FUTUREMARK®

3DMARK® VANTAGE

Command Line Guide

Updated April 8, 2014
for use with 3DMark Vantage
Professional Edition v1.1.2

Usage

Run the program from a command line that was started as an administrator, (right-click on the *cmd* shortcut, and select *Run as Administrator*).

```
3DMarkVantageCmd.exe [options]
```

> ⚠ 3DMark Vantage Professional Edition license required for command line use.

Options

Command	Description
`--config_file arg`	This option is mandatory. Benchmark run configuration file.
`--debug_log arg`	Specify a file that should receive the debug log. The log is written as HTML.
`--run_id arg`	Specify a string that can be expanded in path names with $(RUNID).
`--disable_system_info`	Disables SystemInfo scan.
`--enable_system_info_monitoring`	Enables SystemInfo monitoring.
`--help`	This help message.

Example

These examples assume that you have mybenchmark.3dmdef in the /bin/x64 folder which defines your benchmark run and that you have write permissions to the same directory.

```
3DMarkVantageCmd.exe --config_file="test_config/performance.txt"
```

Config files

3DMark Vantage comes with a set of definition files that enable you to quickly set up and run a benchmark with standard or custom settings. By default, these definitions can be found in:

```
C:\Program Files (x86)\Futuremark\3DMark Vantage\test_config
```

(Modify the directory to x86 instead of x64 if running 32 bit OS.)

entry.txt	Run default Entry preset
performance.txt	Run default Performance preset
high.txt	Run default High preset
extreme.txt	Run default Extreme preset
example.txt	Run benchmark with custom settings

Default configs are the same as running a test from the GUI.

The example config is a baselines for running the benchmark with custom settings. If you want to use custom settings for your command line run, make a copy of the example file and edit it to match your desired settings. Note that custom runs only produce sub-scores, never an overall score.

Example

example.txt

```
result_log "result_logs/$(HOSTNAME)_$(USERNAME)_$(TIMESTAMP).csv"

// A config file can have any number of "benchmark_run" blocks. One
// block equals to one benchmark run launched from GUI.
benchmark_run
{
    loop_count 2
    // Default value is true.
    enable_ppu false
    // Possible values: "custom", "entry", "performance", "high", "extreme"
    preset custom

    // Custom settings for "custom" preset reside inside "custom_settings" block.
    // If any other preset is selected, this block is ignored.
    custom_settings
    {
        resolution 800x600
        fixed_fps 30
        flush_on_low_fps true

        msaa 4
        // Possible values: "optimal", "anisotropic"
        texture_filtering optimal
        // If "anisotropic" texture filtering is selected, this defines
        // the maximum level of anisotropy.
        max_anisotropy 8

        // Possible values: "entry", "performance", "high" and "extreme"
        texture_quality entry
        // Possible values: "entry", "performance", "high" and "extreme"
        shadow_shader_quality performance
        // Possible values: "entry", "performance", "high" and "extreme"
        shadow_resolution_quality high
        // Possible values: "entry", "performance", "high" and "extreme"
        shader_quality extreme

        // Interpreted as 1:N. For example, this means scale of 1:4.
        post_fx_scale 4

        disable_bloom false
        disable_streak false
        disable_anamorphic_flare false
```

```
        disable_ghost false
        disable_lenticular_halo false
        disable_motion_blur false
        disable_dof false
        disable_fog false
        disable_color_noise false

        disable_gpu_simulations true
    }

    // By default, all tests are included in the run.

    graphics_test_1 true
    graphics_test_2 false
    cpu_test_1 true
    cpu_test_2 false

    feature_test_1 false
    feature_test_2 false
    feature_test_3 false
    feature_test_4 false
    feature_test_5 false
    feature_test_6 false
}

benchmark_run
{
    loop_count 3
    preset performance

    graphics_test_1 true
    graphics_test_2 false
    cpu_test_1 true
    cpu_test_2 false

    feature_test_1 true
    feature_test_2 false
}

benchmark_run
{
    preset entry
}
```