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Working around TDR in Windows for a better GPU computing ...

The PV_LIB Toolbox provides a set of well-documented functions for simulating the performance of photovoltaic energy systems. Currently there are two distinct versions (pvlib-python and PVILB for Matlab) that differ in both structure and content.

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Control: Ultimate Edition recently launched on PlayStation 5 and Xbox Series X/S. Remedy's latest game has evidently joined the ranks of ninth-gen titles running at 30 FPS with a sub-native ...

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Control: Ultimate Edition runs at 1440p/30 FPS on the ...

Lastly, this version 7.2.0 of HDRP comes with a Preview of real-time ray tracing support, which we will discuss in a separate blog post. Ray tracing is a technology that we will develop further. High Definition Render Pipeline and Universal Render Pipeline. HDRP does not replace or encompass the Universal Render Pipeline.

Unity HDRP: Create high fidelity graphics with 2019.3 release

1) I tried running the code on normal GeForce cards (a 980 Ti, specifically), a Titan X, and a Quadro (M4000). I wanted to see if the more professional-grade cards would behave differently, but the Titan X and Quadro both exhibited the same TDR behavior.