

## GeForce 6800 GT / WinXP+SP2 / 66.93 DCT Information

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```
: Command line : Pshader.exe -Ver:2.0 -M:%MONITOR%
: Monitor Command line : Pshader.exe -Ver:2.0 -M:1
: Test working directory : ..\\direct3d\\general
: Starting Test at 11-11-2004 23:29:7
: Test name : Pixel Shaders Ver 2.0
: Test Assertion : 5.63.1
: Display using Current Display Mode : 1024X768X32
: Modified Command line : Pshader.exe -Ver:2.0 -M:1 -WHQL
: App exited normally
Test Ended at 11-11-2004 23:52:46
Original working directory restored
```

## DCT Errors

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```
Comm and Line: Pshader.exe -Ver:2.0 -M:1 -WHQL
Time: 23:29:15 11/11/2004
Machine: SILENTBOB
OS: Windows XP Professional SP2(Build 2180, German)
OS Architecture: x86
System Memory: 1073.20MB total, 584.65MB available
OS CPU: 1 proc 1807MHz AMD AMD
PSGP: AMD XP
Display Adapter: NVIDIA GeForce 6800 GT(6.14.10.6693, DDI 9)
PnPID: VEN_10DE&DEV_0045&SUBSYS_020410DE&REV_A1
Desktop Display Mode: 1024x768xX8R8G8B8 @ 100hz
DirectX Version: 9.20(Build 3900.00)
D3D Device: DX9.0 Pure HAL, HW VP
```

Type:

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**Group #1 -- Touch all Registers**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #2 -- Texture address instructions**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #3 -- Texture address instructions (Bump)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #4 -- Texture address instructions (Cube)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #5 -- Texture address instructions (Volume)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #6 -- Texture address instructions (BumpCube)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #7 -- Output Write Masks**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #8 -- Arithmetic Instructions & Modifiers**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #9 -- Arithmetic  
Instructions & Modifiers (Bump)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #10 -- Argument  
Modifiers**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #11 -- Read Shader**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Skipping test ranges 0  
through 1

**Group #12 -- Vertex  
Shader/Pixel Shader  
combination**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #13 -- Vertex  
Shader/Pixel Shader  
combination (Bump)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #14 -- Vertex  
Shader/Pixel Shader  
combination (Cube)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #15 -- Vertex  
Shader/Pixel Shader  
combination (Volume)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #16 -- Vertex  
Shader/Pixel Shader  
combination (BumpCube)**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #17 -- Max Instr, register  
read port, texture stage limits**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #18 -- Legacy pixel  
shader behaviors**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

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**Elast**  
**d** 00:23:25  
**Time:**

**Device** Pshader.exe -DX9.0 -  
**Mode** SRC: PUREHAL -  
**Cmdlin** DisplayMode: 1024x768xX  
**e:** 8R8G8B8 -Ver: 2.0 -M: 1 -  
WHQL

**Total**  
**Confor** 99.28%  
**mance**  
:

**Total**  
**Run:** 3461

**Total**  
**Passed** 3460  
:

**Total**  
**Failed:** 0

**Total**  
**Blocke** 0  
**d:**

**Total**  
**Warne** 0  
**d:**

**Total**  
**Skippe** 1  
**d:**

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## DCT Information

```
: Command line : Pshader3.exe -ps30 -ps30_tex -ps30_cube -ps30_vol -M:%MONITOR%
: Monitor Command line : Pshader3.exe -ps30 -ps30_tex -ps30_cube -ps30_vol -M:1
: Test working directory : ..\\direct3d\\general
: Starting Test at 11-10-2004 8:0:50
: Test name : Pixel Shaders Ver 3.0
: Test Assertion : 5.63.1
: Display using Current Display Mode : 1280X1024X32
: Modified Command line : Pshader3.exe -ps30 -ps30_tex -ps30_cube -ps30_vol -M:1 -
WHQL
: App exited normally
Test Ended at 11-10-2004 15:22:59
Original working directory restored
```

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## DCT Errors

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```
Comm Pshader3.exe -ps30 -
and ps30_tex -ps30_cube -
Line: ps30_vol -M:1 -WHQL

Time: 08:01:04 11/10/2004

Machi
ne: SILENTBOB

Windows XP
OS: Professional SP2(Build
2180, German)

OS
Archit
ecture: x86

System
Memo 1073.20MB total,
ry: 628.21MB available

OS 1 proc 1807MHz AMD
CPU: AMD

PSGP: MS

Displa
y
Adapt
er: NVIDIA GeForce 6800
GT(6.14.10.6693, DDI
9)

PnPID VEN_10DE&DEV_0045&
: SUBSYS_020410DE&RE
V_A1

Deskt
op
Displa 1024x768xX8R8G8B8
y @ 100hz
Mode:
```

**Direct**

**X**  
**Versio**  
**n:** 9.20(Build 3900.00)

**D3D**

**Devic**  
**e**  
**Type:** DX9.0 Pure HAL, HW VP

**Group #1 -- PShader3.0**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #3425 -- (4494) ps\_3\_0 **Fail**  
vFace : with if\_lt, Back only, (76.  
Point FillMode 78  
%)

Test #3428 -- (4479) ps\_3\_0 **Fail**  
vFace : with if\_le, Back only, (76.  
Point FillMode 78  
%)

Test #3437 -- (4699) ps\_3\_0 **Fail**  
vFace : with setp\_lt, Back Only, (76.  
Point FillMode 78  
%)

Test #3440 -- (4684) ps\_3\_0 **Fail**  
vFace : with setp\_le, Back (76.  
Only, Point FillMode 78  
%)

To execute just this group,  
append "-ps30" to the  
cmdline.

**Group #2 --**

**PShader3.0\_Textures - Texture:**  
**A8R8G8B8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texLdd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texLdd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texLdd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
%)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texLdd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,

1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0

texldd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0

texldd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0

texldd : v1, Tex8, dsx = v1, **Fail**  
dsy = v1 -> level = NA (56.  
58  
%)

Test #500 -- (6497) ps\_3\_0

texldd\_pp : v1, Tex8, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0

texldd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0

texldd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0

texldd : v2, Tex13, dsx = v2, **Fail**  
dsy = v2 -> level = NA (56.  
58  
%)

Test #572 -- (6542) ps\_3\_0

texldd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

**Group #3 --**

**PShader3.0\_Textures - Texture:  
X8R8G8B8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0

texldd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0

texldd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0

**Fail**

texIdd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
%)

Test #428 -- (6488) ps\_3\_0  
texIdd\_pp : v0, Tex0, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0  
texIdd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0  
texIdd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, dsx = v1, (56.  
dsy = v1 -> level = NA 58  
%)

Test #500 -- (6497) ps\_3\_0  
texIdd\_pp : v1, Tex8, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texIdd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texIdd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (56.  
dsy = v2 -> level = NA 58  
%)

Test #572 -- (6542) ps\_3\_0  
texIdd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

#### Group #4 -- PShader3.0\_Textures - Texture: R5G6B5

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texIdd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texIdd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
)

Test #428 -- (6488) ps\_3\_0  
texIdd\_pp : v0, Tex0, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0  
texIdd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0  
texIdd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, dsx = v1, (56.  
dsy = v1 -> level = NA 58  
)

Test #500 -- (6497) ps\_3\_0  
texIdd\_pp : v1, Tex8, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texIdd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texIdd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (56.  
dsy = v2 -> level = NA 58  
)

Test #572 -- (6542) ps\_3\_0  
texIdd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

**Group #5 --**  
**PShader3.0\_Textures - Texture:**  
**X1R5G5B5**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texldd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texldd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
%)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texldd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texldd : v1, Tex8, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texldd : v1(.xy), Tex8, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (56.  
dsy = v1 -> level = NA 58  
%)

Test #500 -- (6497) ps\_3\_0 **Fail**  
texldd\_pp : v1, Tex8, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texldd : v2, Tex13, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texldd : v2(.xy), Tex13, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texldd : v2, Tex13, dsx = v2, (56.  
dsy = v2 -> level = NA 58  
%)

Test #572 -- (6542) ps\_3\_0 **Fail**  
texldd\_pp : v2, Tex13, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

**Group #6 --  
PShader3.0\_Textures - Texture:  
A1R5G5B5**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texIdd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texIdd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
%)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texIdd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texIdd : v1(.xy), Tex8, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, dsx = v1, (56.  
dsy = v1 -> level = NA 58  
%)

Test #500 -- (6497) ps\_3\_0 **Fail**  
texIdd\_pp : v1, Tex8, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texIdd : v2(.xy), Tex13, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (56.  
dsy = v2 -> level = NA 58  
%)

Test #572 -- (6542) ps\_3\_0 **Fail**  
texIdd\_pp : v2, Tex13, (0.0

dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

#### Group #7 --

#### PShader3.0\_Textures - Texture: A4R4G4B4

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texldd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texldd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
)

Test #428 -- (6488) ps\_3\_0  
texldd\_pp : v0, Tex0, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0  
texldd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0  
texldd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (56.  
dsy = v1 -> level = NA 58  
)

Test #500 -- (6497) ps\_3\_0  
texldd\_pp : v1, Tex8, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texldd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texldd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texldd : v2, Tex13, dsx = v2, (56.  
dsy = v2 -> level = NA 58  
)

Test #572 -- (6542) ps\_3\_0 **Fail**  
texldd\_pp : v2, Tex13, (0.0  
dsx=(0.424264, 0.424264, 1, 1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

### Group #8 -- PShader3.0\_Textures - Texture: A8

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texldd : v0, Tex0, (8.6  
dsx(c2)=(0.04, 0, 0, 0), 4%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texldd : v0(.xy), Tex0, (8.6  
dsx(c2)=(0, 0.07, 0, 0), 4%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #428 -- (6488) ps\_3\_0 **Fail**  
texldd\_pp : v0, Tex0, (35.  
dsx=(0.424264, 0.424264, 1, 29  
1), dsy=(0.424264, 0.424264, %)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texldd : v1, Tex8, (8.6  
dsx(c2)=(0.04, 0, 0, 0), 4%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texldd : v1(.xy), Tex8, (8.6  
dsx(c2)=(0, 0.07, 0, 0), 4%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #500 -- (6497) ps\_3\_0 **Fail**  
texldd\_pp : v1, Tex8, (35.  
dsx=(0.424264, 0.424264, 1, 29  
1), dsy=(0.424264, 0.424264, %)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texldd : v2, Tex13, (8.6  
dsx(c2)=(0.04, 0, 0, 0), 4%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texldd : v2(.xy), Tex13, (8.6  
dsx(c2)=(0, 0.07, 0, 0), 4%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #572 -- (6542) ps\_3\_0 **Fail**  
texldd\_pp : v2, Tex13, (35.

dsx=(0.424264, 0.424264, 1, 29  
1), dsy=(0.424264, 0.424264, %)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

**Group #9 --  
PShader3.0\_Textures - Texture:  
G16R16**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texldd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texldd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (62.  
dsy = v0 -> level = NA 27  
%)

Test #428 -- (6488) ps\_3\_0  
texldd\_pp : v0, Tex0, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0  
texldd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0  
texldd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (62.  
dsy = v1 -> level = NA 27  
%)

Test #500 -- (6497) ps\_3\_0  
texldd\_pp : v1, Tex8, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texldd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texldd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texldd : v2, Tex13, dsx = v2, (62.  
dsy = v2 -> level = NA 27  
)

Test #572 -- (6542) ps\_3\_0 **Fail**  
texldd\_pp : v2, Tex13, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

### Group #10 -- PShader3.0\_Textures - Texture: G16R16F

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texldd : v0, Tex0, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texldd : v0(.xy), Tex0, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (62.  
dsy = v0 -> level = NA 27  
)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texldd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texldd : v1, Tex8, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texldd : v1(.xy), Tex8, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (62.  
dsy = v1 -> level = NA 27  
)

Test #500 -- (6497) ps\_3\_0 **Fail**  
texldd\_pp : v1, Tex8, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texldd : v2, Tex13, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)

= 0

Test #563 -- (5918) ps\_3\_0  
texldd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texldd : v2, Tex13, dsx = v2, (62.  
dsy = v2 -> level = NA 27  
%)

Test #572 -- (6542) ps\_3\_0  
texldd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

### Group #11 -- PShader3.0\_Textures - Texture: A16B16G16R16F

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texldd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texldd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
%)

Test #428 -- (6488) ps\_3\_0  
texldd\_pp : v0, Tex0, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0  
texldd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0  
texldd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (56.  
dsy = v1 -> level = NA 58  
%)

Test #500 -- (6497) ps\_3\_0 **Fail**  
texldd\_pp : v1, Tex8, (0.0

dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texIdd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texIdd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (56.  
dsy = v2 -> level = NA 58  
)

Test #572 -- (6542) ps\_3\_0  
texIdd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

## Group #12 -- PShader3.0\_Textures - Texture: R32F

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, (25.  
dsx(c2)=(0.04, 0, 0, 0), 80  
dsy(c2)=(0.04, 0, 0, 0) -> level %)  
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texIdd : v0(.xy), Tex0, (25.  
dsx(c2)=(0, 0.07, 0, 0), 80  
dsy(c2)=(0, 0.07, 0, 0) -> level %)  
= 1

Test #428 -- (6488) ps\_3\_0 **Fail**  
texIdd\_pp : v0, Tex0, (45.  
dsx=(0.424264, 0.424264, 1, 10  
1), dsy=(0.424264, 0.424264, %)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, (25.  
dsx(c2)=(0.04, 0, 0, 0), 80  
dsy(c2)=(0.04, 0, 0, 0) -> level %)  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texIdd : v1(.xy), Tex8, (25.  
dsx(c2)=(0, 0.07, 0, 0), 80  
dsy(c2)=(0, 0.07, 0, 0) -> level %)  
= 1

Test #500 -- (6497) ps\_3\_0 **Fail**  
texIdd\_pp : v1, Tex8, (45.  
dsx=(0.424264, 0.424264, 1, 10  
1), dsy=(0.424264, 0.424264, %)

1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texldd : v2, Tex13, (25.  
dsx(c2)=(0.04, 0, 0, 0), 80  
dsy(c2)=(0.04, 0, 0, 0) -> level %)   
= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texldd : v2(.xy), Tex13, (25.  
dsx(c2)=(0, 0.07, 0, 0), 80  
dsy(c2)=(0, 0.07, 0, 0) -> level %)   
= 1

Test #572 -- (6542) ps\_3\_0 **Fail**  
texldd\_pp : v2, Tex13, (45.  
dsx=(0.424264, 0.424264, 1, 10  
1), dsy=(0.424264, 0.424264, %)   
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

### Group #13 -- PShader3.0\_Textures - Texture: A32B32G32R32F

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texldd : v0, Tex0, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)   
dsy(c2)=(0.04, 0, 0, 0) -> level   
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texldd : v0(.xy), Tex0, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)   
dsy(c2)=(0, 0.07, 0, 0) -> level   
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (56.  
dsy = v0 -> level = NA 58  
%)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texldd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)   
1), dsy=(0.424264, 0.424264,   
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texldd : v1, Tex8, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)   
dsy(c2)=(0.04, 0, 0, 0) -> level   
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texldd : v1(.xy), Tex8, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)   
dsy(c2)=(0, 0.07, 0, 0) -> level   
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (56.  
dsy = v1 -> level = NA 58  
%)

Test #500 -- (6497) ps\_3\_0 **Fail**

texIdd\_pp : v1, Tex8, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texIdd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texIdd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (56.  
dsy = v2 -> level = NA 58  
%)

Test #572 -- (6542) ps\_3\_0  
texIdd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

#### Group #14 -- PShader3.0\_Textures - Texture: L8

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, (19.  
dsx(c2)=(0.04, 0, 0, 0), 68  
dsy(c2)=(0.04, 0, 0, 0) -> level %)   
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texIdd : v0(.xy), Tex0, (19.  
dsx(c2)=(0, 0.07, 0, 0), 68  
dsy(c2)=(0, 0.07, 0, 0) -> level %)   
= 1

Test #428 -- (6488) ps\_3\_0 **Fail**  
texIdd\_pp : v0, Tex0, (41.  
dsx=(0.424264, 0.424264, 1, 37  
1), dsy=(0.424264, 0.424264, %)   
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, (19.  
dsx(c2)=(0.04, 0, 0, 0), 68  
dsy(c2)=(0.04, 0, 0, 0) -> level %)   
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texIdd : v1(.xy), Tex8, (19.  
dsx(c2)=(0, 0.07, 0, 0), 68  
dsy(c2)=(0, 0.07, 0, 0) -> level %)   
= 1

Test #500 -- (6497) ps\_3\_0 **Fail**  
texIdd\_pp : v1, Tex8, (41.  
dsx=(0.424264, 0.424264, 1, 37

1), dsy=(0.424264, 0.424264, %)
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 Fail
texldd : v2, Tex13, (19.
dsx(c2)=(0.04, 0, 0, 0), 68
dsy(c2)=(0.04, 0, 0, 0) -> level %)
= 0

Test #563 -- (5918) ps\_3\_0 Fail
texldd : v2(.xy), Tex13, (19.
dsx(c2)=(0, 0.07, 0, 0), 68
dsy(c2)=(0, 0.07, 0, 0) -> level %)
= 1

Test #572 -- (6542) ps\_3\_0 Fail
texldd\_pp : v2, Tex13, (41.
dsx=(0.424264, 0.424264, 1, 37
1), dsy=(0.424264, 0.424264, %)
1, 1) -> level = 4

To execute just this group,
append "-ps30\_tex" to the
cmdline.

Group #15 --
PShader3.0\_Textures - Texture:
A8L8

Pixel shader version:
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:
65504.000000

Test #418 -- (5489) ps\_3\_0 Fail
texldd : v0, Tex0, (19.
dsx(c2)=(0.04, 0, 0, 0), 68
dsy(c2)=(0.04, 0, 0, 0) -> level %)
= 0

Test #419 -- (5864) ps\_3\_0 Fail
texldd : v0(.xy), Tex0, (19.
dsx(c2)=(0, 0.07, 0, 0), 68
dsy(c2)=(0, 0.07, 0, 0) -> level %)
= 1

Test #428 -- (6488) ps\_3\_0 Fail
texldd\_pp : v0, Tex0, (41.
dsx=(0.424264, 0.424264, 1, 37
1), dsy=(0.424264, 0.424264, %)
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 Fail
texldd : v1, Tex8, (19.
dsx(c2)=(0.04, 0, 0, 0), 68
dsy(c2)=(0.04, 0, 0, 0) -> level %)
= 0

Test #491 -- (5873) ps\_3\_0 Fail
texldd : v1(.xy), Tex8, (19.
dsx(c2)=(0, 0.07, 0, 0), 68
dsy(c2)=(0, 0.07, 0, 0) -> level %)
= 1

Test #500 -- (6497) ps\_3\_0 Fail
texldd\_pp : v1, Tex8, (41.
dsx=(0.424264, 0.424264, 1, 37
1), dsy=(0.424264, 0.424264, %)
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 Fail
texldd : v2, Tex13, (19.
dsx(c2)=(0.04, 0, 0, 0), 68
dsy(c2)=(0.04, 0, 0, 0) -> level %)
= 0

= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texIdd : v2(.xy), Tex13, (19.  
dsx(c2)=(0, 0.07, 0, 0), 68  
dsy(c2)=(0, 0.07, 0, 0) -> level (%)  
= 1

Test #572 -- (6542) ps\_3\_0 **Fail**  
texIdd\_pp : v2, Tex13, (41.  
dsx=(0.424264, 0.424264, 1, 37  
1), dsy=(0.424264, 0.424264, %)   
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

### Group #16 -- PShader3.0\_Textures - Texture: L16

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, (19.  
dsx(c2)=(0.04, 0, 0, 0), 68  
dsy(c2)=(0.04, 0, 0, 0) -> level (%)  
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texIdd : v0(.xy), Tex0, (19.  
dsx(c2)=(0, 0.07, 0, 0), 68  
dsy(c2)=(0, 0.07, 0, 0) -> level (%)  
= 1

Test #428 -- (6488) ps\_3\_0 **Fail**  
texIdd\_pp : v0, Tex0, (41.  
dsx=(0.424264, 0.424264, 1, 76  
1), dsy=(0.424264, 0.424264, %)   
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, (19.  
dsx(c2)=(0.04, 0, 0, 0), 68  
dsy(c2)=(0.04, 0, 0, 0) -> level (%)  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texIdd : v1(.xy), Tex8, (19.  
dsx(c2)=(0, 0.07, 0, 0), 68  
dsy(c2)=(0, 0.07, 0, 0) -> level (%)  
= 1

Test #500 -- (6497) ps\_3\_0 **Fail**  
texIdd\_pp : v1, Tex8, (41.  
dsx=(0.424264, 0.424264, 1, 76  
1), dsy=(0.424264, 0.424264, %)   
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, (19.  
dsx(c2)=(0.04, 0, 0, 0), 68  
dsy(c2)=(0.04, 0, 0, 0) -> level (%)  
= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texIdd : v2(.xy), Tex13, (19.  
dsx(c2)=(0, 0.07, 0, 0), 68  
dsy(c2)=(0, 0.07, 0, 0) -> level (%)  
= 1

Test #572 -- (6542) ps\_3\_0 **Fail**  
texIdd\_pp : v2, Tex13, (41.  
dsx=(0.424264, 0.424264, 1, 76  
1), dsy=(0.424264, 0.424264, %) )  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

**Group #17 --  
PShader3.0\_Textures - Texture:  
DXT1**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texIdd : v0(.xy), Tex0, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, dsx = v0, (74.  
dsy = v0 -> level = NA 48  
)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texIdd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texIdd : v1(.xy), Tex8, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, dsx = v1, (74.  
dsy = v1 -> level = NA 48  
)

Test #500 -- (6497) ps\_3\_0 **Fail**  
texIdd\_pp : v1, Tex8, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texIdd : v2(.xy), Tex13, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)

dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (74.  
dsy = v2 -> level = NA 48  
)

Test #572 -- (6542) ps\_3\_0 **Fail**  
texIdd\_pp : v2, Tex13, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

### Group #18 -- PShader3.0\_Textures - Texture: DXT2

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texIdd : v0(.xy), Tex0, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, dsx = v0, (66.  
dsy = v0 -> level = NA 29  
)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texIdd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texIdd : v1(.xy), Tex8, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, dsx = v1, (66.  
dsy = v1 -> level = NA 29  
)

Test #500 -- (6497) ps\_3\_0 **Fail**  
texIdd\_pp : v1, Tex8, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**

texldd : v2, Tex13, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #563 -- (5918) ps\_3\_0  
texldd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texldd : v2, Tex13, dsx = v2, (66.  
dsy = v2 -> level = NA 29  
)

Test #572 -- (6542) ps\_3\_0  
texldd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

### Group #19 -- PShader3.0\_Textures - Texture: DXT3

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texldd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texldd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (57.  
dsy = v0 -> level = NA 14  
)

Test #428 -- (6488) ps\_3\_0  
texldd\_pp : v0, Tex0, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0  
texldd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0  
texldd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (57.  
dsy = v1 -> level = NA 14  
)

Test #500 -- (6497) ps\_3\_0  
texIdd\_pp : v1, Tex8, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texIdd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texIdd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (57.  
14  
dsy = v2 -> level = NA %) )

Test #572 -- (6542) ps\_3\_0  
texIdd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

#### Group #20 -- PShader3.0\_Textures - Texture: DXT4

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0  
texIdd : v0, Tex0, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #419 -- (5864) ps\_3\_0  
texIdd : v0(.xy), Tex0, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texIdd : v0, Tex0, dsx = v0, (66.  
29  
dsy = v0 -> level = NA %) )

Test #428 -- (6488) ps\_3\_0  
texIdd\_pp : v0, Tex0, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0  
texIdd : v1, Tex8, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #491 -- (5873) ps\_3\_0 **Fail**  
texIdd : v1(.xy), Tex8, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)

dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texldd : v1, Tex8, dsx = v1, (66.  
dsy = v1 -> level = NA 29  
)

Test #500 -- (6497) ps\_3\_0 **Fail**  
texldd\_pp : v1, Tex8, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0 **Fail**  
texldd : v2, Tex13, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #563 -- (5918) ps\_3\_0 **Fail**  
texldd : v2(.xy), Tex13, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texldd : v2, Tex13, dsx = v2, (66.  
dsy = v2 -> level = NA 29  
)

Test #572 -- (6542) ps\_3\_0 **Fail**  
texldd\_pp : v2, Tex13, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

#### Group #21 -- PShader3.0\_Textures - Texture: DXT5

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #418 -- (5489) ps\_3\_0 **Fail**  
texldd : v0, Tex0, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #419 -- (5864) ps\_3\_0 **Fail**  
texldd : v0(.xy), Tex0, (0.0  
dsx(c2)=(0, 0.07, 0, 0), 0%)  
dsy(c2)=(0, 0.07, 0, 0) -> level  
= 1

Test #422 -- (4290) ps\_3\_0 **Fail**  
texldd : v0, Tex0, dsx = v0, (57.  
dsy = v0 -> level = NA 14  
)

Test #428 -- (6488) ps\_3\_0 **Fail**  
texldd\_pp : v0, Tex0, (0.0  
dsx=(0.424264, 0.424264, 1, 0%)  
1), dsy=(0.424264, 0.424264,  
1, 1) -> level = 4

Test #490 -- (5498) ps\_3\_0 **Fail**

texIdd : v1, Tex8, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #491 -- (5873) ps\_3\_0  
texIdd : v1(.xy), Tex8, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #494 -- (4301) ps\_3\_0 **Fail**  
texIdd : v1, Tex8, dsx = v1, (57.  
dsy = v1 -> level = NA 14  
%)

Test #500 -- (6497) ps\_3\_0  
texIdd\_pp : v1, Tex8, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

Test #562 -- (5543) ps\_3\_0  
texIdd : v2, Tex13, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #563 -- (5918) ps\_3\_0  
texIdd : v2(.xy), Tex13, **Fail**  
dsx(c2)=(0, 0.07, 0, 0), (0.0  
dsy(c2)=(0, 0.07, 0, 0) -> level 0%)  
= 1

Test #566 -- (4348) ps\_3\_0 **Fail**  
texIdd : v2, Tex13, dsx = v2, (57.  
dsy = v2 -> level = NA 14  
%)

Test #572 -- (6542) ps\_3\_0  
texIdd\_pp : v2, Tex13, **Fail**  
dsx=(0.424264, 0.424264, 1, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
1, 1) -> level = 4

To execute just this group,  
append "-ps30\_tex" to the  
cmdline.

#### **Group #22 -- PShader3.0\_Cubes - Cube: A8R8G8B8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

#### **Group #23 -- PShader3.0\_Cubes - Cube: X8R8G8B8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

#### **Group #24 -- PShader3.0\_Cubes - Cube: R5G6B5**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #25 -- PShader3.0\_Cubes**  
**- Cube: X1R5G5B5**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #26 -- PShader3.0\_Cubes**  
**- Cube: A1R5G5B5**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #27 -- PShader3.0\_Cubes**  
**- Cube: A4R4G4B4**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #28 -- PShader3.0\_Cubes**  
**- Cube: A8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #29 -- PShader3.0\_Cubes**  
**- Cube: G16R16**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #30 -- PShader3.0\_Cubes**  
**- Cube: G16R16F**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #31 -- PShader3.0\_Cubes**  
**- Cube: A16B16G16R16F**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #32 -- PShader3.0\_Cubes**  
**- Cube: R32F**

Pixel shader version:

FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #33 -- PShader3.0\_Cubes**  
**- Cube: A32B32G32R32F**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #34 -- PShader3.0\_Cubes**  
**- Cube: L8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #35 -- PShader3.0\_Cubes**  
**- Cube: A8L8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #36 -- PShader3.0\_Cubes**  
**- Cube: L16**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #37 -- PShader3.0\_Cubes**  
**- Cube: DXT1**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #38 -- PShader3.0\_Cubes**  
**- Cube: DXT2**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #39 -- PShader3.0\_Cubes**  
**- Cube: DXT3**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #40 -- PShader3.0\_Cubes**

**- Cube: DXT4**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #41 -- PShader3.0\_Cubes**

**- Cube: DXT5**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

**Group #42 --**

**PShader3.0\_Volumes - Volume:  
A8R8G8B8**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0  
texIdd : v0, VolTex5, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0  
texIdd : v0, VolTex5(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0  
texIdd : v0(.xyz), VolTex5, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1246 -- (6962) ps\_3\_0  
texIdd : v0(.xyz), **Fail**  
VolTex5(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, dsx = v0, (61.  
dsy = v0 -> level = NA 99  
)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (38.  
dsx = v0, dsy = v0 -> level = 64  
NA %)

Test #1258 -- (6553) ps\_3\_0 **Fail**  
texIdd : r0, VolTex5(SliceY), (82.  
dsx(r1)=(0.232535, 0.232535, 71  
0, 1), dsy=v1 -> level = NA(1) %)

Test #1262 -- (5919) ps\_3\_0 **Fail**  
texIdd : c2, VolTex5(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
-> level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0 **Fail**  
texIdd\_pp : v0, VolTex5, (0.0

dsx=(0.424264, 0.424264, 0, 0%),  
1), dsy=(0.424264, 0.424264,  
0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0  
texIdd\_pp : v0, **Fail**  
VolTex5(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
texIdd : v1, VolTex10, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1448 -- (6517) ps\_3\_0  
texIdd : v1, VolTex10(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1449 -- (6337) ps\_3\_0  
texIdd : v1(.xyz), VolTex10, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1450 -- (7007) ps\_3\_0  
texIdd : v1(.xyz), **Fail**  
VolTex10(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10, dsx = (61.  
v1, dsy = v1 -> level = NA 99  
)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10(SliceX), (38.  
dsx = v1, dsy = v1 -> level = 64  
NA %) )

Test #1462 -- (6597) ps\_3\_0 **Fail**  
texIdd : r0, VolTex10(SliceY), (82.  
dsx(r1)=(0.232535, 0.232535, 71  
0, 1), dsy=v1 -> level = NA(1) %)

Test #1466 -- (5964) ps\_3\_0 **Fail**  
texIdd : c2, VolTex10(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v1 10  
-> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
texIdd\_pp : v1, VolTex10, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
texIdd\_pp : v1, **Fail**  
VolTex10(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
texIdd : v2, VolTex15, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1652 -- (6523) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (0.0

dsx(c2)=(0, 0, 0.08, 0), 0%)  
dsy(c2)=(0, 0, 0.08, 0) -> level  
= 0

Test #1653 -- (6343) ps\_3\_0  
texIdd : v2(.xyz), VolTex15, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1654 -- (7013) ps\_3\_0  
texIdd : v2(.xyz), **Fail**  
VolTex15(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, dsx = (61.  
v2, dsy = v2 -> level = NA 99  
%)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (38.  
dsx = v2, dsy = v2 -> level = 64  
NA %) )

Test #1666 -- (6602) ps\_3\_0 **Fail**  
texIdd : r0, VolTex15(SliceY), (82.  
dsx(r1)=(0.232535, 0.232535, 71  
0, 1), dsy=v1 -> level = NA(1) %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
texIdd : c2, VolTex15(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v2 10  
-> level = NA(3) %)

Test #1671 -- (6847) ps\_3\_0  
texIdd\_pp : v2, VolTex15, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0  
texIdd\_pp : v2, **Fail**  
VolTex15(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

### Group #43 -- PShader3.0\_Volumes - Volume: X8R8G8B8

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0  
texIdd : v0, VolTex5, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0  
texIdd : v0, VolTex5(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0  
 texIdd : v0(.xyz), VolTex5, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (0.0  
 dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
 = 1

Test #1246 -- (6962) ps\_3\_0  
 texIdd : v0(.xyz), **Fail**  
 VolTex5(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
 texIdd : v0, VolTex5, dsx = v0, (61.  
 dsy = v0 -> level = NA 99  
 %)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
 texIdd : v0, VolTex5(SliceX), (39.  
 dsx = v0, dsy = v0 -> level = 13  
 NA %)

Test #1262 -- (5919) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex5(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
 -> level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0  
 texIdd\_pp : v0, VolTex5, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0  
 texIdd\_pp : v0, **Fail**  
 VolTex5(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
 texIdd : v1, VolTex10, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1448 -- (6517) ps\_3\_0  
 texIdd : v1, VolTex10(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
 = 0

Test #1449 -- (6337) ps\_3\_0  
 texIdd : v1(.xyz), VolTex10, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (0.0  
 dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
 = 1

Test #1450 -- (7007) ps\_3\_0  
 texIdd : v1(.xyz), **Fail**  
 VolTex10(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10, dsx = (61.  
 v1, dsy = v1 -> level = NA 99  
 %)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10(SliceX), (39.  
 dsx = v1, dsy = v1 -> level = 13  
 NA %)

Test #1466 -- (5964) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex10(SliceY), (82.

$dsx(c2)=(0, 0, 0.6, 1)$ ,  $dsy=v1$  10  
 -> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
 texIdd\_pp : v1, VolTex10, **Fail**  
 $dsx=(0.424264, 0.424264, 0,$  (0.0  
 $1)$ ,  $dsy=(0.424264, 0.424264,$  0%)  
 $0, 1)$  -> level = 4

Test #1468 -- (7532) ps\_3\_0  
 texIdd\_pp : v1,  
 VolTex10(SliceX),  $dsx=(0,$  **Fail**  
 $0.424264, 0.848528, 1),$  (0.0  
 $dsy=(0, 0.424264, 0.848528,$  0%)  
 $1)$  -> level = 4

Test #1651 -- (5850) ps\_3\_0  
 texIdd : v2, VolTex15, **Fail**  
 $dsx(c2)=(0.04, 0, 0, 0),$  (0.0  
 $dsy(c2)=(0.04, 0, 0, 0)$  -> level 0%)  
 = 0

Test #1652 -- (6523) ps\_3\_0  
 texIdd : v2, VolTex15(SliceX), **Fail**  
 $dsx(c2)=(0, 0, 0.08, 0),$  (0.0  
 $dsy(c2)=(0, 0, 0.08, 0)$  -> level 0%)  
 = 0

Test #1653 -- (6343) ps\_3\_0  
 texIdd : v2(.xyz), VolTex15, **Fail**  
 $dsx(c2)=(0, 0, 0.14, 0),$  (0.0  
 $dsy(c2)=(0, 0, 0.14, 0)$  -> level 0%)  
 = 1

Test #1654 -- (7013) ps\_3\_0  
 texIdd : v2(.xyz), **Fail**  
 VolTex15(SliceY),  $dsx(c2)=(0,$  (0.0  
 $0.07, 0, 0), dsy(c2)=(0, 0.07,$  0%)  
 $0, 0)$  -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
 texIdd : v2, VolTex15,  $dsx =$  (61.  
 $v2, dsy = v2$  -> level = NA 99  
 %)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
 texIdd : v2, VolTex15(SliceX), (39.  
 $dsx = v2, dsy = v2$  -> level = 13  
 NA %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex15(SliceY), (82.  
 $dsx(c2)=(0, 0, 0.6, 1), dsy=v2$  10  
 -> level = NA(3) %)

Test #1671 -- (6847) ps\_3\_0  
 texIdd\_pp : v2, VolTex15, **Fail**  
 $dsx=(0.424264, 0.424264, 0,$  (0.0  
 $1), dsy=(0.424264, 0.424264,$  0%)  
 $0, 1)$  -> level = 4

Test #1672 -- (7538) ps\_3\_0  
 texIdd\_pp : v2,  
 VolTex15(SliceX),  $dsx=(0,$  **Fail**  
 $0.424264, 0.848528, 1),$  (0.0  
 $dsy=(0, 0.424264, 0.848528,$  0%)  
 $1)$  -> level = 4

To execute just this group,  
 append "-ps30\_vol" to the  
 cmdline.

**Group #44 --**  
**PShader3.0\_Volumes - Volume:**  
**R5G6B5**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0  
texIdd : v0, VolTex5, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0  
texIdd : v0, VolTex5(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0  
texIdd : v0(.xyz), VolTex5, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1246 -- (6962) ps\_3\_0  
texIdd : v0(.xyz), **Fail**  
VolTex5(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, dsx = v0, (61.  
dsy = v0 -> level = NA 99  
)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (38.  
dsx = v0, dsy = v0 -> level = 64  
NA %) )

Test #1258 -- (6553) ps\_3\_0 **Fail**  
texIdd : r0, VolTex5(SliceY), (82.  
dsx(r1)=(0.232535, 0.232535, 71  
0, 1), dsy=v1 -> level = NA(1) %)

Test #1262 -- (5919) ps\_3\_0 **Fail**  
texIdd : c2, VolTex5(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
-> level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0  
texIdd\_pp : v0, VolTex5, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0  
texIdd\_pp : v0, **Fail**  
VolTex5(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
texIdd : v1, VolTex10, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1448 -- (6517) ps\_3\_0  
texIdd : v1, VolTex10(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1449 -- (6337) ps\_3\_0  
texldd : v1(.xyz), VolTex10, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1450 -- (7007) ps\_3\_0  
texldd : v1(.xyz), **Fail**  
VolTex10(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
texldd : v1, VolTex10, dsx = (61.  
v1, dsy = v1 -> level = NA 99  
%)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
texldd : v1, VolTex10(SliceX), (38.  
dsx = v1, dsy = v1 -> level = 64  
NA %)

Test #1462 -- (6597) ps\_3\_0 **Fail**  
texldd : r0, VolTex10(SliceY), (82.  
dsx(r1)=(0.232535, 0.232535, 71  
0, 1), dsy=v1 -> level = NA(1) %)

Test #1466 -- (5964) ps\_3\_0 **Fail**  
texldd : c2, VolTex10(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v1 10  
-> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
texldd\_pp : v1, VolTex10, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
texldd\_pp : v1, **Fail**  
VolTex10(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
texldd : v2, VolTex15, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1652 -- (6523) ps\_3\_0  
texldd : v2, VolTex15(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1653 -- (6343) ps\_3\_0  
texldd : v2(.xyz), VolTex15, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1654 -- (7013) ps\_3\_0  
texldd : v2(.xyz), **Fail**  
VolTex15(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texldd : v2, VolTex15, dsx = (61.  
v2, dsy = v2 -> level = NA 99  
%)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texldd : v2, VolTex15(SliceX), (38.

dsx = v2, dsy = v2 -> level = 64  
NA %)

Test #1666 -- (6602) ps\_3\_0 **Fail**  
texIdd : r0, VolTex15(SliceY), (82.  
dsx(r1)=(0.232535, 0.232535, 71  
0, 1), dsy=v1 -> level = NA(1) %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
texIdd : c2, VolTex15(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v2 10  
-> level = NA(3) %)

Test #1671 -- (6847) ps\_3\_0  
texIdd\_pp : v2, VolTex15, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0  
texIdd\_pp : v2, **Fail**  
VolTex15(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), (0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

#### Group #45 --

#### PShader3.0\_Volumes - Volume: X1R5G5B5

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0  
texIdd : v0, VolTex5, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0  
texIdd : v0, VolTex5(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0  
texIdd : v0(.xyz), VolTex5, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1246 -- (6962) ps\_3\_0  
texIdd : v0(.xyz), **Fail**  
VolTex5(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, dsx = v0, (61.  
dsy = v0 -> level = NA 99  
%)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (39.  
dsx = v0, dsy = v0 -> level = 13  
NA %)

Test #1262 -- (5919) ps\_3\_0 **Fail**

texIdd : c2, VolTex5(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
 -> level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0  
 texIdd\_pp : v0, VolTex5, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0  
 texIdd\_pp : v0, **Fail**  
 VolTex5(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
 texIdd : v1, VolTex10, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1448 -- (6517) ps\_3\_0  
 texIdd : v1, VolTex10(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
 = 0

Test #1449 -- (6337) ps\_3\_0  
 texIdd : v1(.xyz), VolTex10, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (0.0  
 dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
 = 1

Test #1450 -- (7007) ps\_3\_0  
 texIdd : v1(.xyz), **Fail**  
 VolTex10(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10, dsx = (61.  
 v1, dsy = v1 -> level = NA 99  
 %)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10(SliceX), (39.  
 dsx = v1, dsy = v1 -> level = 13  
 NA %)

Test #1466 -- (5964) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex10(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v1 10  
 -> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
 texIdd\_pp : v1, VolTex10, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
 texIdd\_pp : v1, **Fail**  
 VolTex10(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
 texIdd : v2, VolTex15, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1652 -- (6523) ps\_3\_0  
texIdd : v2, VolTex15(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1653 -- (6343) ps\_3\_0  
texIdd : v2(.xyz), VolTex15, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1654 -- (7013) ps\_3\_0  
texIdd : v2(.xyz), **Fail**  
VolTex15(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, dsx = (61.  
v2, dsy = v2 -> level = NA 99  
%)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (39.  
dsx = v2, dsy = v2 -> level = 13  
NA %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
texIdd : c2, VolTex15(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v2 10  
-> level = NA(3) %)

Test #1671 -- (6847) ps\_3\_0  
texIdd\_pp : v2, VolTex15, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0  
texIdd\_pp : v2, **Fail**  
VolTex15(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

#### Group #46 -- PShader3.0\_Volumes - Volume: A1R5G5B5

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0  
texIdd : v0, VolTex5, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0  
texIdd : v0, VolTex5(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (0.0  
dsx(c2)=(0, 0, 0.14, 0), 0%)

$dsy(c2)=(0, 0, 0.14, 0) \rightarrow$  level  
 = 1

Test #1246 -- (6962) ps\_3\_0  
 texIdd : v0(.xyz), **Fail**  
 VolTex5(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0)  $\rightarrow$  level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
 texIdd : v0, VolTex5, dsx = v0, (61.  
 dsy = v0  $\rightarrow$  level = NA 99  
 %)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
 texIdd : v0, VolTex5(SliceX), (38.  
 dsx = v0, dsy = v0  $\rightarrow$  level = 64  
 NA %)

Test #1258 -- (6553) ps\_3\_0 **Fail**  
 texIdd : r0, VolTex5(SliceY), (82.  
 dsx(r1)=(0.232535, 0.232535, 71  
 0, 1), dsy=v1  $\rightarrow$  level = NA(1) %)

Test #1262 -- (5919) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex5(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
 $\rightarrow$  level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0  
 texIdd\_pp : v0, VolTex5, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1)  $\rightarrow$  level = 4

Test #1264 -- (7487) ps\_3\_0  
 texIdd\_pp : v0, **Fail**  
 VolTex5(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1)  $\rightarrow$  level = 4

Test #1447 -- (5844) ps\_3\_0  
 texIdd : v1, VolTex10, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0)  $\rightarrow$  level 0%)  
 = 0

Test #1448 -- (6517) ps\_3\_0  
 texIdd : v1, VolTex10(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0)  $\rightarrow$  level 0%)  
 = 0

Test #1449 -- (6337) ps\_3\_0  
 texIdd : v1(.xyz), VolTex10, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (0.0  
 dsy(c2)=(0, 0, 0.14, 0)  $\rightarrow$  level 0%)  
 = 1

Test #1450 -- (7007) ps\_3\_0  
 texIdd : v1(.xyz), **Fail**  
 VolTex10(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0)  $\rightarrow$  level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10, dsx = (61.  
 v1, dsy = v1  $\rightarrow$  level = NA 99  
 %)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10(SliceX), (38.  
 dsx = v1, dsy = v1  $\rightarrow$  level = 64  
 NA %)

Test #1462 -- (6597) ps\_3\_0 **Fail**  
 texIdd : r0, VolTex10(SliceY), (82.  
 dsx(r1)=(0.232535, 0.232535, 71  
 0, 1), dsy=v1 -> level = NA(1) %)

Test #1466 -- (5964) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex10(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v1 10  
 -> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
 texIdd\_pp : v1, VolTex10, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
 texIdd\_pp : v1, **Fail**  
 VolTex10(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
 texIdd : v2, VolTex15, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1652 -- (6523) ps\_3\_0  
 texIdd : v2, VolTex15(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
 = 0

Test #1653 -- (6343) ps\_3\_0  
 texIdd : v2(.xyz), VolTex15, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (0.0  
 dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
 = 1

Test #1654 -- (7013) ps\_3\_0  
 texIdd : v2(.xyz), **Fail**  
 VolTex15(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
 texIdd : v2, VolTex15, dsx = (61.  
 v2, dsy = v2 -> level = NA 99  
 %)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
 texIdd : v2, VolTex15(SliceX), (38.  
 dsx = v2, dsy = v2 -> level = 64  
 NA %)

Test #1666 -- (6602) ps\_3\_0 **Fail**  
 texIdd : r0, VolTex15(SliceY), (82.  
 dsx(r1)=(0.232535, 0.232535, 71  
 0, 1), dsy=v1 -> level = NA(1) %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex15(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v2 10  
 -> level = NA(3) %)

Test #1671 -- (6847) ps\_3\_0  
 texIdd\_pp : v2, VolTex15, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0 **Fail**  
 texIdd\_pp : v2, (0.0  
 VolTex15(SliceX), dsx=(0, 0%)

0.424264, 0.848528, 1),  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

**Group #47 --  
PShader3.0\_Volumes - Volume:  
A4R4G4B4**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0  
texldd : v0, VolTex5, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0  
texldd : v0, VolTex5(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0  
texldd : v0(.xyz), VolTex5, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1246 -- (6962) ps\_3\_0  
texldd : v0(.xyz), **Fail**  
VolTex5(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texldd : v0, VolTex5, dsx = v0, (61.  
dsy = v0 -> level = NA 99  
)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texldd : v0, VolTex5(SliceX), (39.  
dsx = v0, dsy = v0 -> level = 13  
NA %) )

Test #1262 -- (5919) ps\_3\_0 **Fail**  
texldd : c2, VolTex5(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
-> level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0  
texldd\_pp : v0, VolTex5, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0  
texldd\_pp : v0, **Fail**  
VolTex5(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
texldd : v1, VolTex10, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1448 -- (6517) ps\_3\_0  
texIdd : v1, VolTex10(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1449 -- (6337) ps\_3\_0  
texIdd : v1(.xyz), VolTex10, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1450 -- (7007) ps\_3\_0  
texIdd : v1(.xyz), **Fail**  
VolTex10(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10, dsx = (61.  
v1, dsy = v1 -> level = NA 99  
)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10(SliceX), (39.  
dsx = v1, dsy = v1 -> level = 13  
NA %) )

Test #1466 -- (5964) ps\_3\_0 **Fail**  
texIdd : c2, VolTex10(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v1 10  
-> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
texIdd\_pp : v1, VolTex10, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
texIdd\_pp : v1, **Fail**  
VolTex10(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
texIdd : v2, VolTex15, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1652 -- (6523) ps\_3\_0  
texIdd : v2, VolTex15(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1653 -- (6343) ps\_3\_0  
texIdd : v2(.xyz), VolTex15, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1654 -- (7013) ps\_3\_0  
texIdd : v2(.xyz), **Fail**  
VolTex15(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, dsx = (61.  
v2, dsy = v2 -> level = NA 99  
)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (39.  
dsx = v2, dsy = v2 -> level = 13  
NA %) %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
texIdd : c2, VolTex15(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v2 10  
-> level = NA(3) %) %)

Test #1671 -- (6847) ps\_3\_0  
texIdd\_pp : v2, VolTex15, **Fail**  
dsx=(0.424264, 0.424264, 0, (0.0  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0  
texIdd\_pp : v2, **Fail**  
VolTex15(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

#### Group #48 -- PShader3.0\_Volumes - Volume: A8

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (24.  
dsx(c2)=(0.04, 0, 0, 0), 03  
dsy(c2)=(0.04, 0, 0, 0) -> level 3)  
= 0 %) %)

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (29.  
dsx(c2)=(0, 0, 0.08, 0), 14  
dsy(c2)=(0, 0, 0.08, 0) -> level 3)  
= 0 %) %)

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (46.  
dsx(c2)=(0, 0, 0.14, 0), 90  
dsy(c2)=(0, 0, 0.14, 0) -> level 3)  
= 1 %) %)

Test #1246 -- (6962) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), (53.  
VolTex5(SliceY), dsx(c2)=(0, 71  
0.07, 0, 0), dsy(c2)=(0, 0.07, 3)  
0, 0) -> level = 1 %) %)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (79.  
dsx = v0, dsy = v0 -> level = 78  
NA %) %)

Test #1263 -- (6796) ps\_3\_0 **Fail**  
texIdd\_pp : v0, VolTex5, (35.  
dsx=(0.424264, 0.424264, 0, 30  
1), dsy=(0.424264, 0.424264, 3)  
0, 1) -> level = 4 %) %)

Test #1264 -- (7487) ps\_3\_0 **Fail**  
texIdd\_pp : v0, (35.  
VolTex5(SliceX), dsx=(0, 29

0.424264, 0.848528, 1), %)
  
dsy=(0, 0.424264, 0.848528,
  
1) -> level = 4

Test #1447 -- (5844) ps\_3\_0 **Fail**
  
texldd : v1, VolTex10, (24.
  
dsx(c2)=(0.04, 0, 0, 0), 03
  
dsy(c2)=(0.04, 0, 0, 0) -> level %)
  
= 0

Test #1448 -- (6517) ps\_3\_0 **Fail**
  
texldd : v1, VolTex10(SliceX), (29.
  
dsx(c2)=(0, 0, 0.08, 0), 14
  
dsy(c2)=(0, 0, 0.08, 0) -> level %)
  
= 0

Test #1449 -- (6337) ps\_3\_0 **Fail**
  
texldd : v1(.xyz), VolTex10, (46.
  
dsx(c2)=(0, 0, 0.14, 0), 90
  
dsy(c2)=(0, 0, 0.14, 0) -> level %)
  
= 1

Test #1450 -- (7007) ps\_3\_0 **Fail**
  
texldd : v1(.xyz), (53.
  
VolTex10(SliceY), dsx(c2)=(0, 71
  
0.07, 0, 0), dsy(c2)=(0, 0.07, %)
  
0, 0) -> level = 1

Test #1456 -- (5312) ps\_3\_0 **Fail**
  
texldd : v1, VolTex10(SliceX), (79.
  
dsx = v1, dsy = v1 -> level = 78
  
NA %)

Test #1467 -- (6841) ps\_3\_0 **Fail**
  
texldd\_pp : v1, VolTex10, (35.
  
dsx=(0.424264, 0.424264, 0, 29
  
1), dsy=(0.424264, 0.424264, %)
  
0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0 **Fail**
  
texldd\_pp : v1, (35.
  
VolTex10(SliceX), dsx=(0, 29
  
0.424264, 0.848528, 1), %)
  
dsy=(0, 0.424264, 0.848528,
  
1) -> level = 4

Test #1651 -- (5850) ps\_3\_0 **Fail**
  
texldd : v2, VolTex15, (24.
  
dsx(c2)=(0.04, 0, 0, 0), 03
  
dsy(c2)=(0.04, 0, 0, 0) -> level %)
  
= 0

Test #1652 -- (6523) ps\_3\_0 **Fail**
  
texldd : v2, VolTex15(SliceX), (29.
  
dsx(c2)=(0, 0, 0.08, 0), 14
  
dsy(c2)=(0, 0, 0.08, 0) -> level %)
  
= 0

Test #1653 -- (6343) ps\_3\_0 **Fail**
  
texldd : v2(.xyz), VolTex15, (46.
  
dsx(c2)=(0, 0, 0.14, 0), 90
  
dsy(c2)=(0, 0, 0.14, 0) -> level %)
  
= 1

Test #1654 -- (7013) ps\_3\_0 **Fail**
  
texldd : v2(.xyz), (53.
  
VolTex15(SliceY), dsx(c2)=(0, 71
  
0.07, 0, 0), dsy(c2)=(0, 0.07, %)
  
0, 0) -> level = 1

Test #1660 -- (5320) ps\_3\_0 **Fail**
  
texldd : v2, VolTex15(SliceX), (79.
  
dsx = v2, dsy = v2 -> level = 78
  
NA %)

Test #1671 -- (6847) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15, (35.  
dsx=(0.424264, 0.424264, 0, 29  
1), dsy=(0.424264, 0.424264, 0, 1)  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0 **Fail**  
texIdd\_pp : v2, (35.  
VolTex15(SliceX), dsx=(0, 29  
0.424264, 0.848528, 1),  
dsy=(0, 0.424264, 0.848528, 1)  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

**Group #49 --**  
**PShader3.0\_Volumes - Volume:**  
**G16R16**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (0.0  
dsx(c2)=(0, 0, 0.08, 0), 0%)  
dsy(c2)=(0, 0, 0.08, 0) -> level  
= 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (8.3  
dsx(c2)=(0, 0, 0.14, 0), 4%)  
dsy(c2)=(0, 0, 0.14, 0) -> level  
= 1

Test #1246 -- (6962) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5(SliceY), dsx(c2)=(0, (7.2  
0.07, 0, 0), dsy(c2)=(0, 0.07, 9%)  
0, 0) -> level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, dsx = v0, (64.  
dsy = v0 -> level = NA 31  
)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (42.  
dsx = v0, dsy = v0 -> level = 12  
NA %)

Test #1263 -- (6796) ps\_3\_0 **Fail**  
texIdd\_pp : v0, VolTex5, (0.0  
dsx=(0.424264, 0.424264, 0, 0%)  
1), dsy=(0.424264, 0.424264, 0, 1)  
0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0 **Fail**  
texIdd\_pp : v0, VolTex5(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528, 1)  
1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
texIdd : v1, VolTex10, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1448 -- (6517) ps\_3\_0  
texIdd : v1, VolTex10(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1449 -- (6337) ps\_3\_0  
texIdd : v1(.xyz), VolTex10, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (8.3  
dsy(c2)=(0, 0, 0.14, 0) -> level 4%)  
= 1

Test #1450 -- (7007) ps\_3\_0  
texIdd : v1(.xyz), **Fail**  
VolTex10(SliceY), dsx(c2)=(0, (7.2  
0.07, 0, 0), dsy(c2)=(0, 0.07, 9%)  
0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10, dsx = (64.  
v1, dsy = v1 -> level = NA 31  
%)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10(SliceX), (42.  
dsx = v1, dsy = v1 -> level = 12  
NA %)

Test #1467 -- (6841) ps\_3\_0 **Fail**  
texIdd\_pp : v1, VolTex10, (0.0  
dsx=(0.424264, 0.424264, 0, 0%)  
1), dsy=(0.424264, 0.424264,  
0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0 **Fail**  
texIdd\_pp : v1, (0.0  
VolTex10(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

Test #1651 -- (5850) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level  
= 0

Test #1652 -- (6523) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (0.0  
dsx(c2)=(0, 0, 0.08, 0), 0%)  
dsy(c2)=(0, 0, 0.08, 0) -> level  
= 0

Test #1653 -- (6343) ps\_3\_0 **Fail**  
texIdd : v2(.xyz), VolTex15, (8.3  
dsx(c2)=(0, 0, 0.14, 0), 4%)  
dsy(c2)=(0, 0, 0.14, 0) -> level  
= 1

Test #1654 -- (7013) ps\_3\_0 **Fail**  
texIdd : v2(.xyz), (7.2  
VolTex15(SliceY), dsx(c2)=(0, 9%)  
0.07, 0, 0), dsy(c2)=(0, 0.07,  
0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, dsx = (64.  
v2, dsy = v2 -> level = NA 31  
%)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (42.  
dsx = v2, dsy = v2 -> level = 12  
NA %) )

Test #1671 -- (6847) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15, (0.0  
dsx=(0.424264, 0.424264, 0, 0%)  
1), dsy=(0.424264, 0.424264, 0, 0%)  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0 **Fail**  
texIdd\_pp : v2, (0.0  
VolTex15(SliceX), dsx=(0, 0.0)  
0.424264, 0.848528, 1), dsy=(0, 0.848528,  
1) -> level = 4 0%) )

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

**Group #50 --  
PShader3.0\_Volumes - Volume:  
G16R16F**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level = 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (0.0  
dsx(c2)=(0, 0, 0.08, 0), 0%)  
dsy(c2)=(0, 0, 0.08, 0) -> level = 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (8.3  
dsx(c2)=(0, 0, 0.14, 0), 4%)  
dsy(c2)=(0, 0, 0.14, 0) -> level = 1

Test #1246 -- (6962) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), (9.9  
VolTex5(SliceY), dsx(c2)=(0, 0.07, 0, 0), dsy(c2)=(0, 0.07,  
0, 0) -> level = 1 0%) )

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, dsx = v0, (64.  
dsy = v0 -> level = NA 31  
) )

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (47.  
dsx = v0, dsy = v0 -> level = 17  
NA %) )

Test #1263 -- (6796) ps\_3\_0 **Fail**  
texIdd\_pp : v0, VolTex5, (0.0  
dsx=(0.424264, 0.424264, 0, 0%)  
1), dsy=(0.424264, 0.424264, 0, 0%)  
0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0 **Fail**  
texIdd\_pp : v0, (0.0  
VolTex5(SliceX), dsx=(0, 0%) )

0.424264, 0.848528, 1),  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
 texldd : v1, VolTex10, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1448 -- (6517) ps\_3\_0  
 texldd : v1, VolTex10(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
 = 0

Test #1449 -- (6337) ps\_3\_0  
 texldd : v1(.xyz), VolTex10, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (8.3  
 dsy(c2)=(0, 0, 0.14, 0) -> level 4%)  
 = 1

Test #1450 -- (7007) ps\_3\_0  
 texldd : v1(.xyz), **Fail**  
 VolTex10(SliceY), dsx(c2)=(0, (9.9  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
 texldd : v1, VolTex10, dsx = (64.  
 v1, dsy = v1 -> level = NA 31  
 %)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
 texldd : v1, VolTex10(SliceX), (47.  
 dsx = v1, dsy = v1 -> level = 17  
 NA %) )

Test #1467 -- (6841) ps\_3\_0  
 texldd\_pp : v1, VolTex10, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
 texldd\_pp : v1, **Fail**  
 VolTex10(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
 texldd : v2, VolTex15, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1652 -- (6523) ps\_3\_0  
 texldd : v2, VolTex15(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
 = 0

Test #1653 -- (6343) ps\_3\_0  
 texldd : v2(.xyz), VolTex15, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (8.3  
 dsy(c2)=(0, 0, 0.14, 0) -> level 4%)  
 = 1

Test #1654 -- (7013) ps\_3\_0  
 texldd : v2(.xyz), **Fail**  
 VolTex15(SliceY), dsx(c2)=(0, (9.9  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, dsx = (64.  
v2, dsy = v2 -> level = NA 31  
%)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (47.  
dsx = v2, dsy = v2 -> level = 17  
NA %) )

Test #1671 -- (6847) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15, (0.0  
dsx=(0.424264, 0.424264, 0, 0%)  
1), dsy=(0.424264, 0.424264,  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0 **Fail**  
texIdd\_pp : v2, (0.0  
VolTex15(SliceX), dsx=(0, 0%)  
0.424264, 0.848528, 1),  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

### Group #51 -- PShader3.0\_Volumes - Volume: A16B16G16R16F

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (0.0  
dsx(c2)=(0, 0, 0.08, 0), 0%)  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (0.0  
dsx(c2)=(0, 0, 0.14, 0), 0%)  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1246 -- (6962) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), (0.0  
VolTex5(SliceY), dsx(c2)=(0, 0%)  
0.07, 0, 0), dsy(c2)=(0, 0.07,  
0, 0) -> level = 1 0%)

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, dsx = v0, (61.  
dsy = v0 -> level = NA 99  
%)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (39.  
dsx = v0, dsy = v0 -> level = 13  
NA %) )

Test #1262 -- (5919) ps\_3\_0 **Fail**  
texIdd : c2, VolTex5(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
-> level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0  
 texIdd\_pp : v0, VolTex5, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0  
 texIdd\_pp : v0, **Fail**  
 VolTex5(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
 texIdd : v1, VolTex10, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1448 -- (6517) ps\_3\_0  
 texIdd : v1, VolTex10(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
 = 0

Test #1449 -- (6337) ps\_3\_0  
 texIdd : v1(.xyz), VolTex10, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (0.0  
 dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
 = 1

Test #1450 -- (7007) ps\_3\_0  
 texIdd : v1(.xyz), **Fail**  
 VolTex10(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10, dsx = (61.  
 v1, dsy = v1 -> level = NA 99  
 %)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10(SliceX), (39.  
 dsx = v1, dsy = v1 -> level = 13  
 NA %)

Test #1466 -- (5964) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex10(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v1 10  
 -> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
 texIdd\_pp : v1, VolTex10, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
 texIdd\_pp : v1, **Fail**  
 VolTex10(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
 texIdd : v2, VolTex15, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1652 -- (6523) ps\_3\_0 **Fail**  
 texIdd : v2, VolTex15(SliceX), (0.0  
 dsx(c2)=(0, 0, 0.08, 0), 0%)  
 dsy(c2)=(0, 0, 0.08, 0) -> level

= 0

Test #1653 -- (6343) ps\_3\_0  
texIdd : v2(.xyz), VolTex15, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1654 -- (7013) ps\_3\_0  
texIdd : v2(.xyz), **Fail**  
VolTex15(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, dsx = (61.  
v2, dsy = v2 -> level = NA 99  
%)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (39.  
dsx = v2, dsy = v2 -> level = 13  
NA %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
texIdd : c2, VolTex15(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v2 10  
-> level = NA(3) %)

Test #1671 -- (6847) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15, (0.0  
dsx=(0.424264, 0.424264, 0, 0%)  
1), dsy=(0.424264, 0.424264, 0%)  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0 **Fail**  
texIdd\_pp : v2, (0.0  
VolTex15(SliceX), dsx=(0, 0%)  
0.424264, 0.848528, 1), (0.0  
dsy=(0, 0.424264, 0.848528, 0%)  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

### Group #52 -- PShader3.0\_Volumes - Volume: R32F

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (38.  
dsx(c2)=(0.04, 0, 0, 0), 74  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (42.  
dsx(c2)=(0, 0, 0.08, 0), 00  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (58.  
dsx(c2)=(0, 0, 0.14, 0), 34  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1246 -- (6962) ps\_3\_0 **Fail**

texIdd : v0(.xyz),	(62.
VolTex5(SliceY), dsx(c2)=(0,	69
0.07, 0, 0), dsy(c2)=(0, 0.07,	%)
0, 0) -> level = 1	
Test #1252 -- (5265) ps_3_0	<b>Fail</b>
texIdd : v0, VolTex5(SliceX),	(83.
dsx = v0, dsy = v0 -> level =	17
NA	%)
Test #1263 -- (6796) ps_3_0	<b>Fail</b>
texIdd_pp : v0, VolTex5,	(45.
dsx=(0.424264, 0.424264, 0,	10
1), dsy=(0.424264, 0.424264,	%)
0, 1) -> level = 4	
Test #1264 -- (7487) ps_3_0	<b>Fail</b>
texIdd_pp : v0,	(45.
VolTex5(SliceX), dsx=(0,	10
0.424264, 0.848528, 1),	%)
dsy=(0, 0.424264, 0.848528,	
1) -> level = 4	
Test #1447 -- (5844) ps_3_0	<b>Fail</b>
texIdd : v1, VolTex10,	(38.
dsx(c2)=(0.04, 0, 0, 0),	74
dsy(c2)=(0.04, 0, 0, 0) -> level	%)
= 0	
Test #1448 -- (6517) ps_3_0	<b>Fail</b>
texIdd : v1, VolTex10(SliceX),	(42.
dsx(c2)=(0, 0, 0.08, 0),	00
dsy(c2)=(0, 0, 0.08, 0) -> level	%)
= 0	
Test #1449 -- (6337) ps_3_0	<b>Fail</b>
texIdd : v1(.xyz), VolTex10,	(58.
dsx(c2)=(0, 0, 0.14, 0),	34
dsy(c2)=(0, 0, 0.14, 0) -> level	%)
= 1	
Test #1450 -- (7007) ps_3_0	<b>Fail</b>
texIdd : v1(.xyz),	(62.
VolTex10(SliceY), dsx(c2)=(0,	69
0.07, 0, 0), dsy(c2)=(0, 0.07,	%)
0, 0) -> level = 1	
Test #1456 -- (5312) ps_3_0	<b>Fail</b>
texIdd : v1, VolTex10(SliceX),	(83.
dsx = v1, dsy = v1 -> level =	17
NA	%)
Test #1467 -- (6841) ps_3_0	<b>Fail</b>
texIdd_pp : v1, VolTex10,	(45.
dsx=(0.424264, 0.424264, 0,	10
1), dsy=(0.424264, 0.424264,	%)
0, 1) -> level = 4	
Test #1468 -- (7532) ps_3_0	<b>Fail</b>
texIdd_pp : v1,	(45.
VolTex10(SliceX), dsx=(0,	10
0.424264, 0.848528, 1),	%)
dsy=(0, 0.424264, 0.848528,	
1) -> level = 4	
Test #1651 -- (5850) ps_3_0	<b>Fail</b>
texIdd : v2, VolTex15,	(38.
dsx(c2)=(0.04, 0, 0, 0),	74
dsy(c2)=(0.04, 0, 0, 0) -> level	%)
= 0	
Test #1652 -- (6523) ps_3_0	<b>Fail</b>
texIdd : v2, VolTex15(SliceX),	(42.
dsx(c2)=(0, 0, 0.08, 0),	00
dsy(c2)=(0, 0, 0.08, 0) -> level	%)

= 0

Test #1653 -- (6343) ps\_3\_0 **Fail**  
texIdd : v2(.xyz), VolTex15, (58.  
dsx(c2)=(0, 0, 0.14, 0), 34  
dsy(c2)=(0, 0, 0.14, 0) -> level (%)  
= 1

Test #1654 -- (7013) ps\_3\_0 **Fail**  
texIdd : v2(.xyz), (62.  
VolTex15(SliceY), dsx(c2)=(0, 69  
0.07, 0, 0), dsy(c2)=(0, 0.07, %)  
0, 0) -> level = 1

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (83.  
dsx = v2, dsy = v2 -> level = 17  
NA %)

Test #1671 -- (6847) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15, (45.  
dsx=(0.424264, 0.424264, 0, 10  
1), dsy=(0.424264, 0.424264, %)   
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0 **Fail**  
texIdd\_pp : v2, (45.  
VolTex15(SliceX), dsx=(0, 10  
0.424264, 0.848528, 1), %)   
dsy=(0, 0.424264, 0.848528, 1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

**Group #53 --  
PShader3.0\_Volumes - Volume:  
A32B32G32R32F**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (0.0  
dsx(c2)=(0.04, 0, 0, 0), 0%)  
dsy(c2)=(0.04, 0, 0, 0) -> level (%)  
= 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (0.0  
dsx(c2)=(0, 0, 0.08, 0), 0%)  
dsy(c2)=(0, 0, 0.08, 0) -> level (%)  
= 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (0.0  
dsx(c2)=(0, 0, 0.14, 0), 0%)  
dsy(c2)=(0, 0, 0.14, 0) -> level (%)  
= 1

Test #1246 -- (6962) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), (0.0  
VolTex5(SliceY), dsx(c2)=(0, 0%)  
0.07, 0, 0), dsy(c2)=(0, 0.07, %)  
0, 0) -> level = 1

Test #1251 -- (4600) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, dsx = v0, (61.  
dsy = v0 -> level = NA 99  
%)

Test #1252 -- (5265) ps\_3\_0 **Fail**  
 texIdd : v0, VolTex5(SliceX), (39.  
 dsx = v0, dsy = v0 -> level = 13  
 NA %)

Test #1262 -- (5919) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex5(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v0 10  
 -> level = NA(3) %)

Test #1263 -- (6796) ps\_3\_0  
 texIdd\_pp : v0, VolTex5, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0  
 texIdd\_pp : v0, **Fail**  
 VolTex5(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1447 -- (5844) ps\_3\_0  
 texIdd : v1, VolTex10, **Fail**  
 dsx(c2)=(0.04, 0, 0, 0), (0.0  
 dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
 = 0

Test #1448 -- (6517) ps\_3\_0  
 texIdd : v1, VolTex10(SliceX), **Fail**  
 dsx(c2)=(0, 0, 0.08, 0), (0.0  
 dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
 = 0

Test #1449 -- (6337) ps\_3\_0  
 texIdd : v1(.xyz), VolTex10, **Fail**  
 dsx(c2)=(0, 0, 0.14, 0), (0.0  
 dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
 = 1

Test #1450 -- (7007) ps\_3\_0  
 texIdd : v1(.xyz), **Fail**  
 VolTex10(SliceY), dsx(c2)=(0, (0.0  
 0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
 0, 0) -> level = 1

Test #1455 -- (4647) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10, dsx = (61.  
 v1, dsy = v1 -> level = NA 99  
 %)

Test #1456 -- (5312) ps\_3\_0 **Fail**  
 texIdd : v1, VolTex10(SliceX), (39.  
 dsx = v1, dsy = v1 -> level = 13  
 NA %)

Test #1466 -- (5964) ps\_3\_0 **Fail**  
 texIdd : c2, VolTex10(SliceY), (82.  
 dsx(c2)=(0, 0, 0.6, 1), dsy=v1 10  
 -> level = NA(3) %)

Test #1467 -- (6841) ps\_3\_0  
 texIdd\_pp : v1, VolTex10, **Fail**  
 dsx=(0.424264, 0.424264, 0, (0.0  
 1), dsy=(0.424264, 0.424264, 0%)  
 0, 1) -> level = 4

Test #1468 -- (7532) ps\_3\_0  
 texIdd\_pp : v1, **Fail**  
 VolTex10(SliceX), dsx=(0, (0.0  
 0.424264, 0.848528, 1), 0%)  
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

Test #1651 -- (5850) ps\_3\_0  
texIdd : v2, VolTex15, **Fail**  
dsx(c2)=(0.04, 0, 0, 0), (0.0  
dsy(c2)=(0.04, 0, 0, 0) -> level 0%)  
= 0

Test #1652 -- (6523) ps\_3\_0  
texIdd : v2, VolTex15(SliceX), **Fail**  
dsx(c2)=(0, 0, 0.08, 0), (0.0  
dsy(c2)=(0, 0, 0.08, 0) -> level 0%)  
= 0

Test #1653 -- (6343) ps\_3\_0  
texIdd : v2(.xyz), VolTex15, **Fail**  
dsx(c2)=(0, 0, 0.14, 0), (0.0  
dsy(c2)=(0, 0, 0.14, 0) -> level 0%)  
= 1

Test #1654 -- (7013) ps\_3\_0  
texIdd : v2(.xyz), **Fail**  
VolTex15(SliceY), dsx(c2)=(0, (0.0  
0.07, 0, 0), dsy(c2)=(0, 0.07, 0%)  
0, 0) -> level = 1

Test #1659 -- (4655) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, dsx = (61.  
v2, dsy = v2 -> level = NA 99  
%)

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (39.  
dsx = v2, dsy = v2 -> level = 13  
NA %)

Test #1670 -- (5970) ps\_3\_0 **Fail**  
texIdd : c2, VolTex15(SliceY), (82.  
dsx(c2)=(0, 0, 0.6, 1), dsy=v2 10  
-> level = NA(3) %)

Test #1671 -- (6847) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15, (0.0  
dsx=(0.424264, 0.424264, 0, 0%)  
1), dsy=(0.424264, 0.424264,  
0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0  
texIdd\_pp : v2, **Fail**  
VolTex15(SliceX), dsx=(0, (0.0  
0.424264, 0.848528, 1), 0%)  
dsy=(0, 0.424264, 0.848528,  
1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

#### Group #54 -- PShader3.0\_Volumes - Volume: L8

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (33.  
dsx(c2)=(0.04, 0, 0, 0), 50  
dsy(c2)=(0.04, 0, 0, 0) -> level 3%)  
= 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (37.  
dsx(c2)=(0, 0, 0.08, 0), 43

dsy(c2)=(0, 0, 0.08, 0) -> level %)  
= 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (54.  
dsx(c2)=(0, 0, 0.14, 0), 26  
dsy(c2)=(0, 0, 0.14, 0) -> level %) = 1

Test #1246 -- (6962) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), (59.  
VolTex5(SliceY), dsx(c2)=(0, 49  
0.07, 0, 0), dsy(c2)=(0, 0.07,  
0, 0) -> level = 1 %) = 1

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (82.  
dsx = v0, dsy = v0 -> level = 01  
NA %) = NA

Test #1263 -- (6796) ps\_3\_0 **Fail**  
texIdd\_pp : v0, VolTex5, (41.  
dsx=(0.424264, 0.424264, 0, 76  
1), dsy=(0.424264, 0.424264,  
0, 1) -> level = 4 %) = 4

Test #1264 -- (7487) ps\_3\_0 **Fail**  
texIdd\_pp : v0, (41.  
VolTex5(SliceX), dsx=(0, 76  
0.424264, 0.848528, 1), dsy=(0, 0.424264, 0.848528,  
1) -> level = 4 %) = 4

Test #1447 -- (5844) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10, (33.  
dsx(c2)=(0.04, 0, 0, 0), 50  
dsy(c2)=(0.04, 0, 0, 0) -> level %) = 0

Test #1448 -- (6517) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10(SliceX), (37.  
dsx(c2)=(0, 0, 0.08, 0), 43  
dsy(c2)=(0, 0, 0.08, 0) -> level %) = 0

Test #1449 -- (6337) ps\_3\_0 **Fail**  
texIdd : v1(.xyz), VolTex10, (54.  
dsx(c2)=(0, 0, 0.14, 0), 26  
dsy(c2)=(0, 0, 0.14, 0) -> level %) = 1

Test #1450 -- (7007) ps\_3\_0 **Fail**  
texIdd : v1(.xyz), (59.  
VolTex10(SliceY), dsx(c2)=(0, 49  
0.07, 0, 0), dsy(c2)=(0, 0.07,  
0, 0) -> level = 1 %) = 1

Test #1456 -- (5312) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10(SliceX), (82.  
dsx = v1, dsy = v1 -> level = 01  
NA %) = NA

Test #1467 -- (6841) ps\_3\_0 **Fail**  
texIdd\_pp : v1, VolTex10, (41.  
dsx=(0.424264, 0.424264, 0, 76  
1), dsy=(0.424264, 0.424264,  
0, 1) -> level = 4 %) = 4

Test #1468 -- (7532) ps\_3\_0 **Fail**  
texIdd\_pp : v1, (41.  
VolTex10(SliceX), dsx=(0, 76  
0.424264, 0.848528, 1), dsy=(0, 0.424264, 0.848528,  
1) -> level = 4 %) = 4

Test #1651 -- (5850) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15, (33.  
dsx(c2)=(0.04, 0, 0, 0), 50  
dsy(c2)=(0.04, 0, 0, 0) -> level %) = 0

Test #1652 -- (6523) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (37.  
dsx(c2)=(0, 0, 0.08, 0), 43  
dsy(c2)=(0, 0, 0.08, 0) -> level %) = 0

Test #1653 -- (6343) ps\_3\_0 **Fail**  
texIdd : v2(.xyz), VolTex15, (54.  
dsx(c2)=(0, 0, 0.14, 0), 26  
dsy(c2)=(0, 0, 0.14, 0) -> level %) = 1

Test #1654 -- (7013) ps\_3\_0 **Fail**  
texIdd : v2(.xyz), VolTex15(SliceY), dsx(c2)=(0, 49  
0.07, 0, 0), dsy(c2)=(0, 0.07, %) 0, 0) -> level = 1

Test #1660 -- (5320) ps\_3\_0 **Fail**  
texIdd : v2, VolTex15(SliceX), (82.  
dsx = v2, dsy = v2 -> level = 01  
NA %) NA

Test #1671 -- (6847) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15, (41.  
dsx=(0.424264, 0.424264, 0, 76  
1), dsy=(0.424264, 0.424264, %) 0, 1) -> level = 4

Test #1672 -- (7538) ps\_3\_0 **Fail**  
texIdd\_pp : v2, VolTex15(SliceX), dsx=(0, (41.  
0.424264, 0.848528, 1), 76  
dsy=(0, 0.424264, 0.848528, %) 1) -> level = 4

To execute just this group,  
append "-ps30\_vol" to the  
cmdline.

### Group #55 -- PShader3.0\_Volumes - Volume: A8L8

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (33.  
dsx(c2)=(0.04, 0, 0, 0), 50  
dsy(c2)=(0.04, 0, 0, 0) -> level %) = 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (35.  
dsx(c2)=(0, 0, 0.08, 0), 92  
dsy(c2)=(0, 0, 0.08, 0) -> level %) = 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (54.  
dsx(c2)=(0, 0, 0.14, 0), 26  
dsy(c2)=(0, 0, 0.14, 0) -> level %) = 1

Test #1246 -- (6962) ps\_3\_0 **Fail**  
 texldd : v0(.xyz), (59.  
 VolTex5(SliceY), dsx(c2)=(0, 49  
 0.07, 0, 0), dsy(c2)=(0, 0.07, %)   
 0, 0) -> level = 1

Test #1263 -- (6796) ps\_3\_0 **Fail**  
 texldd\_pp : v0, VolTex5, (41.  
 dsx=(0.424264, 0.424264, 0, 76  
 1), dsy=(0.424264, 0.424264, %)   
 0, 1) -> level = 4

Test #1447 -- (5844) ps\_3\_0 **Fail**  
 texldd : v1, VolTex10, (33.  
 dsx(c2)=(0.04, 0, 0, 0), 50  
 dsy(c2)=(0.04, 0, 0, 0) -> level %)   
 = 0

Test #1448 -- (6517) ps\_3\_0 **Fail**  
 texldd : v1, VolTex10(SliceX), (35.  
 dsx(c2)=(0, 0, 0.08, 0), 92  
 dsy(c2)=(0, 0, 0.08, 0) -> level %)   
 = 0

Test #1449 -- (6337) ps\_3\_0 **Fail**  
 texldd : v1(.xyz), VolTex10, (54.  
 dsx(c2)=(0, 0, 0.14, 0), 26  
 dsy(c2)=(0, 0, 0.14, 0) -> level %)   
 = 1

Test #1450 -- (7007) ps\_3\_0 **Fail**  
 texldd : v1(.xyz), (59.  
 VolTex10(SliceY), dsx(c2)=(0, 49  
 0.07, 0, 0), dsy(c2)=(0, 0.07, %)   
 0, 0) -> level = 1

Test #1467 -- (6841) ps\_3\_0 **Fail**  
 texldd\_pp : v1, VolTex10, (41.  
 dsx=(0.424264, 0.424264, 0, 76  
 1), dsy=(0.424264, 0.424264, %)   
 0, 1) -> level = 4

Test #1651 -- (5850) ps\_3\_0 **Fail**  
 texldd : v2, VolTex15, (33.  
 dsx(c2)=(0.04, 0, 0, 0), 50  
 dsy(c2)=(0.04, 0, 0, 0) -> level %)   
 = 0

Test #1652 -- (6523) ps\_3\_0 **Fail**  
 texldd : v2, VolTex15(SliceX), (35.  
 dsx(c2)=(0, 0, 0.08, 0), 92  
 dsy(c2)=(0, 0, 0.08, 0) -> level %)   
 = 0

Test #1653 -- (6343) ps\_3\_0 **Fail**  
 texldd : v2(.xyz), VolTex15, (54.  
 dsx(c2)=(0, 0, 0.14, 0), 26  
 dsy(c2)=(0, 0, 0.14, 0) -> level %)   
 = 1

Test #1654 -- (7013) ps\_3\_0 **Fail**  
 texldd : v2(.xyz), (59.  
 VolTex15(SliceY), dsx(c2)=(0, 49  
 0.07, 0, 0), dsy(c2)=(0, 0.07, %)   
 0, 0) -> level = 1

Test #1671 -- (6847) ps\_3\_0 **Fail**  
 texldd\_pp : v2, VolTex15, (41.  
 dsx=(0.424264, 0.424264, 0, 76  
 1), dsy=(0.424264, 0.424264, %)   
 0, 1) -> level = 4

To execute just this group,  
 append "-ps30\_vol" to the  
 cmdline.

**Group #56 --**  
**PShader3.0\_Volumes - Volume:**  
**L16**

Pixel shader version:  
FFFF0300

Pixel shader version: 3.0

Pixel shader max value:  
65504.000000

Test #1243 -- (5799) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5, (33.  
dsx(c2)=(0.04, 0, 0, 0), 48  
dsy(c2)=(0.04, 0, 0, 0) -> level %)   
= 0

Test #1244 -- (6472) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (37.  
dsx(c2)=(0, 0, 0.08, 0), 40  
dsy(c2)=(0, 0, 0.08, 0) -> level %)   
= 0

Test #1245 -- (6292) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), VolTex5, (54.  
dsx(c2)=(0, 0, 0.14, 0), 25  
dsy(c2)=(0, 0, 0.14, 0) -> level %)   
= 1

Test #1246 -- (6962) ps\_3\_0 **Fail**  
texIdd : v0(.xyz), (59.  
VolTex5(SliceY), dsx(c2)=(0, 43  
0.07, 0, 0), dsy(c2)=(0, 0.07, %)   
0, 0) -> level = 1

Test #1252 -- (5265) ps\_3\_0 **Fail**  
texIdd : v0, VolTex5(SliceX), (82.  
dsx = v0, dsy = v0 -> level = 00  
NA %)   
= 0

Test #1263 -- (6796) ps\_3\_0 **Fail**  
texIdd\_pp : v0, VolTex5, (41.  
dsx=(0.424264, 0.424264, 0, 76  
1), dsy=(0.424264, 0.424264, %)   
0, 1) -> level = 4

Test #1264 -- (7487) ps\_3\_0 **Fail**  
texIdd\_pp : v0, (41.  
VolTex5(SliceX), dsx=(0, 76  
0.424264, 0.848528, 1), %)   
dsy=(0, 0.424264, 0.848528, 1) -> level = 4

Test #1447 -- (5844) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10, (33.  
dsx(c2)=(0.04, 0, 0, 0), 48  
dsy(c2)=(0.04, 0, 0, 0) -> level %)   
= 0

Test #1448 -- (6517) ps\_3\_0 **Fail**  
texIdd : v1, VolTex10(SliceX), (37.  
dsx(c2)=(0, 0, 0.08, 0), 40  
dsy(c2)=(0, 0, 0.08, 0) -> level %)   
= 0

Test #1449 -- (6337) ps\_3\_0 **Fail**  
texIdd : v1(.xyz), VolTex10, (54.  
dsx(c2)=(0, 0, 0.14, 0), 25  
dsy(c2)=(0, 0, 0.14, 0) -> level %)   
= 1

Test #1450 -- (7007) ps\_3\_0 **Fail**  
texIdd : v1(.xyz), (59.  
VolTex10(SliceY), dsx(c2)=(0, 43  
0.07, 0, 0), dsy(c2)=(0, 0.07, %)   
= 0

0, 0) -> level = 1

Test #1456 -- (5312) ps\_3\_0 **Fail**  
 texldd : v1, VolTex10(SliceX), (82.  
 dsx = v1, dsy = v1 -> level = 00  
 NA %)

 Test #1467 -- (6841) ps\_3\_0 **Fail**  
 texldd\_pp : v1, VolTex10, (41.  
 dsx=(0.424264, 0.424264, 0, 76  
 1), dsy=(0.424264, 0.424264, %)
 0, 1) -> level = 4

 Test #1468 -- (7532) ps\_3\_0 **Fail**  
 texldd\_pp : v1, (41.  
 VolTex10(SliceX), dsx=(0, 76  
 0.424264, 0.848528, 1), %)
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

 Test #1651 -- (5850) ps\_3\_0 **Fail**  
 texldd : v2, VolTex15, (33.  
 dsx(c2)=(0.04, 0, 0, 0), 48  
 dsy(c2)=(0.04, 0, 0, 0) -> level %)
 = 0

 Test #1652 -- (6523) ps\_3\_0 **Fail**  
 texldd : v2, VolTex15(SliceX), (37.  
 dsx(c2)=(0, 0, 0.08, 0), 40  
 dsy(c2)=(0, 0, 0.08, 0) -> level %)
 = 0

 Test #1653 -- (6343) ps\_3\_0 **Fail**  
 texldd : v2(.xyz), VolTex15, (54.  
 dsx(c2)=(0, 0, 0.14, 0), 25  
 dsy(c2)=(0, 0, 0.14, 0) -> level %)
 = 1

 Test #1654 -- (7013) ps\_3\_0 **Fail**  
 texldd : v2(.xyz), (59.  
 VolTex15(SliceY), dsx(c2)=(0, 43  
 0.07, 0, 0), dsy(c2)=(0, 0.07, %)
 0, 0) -> level = 1

 Test #1660 -- (5320) ps\_3\_0 **Fail**  
 texldd : v2, VolTex15(SliceX), (82.  
 dsx = v2, dsy = v2 -> level = 00  
 NA %)

 Test #1671 -- (6847) ps\_3\_0 **Fail**  
 texldd\_pp : v2, VolTex15, (41.  
 dsx=(0.424264, 0.424264, 0, 76  
 1), dsy=(0.424264, 0.424264, %)
 0, 1) -> level = 4

 Test #1672 -- (7538) ps\_3\_0 **Fail**  
 texldd\_pp : v2, (41.  
 VolTex15(SliceX), dsx=(0, 76  
 0.424264, 0.848528, 1), %)
 dsy=(0, 0.424264, 0.848528,  
 1) -> level = 4

To execute just this group,  
 append "-ps30\_vol" to the  
 cmdline.

---

**Elaps**

**ed** 07:21:32

**Time:**

**Devic** Pshader3.exe -DX9.0 -

**e** SRC:PUREHAL -

**Mode** DisplayMode: 1024x768

**Cmdli** xX8R8G8B8 -ps30 -

ne: ps30\_tex -ps30\_cube -  
ps30\_vol -M:1 -WHQL

**Total  
Confo  
rmanc  
e:** 99.50%

**Total  
Run:** 100922

**Total  
Passe  
d:** 100321

**Total  
Failed** 601  
:

**Total  
Block  
ed:** 0

**Total  
Warn  
ed:** 0

**Total  
Skipp  
ed:** 0

## DCT Errata

## DCT Information

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```
: Command line : PSPrecision.exe -M:%MONITOR%  
: Monitor Command line : PSPrecision.exe -M:1  
: Test working directory : ..\direct3d\general  
: Starting Test at 11-10-2004 2:16:37  
: Test name : Pixel Shaders Precision  
: Test Assertion : 5.66.1  
: Display settings changed to : 1024X768X16  
: Modified Command line : PSPrecision.exe -M:1 -WHQL  
: App exited normally  
: Original display settings restored : 1280X1024X32  
Test Ended at 11-10-2004 2:18:40  
Original working directory restored
```

## DCT Errors

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**Com  
mand  
Line:** PSPrecision.exe -M:1 -  
WHQL

**Time:** 02:16:45 11/10/2004

**Machi  
ne:** SILENTBOB

OS: Windows XP  
Professional SP2(Build  
2180, German)

OS  
Architecture: x86

System Memory: 1073.20MB total,  
675.74MB available

OS CPU: 1 proc 1807MHz AMD  
AMD

PSGP: AMD XP

Display Adapter: NVIDIA GeForce 6800  
GT(6.14.10.6693, DDI  
9)

PnP ID: VEN\_10DE&DEV\_0045  
&SUBSYS\_020410DE&  
REV\_A1

Desktop Display Mode: 1024x768xX8R8G8B8  
@ 60hz

DirectX Version: 9.20(Build 3900.00)

D3D Device Type: DX9.0 Pure HAL, HW  
VP

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#### Group #1 -- PSPrecision

Test #45 -- DP3\_PP(2.0), **Fail**  
Values: -1 / -0.01, Precision: 8 (100  
.00  
%)

Test #46 -- DP3\_PP(2.0), **Fail**  
Values: 0.01 / 1, Precision: 8 (100  
.00  
%)

Test #47 -- DP3\_PP(2.0), **Fail**  
Values: -4 / -1, Precision: 8 (100  
.00  
%)

Test #48 -- DP3\_PP(2.0), **Fail**  
Values: 1 / 4, Precision: 8 (100  
.00  
%)

Test #49 -- DP3\_PP(2.0), **Fail**  
Values: -100 / -4, Precision: 8 (100  
.00  
%)

Test #50 -- DP3\_PP(2.0), **Fail**  
Values: 4 / 100, Precision: 8 (100  
.00  
%)

Test #51 -- DP3_PP(3.0), Values: -1 / -0.01, Precision: 8	<b>Fail</b> (100 .00 %)
Test #52 -- DP3_PP(3.0), Values: 0.01 / 1, Precision: 8	<b>Fail</b> (100 .00 %)
Test #53 -- DP3_PP(3.0), Values: -4 / -1, Precision: 8	<b>Fail</b> (100 .00 %)
Test #54 -- DP3_PP(3.0), Values: 1 / 4, Precision: 8	<b>Fail</b> (100 .00 %)
Test #55 -- DP3_PP(3.0), Values: -100 / -4, Precision: 8	<b>Fail</b> (100 .00 %)
Test #56 -- DP3_PP(3.0), Values: 4 / 100, Precision: 8	<b>Fail</b> (100 .00 %)
Test #305 -- MAD_PP(2.0), Values: -4 / -2, Precision: 8	<b>Fail</b> (100 .00 %)
Test #307 -- MAD_PP(2.0), Values: -100 / -4, Precision: 8	<b>Fail</b> (100 .00 %)
Test #312 -- MAD_PP(3.0), Values: -4 / -2, Precision: 8	<b>Fail</b> (100 .00 %)
Test #314 -- MAD_PP(3.0), Values: -100 / -4, Precision: 8	<b>Fail</b> (100 .00 %)
Test #333 -- MUL_PP(2.0), Values: -1 / -0.01, Precision: 9	<b>Fail</b> (100 .00 %)
Test #334 -- MUL_PP(2.0), Values: 0.01 / 1, Precision: 9	<b>Fail</b> (100 .00 %)
Test #335 -- MUL_PP(2.0), Values: -4 / -1, Precision: 9	<b>Fail</b> (100 .00 %)
Test #336 -- MUL_PP(2.0), Values: 1 / 4, Precision: 9	<b>Fail</b> (100 .00 %)
Test #337 -- MUL_PP(2.0), Values: -100 / -4, Precision: 9	<b>Fail</b> (100 .00 %)
Test #338 -- MUL_PP(2.0), Values: 4 / 100, Precision: 9	<b>Fail</b> (100

	.00
	%)
	<b>Fail</b>
Test #339 -- MUL_PP(3.0),	(100
Values: -1 / -0.01, Precision: 9	.00
	%)
	<b>Fail</b>
Test #340 -- MUL_PP(3.0),	(100
Values: 0.01 / 1, Precision: 9	.00
	%)
	<b>Fail</b>
Test #341 -- MUL_PP(3.0),	(100
Values: -4 / -1, Precision: 9	.00
	%)
	<b>Fail</b>
Test #342 -- MUL_PP(3.0),	(100
Values: 1 / 4, Precision: 9	.00
	%)
	<b>Fail</b>
Test #343 -- MUL_PP(3.0),	(100
Values: -100 / -4, Precision: 9	.00
	%)
	<b>Fail</b>
Test #344 -- MUL_PP(3.0),	(100
Values: 4 / 100, Precision: 9	.00
	%)
	<b>Fail</b>
Test #353 -- NRM(3.0),	(100
Values: -1 / -1e-007,	.00
Precision: 20	%)
	<b>Fail</b>
Test #357 -- NRM(3.0),	(100
Values: -100000 / -4,	.00
Precision: 20	%)
	<b>Fail</b>
Test #358 -- NRM(3.0),	(100
Values: 4 / 100000, Precision:	.00
20	%)
	<b>Fail</b>
Test #359 -- NRM(3.0),	(100
Values: -1e+009 / -100000,	.00
Precision: 20	%)
	<b>Fail</b>
Test #360 -- NRM(3.0),	(100
Values: 100000 / 1e+009,	.00
Precision: 20	%)
	<b>Fail</b>
Test #433 -- RSQ(3.0),	(100
Values: -100000 / -4,	.00
Precision: 20	%)
	<b>Fail</b>
Test #434 -- RSQ(3.0),	(100
Values: 4 / 100000, Precision:	.00
20	%)
	<b>Fail</b>
Test #435 -- RSQ(3.0),	(100
Values: -1e+035 / -100000,	.00
Precision: 20	%)
	<b>Fail</b>
Test #436 -- RSQ(3.0),	(100
Values: 100000 / 1e+035,	.00
Precision: 20	%)

To execute just this group,  
append "-psprecision" to the  
cmdline.

---

**Elapsed Time:** 00:01:48  
**Device:** PSPrecision.exe -DX9.0  
-SRC:PUREHAL -  
**Mode:** DisplayMode:1024x768  
**CommandLine:** xX8R8G8B8 -M:1 -  
WHQL  
**Total Configuration:** 100.00%  
**Total Run:** 452  
**Total Passed:** 415  
**Total Failed:** 37  
:  
**Total Blocked:** 0  
**Total Warned:** 0  
**Total Skipped:** 0

## DCT Errata

### Radeon X800 Pro / WinXP+SP2 / Cat. 4.10 DCT Information Pixel Shader Precision

---

```
: Found file C:\\WINDOWS\\dxlogs\\PSPrecision.xml.trace before running the test!  
Removing it  
: Existing log file removed  
: Command line : PSPrecision.exe -M:%MONITOR%  
: Monitor Command line : PSPrecision.exe -M:1  
: Test working directory : ..\\direct3d\\general  
: Starting Test at 11-11-2004 6:37:25  
: Test name : Pixel Shaders Precision  
: Test Assertion : 5.66.1  
: Display settings changed to : 1024X768X16  
: Modified Command line : PSPrecision.exe -M:1 -WHQL  
: App exited normally  
: Original display settings restored : 1280X1024X32  
Test Ended at 11-11-2004 6:38:53
```

## Original working directory restored

### DCT Errors

---

**Command Line:** PSPrecision.exe -M:1 -WHQL

**Time:** 06:37:35 11/11/2004

**Machine:** SILENTBOB

**OS:** Windows XP Professional SP2(Build 2180, German)

**OS Architecture:** x86

**System Memory:** 1073.20MB total, 659.66MB available

**OS CPU:** 1 proc 1807MHz AMD AMD

**PSGP:** AMD XP

**Display Adapter:** RADEON X800 PRO(6.14.10.6483, DDI 9)

**PnP ID:** VEN\_1002&DEV\_4A49 &SUBSYS\_00021002&REV\_00

**Desktop Display Mode:** 1024x768xX8R8G8B8 @ 60hz

**DirectX Version:** 9.20(Build 3900.00)

**D3D Device Type:** DX9.0 Pure HAL, HW VP

---

#### Group #1 -- PSPrecision

Test #15 -- DP3(2.0), Values: **Fail**  
-1 / -1e-007, Precision: 14 (100.00%)

Test #16 -- DP3(2.0), Values: **Fail**  
1e-007 / 1, Precision: 14 (100.00%)

Test #17 -- DP3(2.0), Values: **Fail**

-4 / -1, Precision: 14	(100 .00 %)	<b>Fail</b>
Test #18 -- DP3(2.0), Values: 1 / 4, Precision: 14	(100 .00 %)	<b>Fail</b>
Test #19 -- DP3(2.0), Values: -100000 / -4, Precision: 14	(100 .00 %)	<b>Fail</b>
Test #20 -- DP3(2.0), Values: 4 / 100000, Precision: 14	(100 .00 %)	<b>Fail</b>
Test #21 -- DP3(2.0), Values: -1e+009 / -100000, Precision: 14	(100 .00 %)	<b>Fail</b>
Test #22 -- DP3(2.0), Values: 100000 / 1e+009, Precision: 14	(100 .00 %)	<b>Fail</b>
Test #47 -- EXP(2.0), Values: - 60 / -4, Precision: 13	(100 .00 %)	<b>Fail</b>
Test #48 -- EXP(2.0), Values: 4 / 60, Precision: 13	(100 .00 %)	<b>Fail</b>
Test #189 -- POW(2.0), Values: -4 / -1, Precision: 13	(100 .00 %)	<b>Fail</b>
Test #190 -- POW(2.0), Values: 1 / 4, Precision: 13	(100 .00 %)	<b>Fail</b>
Test #191 -- POW(2.0), Values: -14 / -4, Precision: 13	(100 .00 %)	<b>Fail</b>
Test #192 -- POW(2.0), Values: 4 / 14, Precision: 13	(100 .00 %)	<b>Fail</b>

To execute just this group,  
append "-psprecision" to the  
cmdline.

---

**Elaps**

**ed** 00:01:11

**Time:**

**Devic** PSPrecision.exe -DX9.0

**e** -SRC:PUREHAL -

**Mode** DisplayMode:1024x768

**Cmdli** xX8R8G8B8 -M:1 -

**ne:** WHQL

**Total** 100.00%  
**Confo**

rmanc  
e:  
**Total  
Run:** 226  
**Total  
Passe  
d:** 212  
**Total  
Failed** 14  
:  
**Total  
Block  
ed:** 0  
**Total  
Warn  
ed:** 0  
**Total  
Skipp  
ed:** 0

## DCT Errata

### DCT Information Pixel Shader Version 2.0

---

```
: Found file C:\\WINDOWS\\dxlogs\\Pshader.xml.trace before running the test! Removing it  
: Existing log file removed  
: Command line : Pshader.exe -Ver:2.0 -M:%MONITOR%  
: Monitor Command line : Pshader.exe -Ver:2.0 -M:1  
: Test working directory : ..\\direct3d\\general  
: Starting Test at 11-11-2004 6:38:54  
: Test name : Pixel Shaders Ver 2.0  
: Test Assertion : 5.63.1  
: Display using Current Display Mode : 1280X1024X32  
: Modified Command line : Pshader.exe -Ver:2.0 -M:1 -WHQL  
: App exited normally  
Test Ended at 11-11-2004 7:15:48  
Original working directory restored
```

## DCT Errors

---

---

**Command  
Line:** Pshader.exe -Ver: 2.0 -M: 1 -WHQL  
**Time:** 06:39:13 11/11/2004  
**Machine:** SILENTBOB  
**OS:** Windows XP Professional SP2(Build 2180, German)  
**OS  
Architecture:** x86  
**System** 1073.20MB total, 655.28MB available

**Memory:**  
**OS CPU:** 1 proc 1807MHz AMD AMD  
**PSGP:** AMD XP  
**Display Adapter:** RADEON X800 PRO(6.14.10.6483, DDI 9)  
**PnPID:** VEN\_1002&DEV\_4A49&SUBSYS\_00021002&REV\_00  
**Desktop Display Mode:** 1024x768xX8R8G8B8 @ 85hz  
**DirectX Version:** 9.20(Build 3900.00)  
**D3D Device Type:** DX9.0 Pure HAL, HW VP

---

**Group #1 -- Touch all Registers**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #2 -- Texture address instructions**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #3 -- Texture address instructions (Bump)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #4 -- Texture address instructions (Cube)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #5 -- Texture address instructions (Volume)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #6 -- Texture address instructions (BumpCube)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #7 -- Output Write Masks**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #8 -- Arithmetic Instructions & Modifiers**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #9 -- Arithmetic Instructions & Modifiers (Bump)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #10 -- Argument Modifiers**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #11 -- Read Shader**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX  
Skipping test ranges 0 through 1

**Group #12 -- Vertex Shader/Pixel Shader combination**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #13 -- Vertex Shader/Pixel Shader combination (Bump)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #14 -- Vertex Shader/Pixel Shader combination (Cube)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #15 -- Vertex Shader/Pixel Shader combination (Volume)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #16 -- Vertex Shader/Pixel Shader combination (BumpCube)**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #17 -- Max Instr, register read port, texture stage limits**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

**Group #18 -- Legacy pixel shader behaviors**

Pixel shader version: FFFF0200  
Pixel shader version: 2.0  
Pixel shader max value: FLT\_MAX

---

**Elapsed Time:** 00:36:26

**Device Mode** Pshader.exe -DX9.0 -  
SRC:PUREHAL -  
**Cmdline:** DisplayMode: 1024x768xX8R8G8B8  
-Ver: 2.0 -M: 1 -WHQL

**Total Conformance:** 99.40%

**Total Run:** 6292

**Total Passed:** 6291

**Total Failed:** 0

**Total Blocked:** 0

**Total Warned:** 0

**Total Skipped:** 1

## DCT Errata