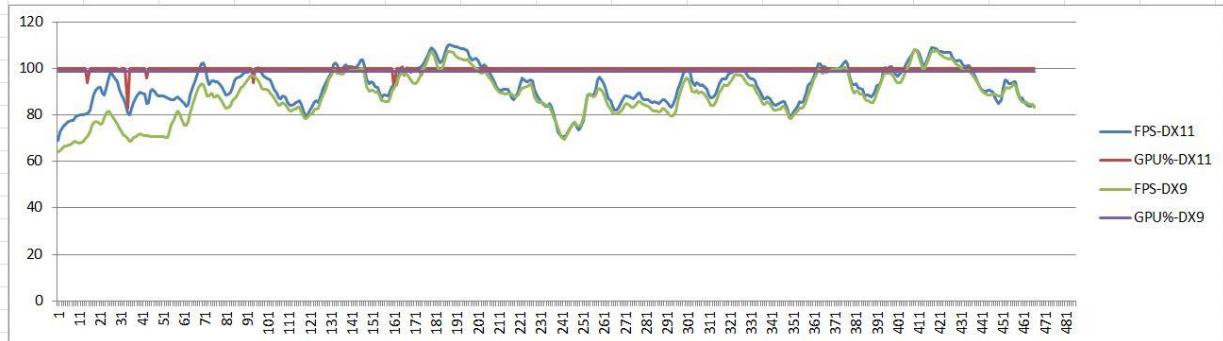


DX11 - 2-Way SLI & Single GPU – GTX1080Ti – NOLA C. FPS & FRAMETIME



DX9 & DX11 - Single GPU – GTX1080Ti – Silverstone GT

Silverstone GT Track. All BEST setting. AA at Level 4 for DX9 and DX11. Car GTR500 2013. Single GTX1080Ti, 7680x1440, Multiview angled



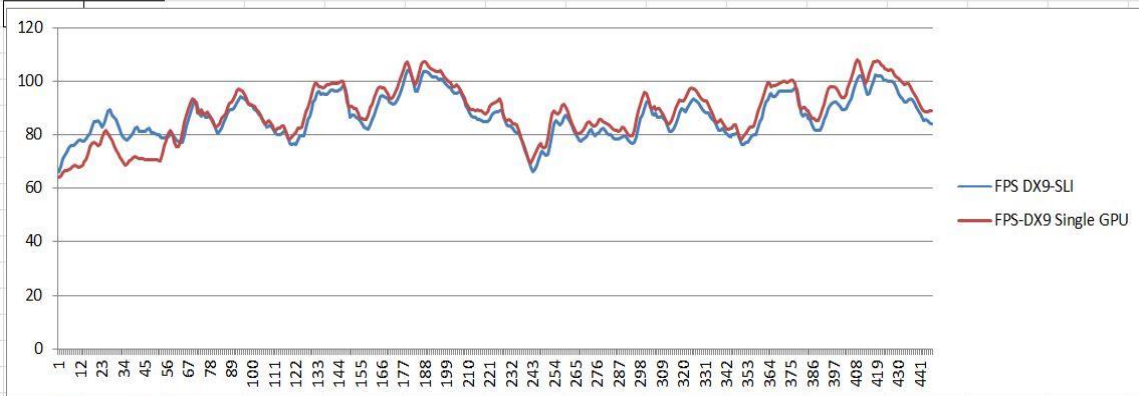
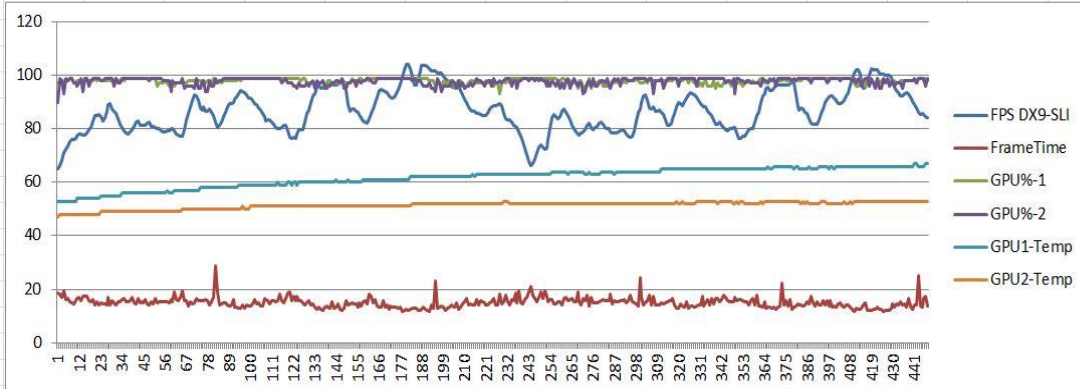
Memory of GPU used, DX 11 at 3.52GB and DX9 at 3.97GB

DRAM used, DX11 6.67GB and DX9 at 6.41 GB

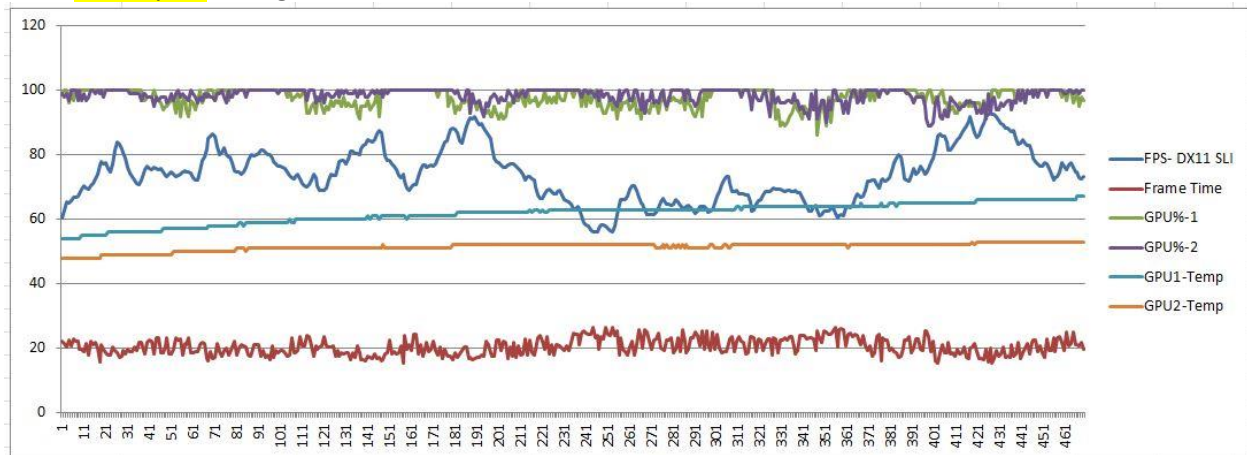
DX9 version - 1848726 DX11 - 1861431

Test Date 2nd June 2017

DX9 - 2-Way SLI & Single GPU – GTX1080Ti – Silverstone GT

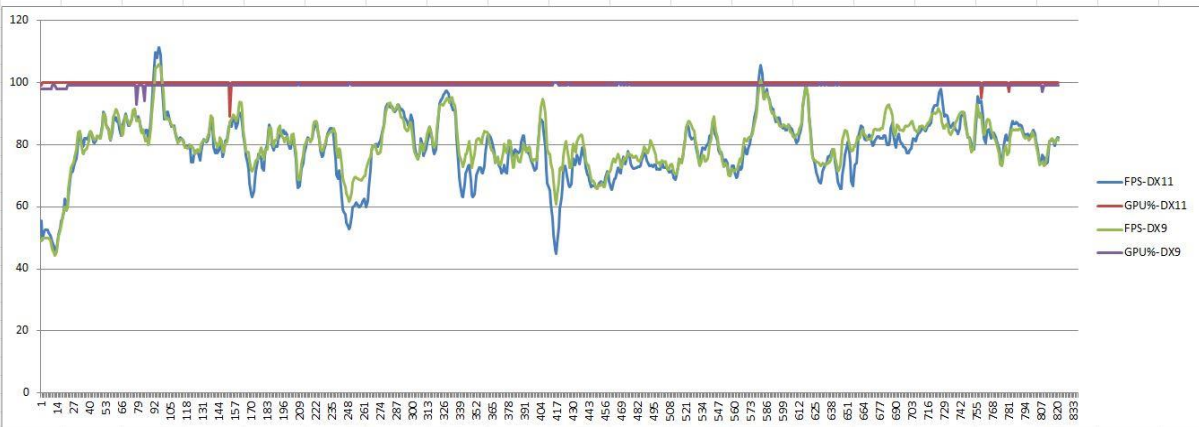


DX11 - 2-Way SLI & Single GPU – GTX1080Ti – Silverstone GT



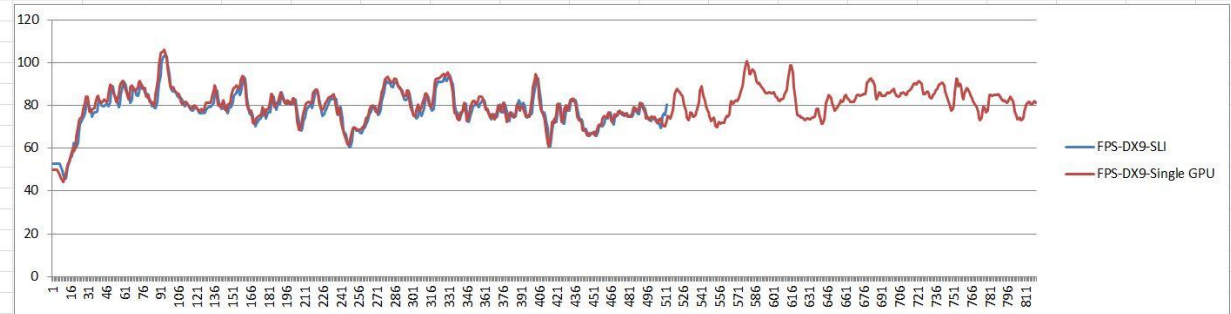
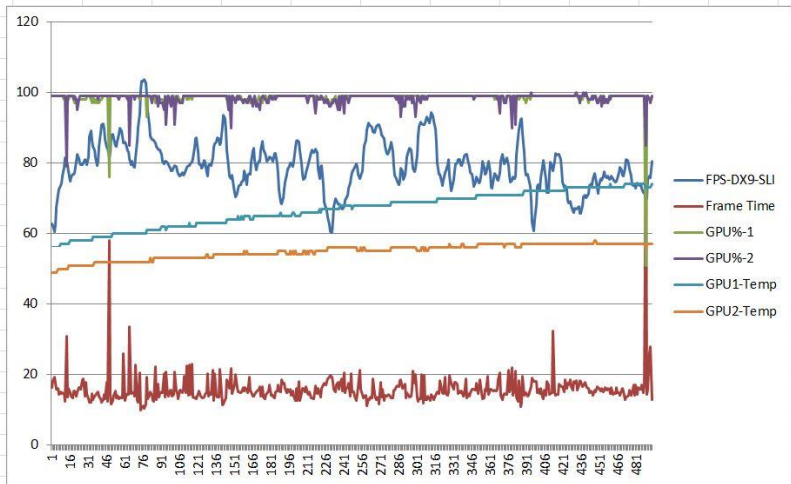
DX9 & DX11 - Single GPU – GTX1080Ti – Nords Tourist Autumn

Nords - Autum Tourist. All BEST setting. AA at Level 4 for DX9 and DX11. Car GTR500 2013. Single GTX1080Ti, 7680x1440, Multiview angled

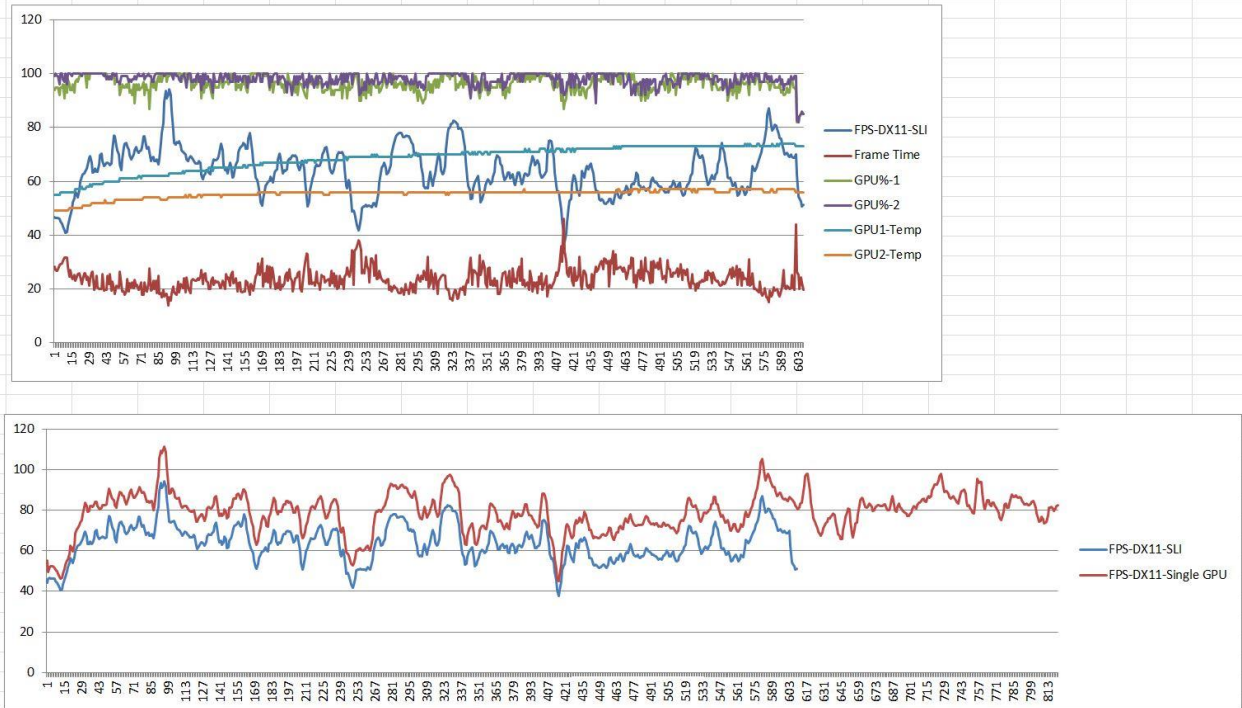


Memory of GPU used, DX 11 at 3.6GB and DX9 at 4.04GB
DRAM used, DX11 6.79GB and DX9 at 6.6 GB
DX9 version - 1848726 DX11 - 1861431
Test Date 2nd June 2017

DX9 - 2-Way SLI & Single GPU – GTX1080Ti – Nords Tourist Autumn
Stop test at GPU#1 Temp 74C



DX11 - 2-Way SLI & Single GPU – GTX1080Ti – Nords Tourist Autumn
 Stop test at GPU#1 Temp 74C



Unigine Heaven Benchmark 4.0

FPS: 53.9
Score: 1358
Min FPS: 23.3
Max FPS: 153.9

System

Platform:	Windows 7 (build 7601, Service Pack 1) 64bit
CPU model:	Intel(R) Core(TM) i7-5960X CPU @ 3.00GHz (3000MHz) x8
GPU model:	NVIDIA GeForce GTX 1080 Ti 22.21.13.8205 (4095MB) x1

Settings

Render:	Direct3D11
Mode:	7680x1440 fullscreen
Preset:	Custom
Quality:	High
Tessellation:	Disabled

Powered by UNIGINE Engine
 Unigine Corp. © 2005-2013

Unigine Heaven Benchmark 4.0

FPS: 99.3
Score: 2502
Min FPS: 29.8
Max FPS: 237.8

System

Platform:	Windows 7 (build 7601, Service Pack 1) 64bit
CPU model:	Intel(R) Core(TM) i7-5960X CPU @ 3.00GHz (2999MHz) x8
GPU model:	NVIDIA GeForce GTX 1080 Ti 22.21.13.8205 (4095MB) x2

Settings

Render:	Direct3D11
Mode:	7680x1440 fullscreen
Preset:	Custom
Quality:	High
Tessellation:	Disabled

Powered by UNIGINE Engine
 Unigine Corp. © 2005-2013

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In Heaven GPU test, SLI scale well

↑
SLI

Conclusion :

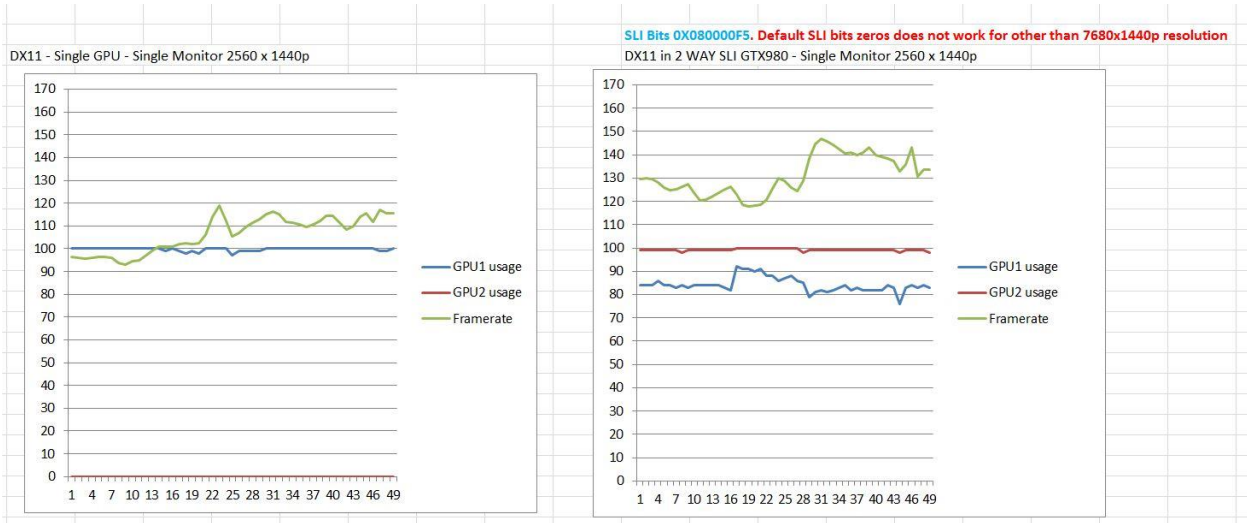
- Re test using HB bridge type SLI, not the normal one.
- If SLI improvement only say 10 FPS, don't bother to SLI 😊



The problem I have is, my old GTX980 2-way SLI, cannot run 7680x1440 resolution if only 1 GPU used. So I never actually see SLI scaling in RFactor 2 at 7680x1440, but did see improvement if only at 2560x1440.

From an older test....

In single monitor, 2560 x 1440p , SLI scaling works ...a bit ☺



End of Test ...for now