



How to launch glmark2 benchmark



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1 Introduction

glmark2 is an OpenGL 2.0 and ES 2.0 benchmark, developed by Alexandros Frantzis and Jesse Barker. It is based on the original glmark benchmark by Ben Smith. extracted from **The glmark2 official web site** ^[1]



2 Using glmark2

Building glmark2 generates 2 binaries:

- **glmark2-es2-wayland**, to launch glmark2 benchmark as a wayland client.
- **glmark2-es2-drm**, to launch glmark2 benchmark as a native DRM/GBM openGLES application.

2.1 glmark2-es2-wayland

- Start Weston (if not already started)

```
Board $> systemctl start weston@root.service
```

- Launch glmark2

```
Board $> glmark2-es2-wayland
```

2.2 glmark2-es2-drm

- Stop Weston

```
Board $> systemctl stop weston@root.service
```

- The DRM display mode may need to be set and the DRM master token released so that glmark2 can use the DRM interfaces. This depends on the glmark2 version. For instance:

```
Board $> modetest -s 27:720x1280 -d &
```

Note: The connector and the mode are given as an example.

- Launch glmark2

```
Board $> glmark2-es2-drm
```



3 Source code location

- Official source code: <https://github.com/glmark2/glmark2>



4 To go further

You can find the full documentation of glmark2 in the related Ubuntu man page <http://manpages.ubuntu.com/manpages/cosmic/man1/glmark2.1.html>.



5 References

- <https://github.com/glmark2/glmark2>

Open Graphics Library (See <http://www.opengl.org/> for more details)

Direct Rendering Manager (kernel module that gives direct hardware access to DRI clients, find more information on official DRI web site <http://dri.freedesktop.org/wiki/DRM>)