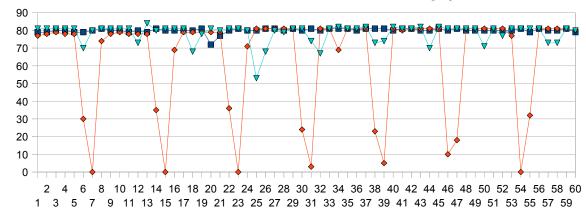
FPS Durante Navegação



segundo

por

Frames

- GPU (Alfa = 1)
- ◆ CPU (Single Thread, Alfa = 0)
- ▼ CPU (Multi Thread, Alfa = 0)
- GPU + CPU (Multi Thread, Alfa = 0.5)
- GPU + CPU (Single Thread, Alfa = 0.5)

Frame