3DMARK® 11

Command Line Guide

Updated April 23, 2018 for use with
3DMark 11 Professional Edition v1.0.5

Usage

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

```
3DMark11Cmd.exe [options]
```

> ⚠ [3DMark 11 Professional Edition](#) license required for command line use.

Options

Command	Description
`--definition=<benchmark.xml>`	Name of benchmark definition XML file. Specifies the XML file that defines the tests and settings to be used. See below for an example of the XML file
`--loop[=<count>]`	The number of times to loop benchmark. (default 1) Set to define how many times the tests defined in the XML should be run. Use 0 for infinite loop stress test (benchmark will never end unless aborted)
`--audio[=on|=off]`	Play audio (default on).
`--adapter=<index>`	Index of used DXGI adapter. Debug option to force which GPU to use in systems that have multiple non-identical GPUs. Note that this works only for scenarios where there is no GPU auto switching (Optimus etc.)
`--systeminfo[=on|=off]`	Collect SystemInfo (default off).
`--out=<file.3dmark-11-result>`	Save results in the file.
`--in=<file.3dmark-11-result>`	Load results from the file (only for submitting or exporting).
`--online[=on|=off]`	Send results to Futuremark Online (default off).
`--export=<file.xml>`	Export results to the XML file. (Currently does not work with --in option - to be fixed in 3DMark 11 1.0.4)
`--register=<product key>`	Register 3DMark 11 with the given key.
`--unregister`	Unregister 3DMark 11.

Examples

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

Loop Performance Preset, including demo, indefinitely using default settings.

```
3DMark11Cmd.exe --definition=performance_definition.xml --loop 0
```

Loop three times with customized "mybenchmark.xml" settings, saving results to myresults.3dmark-11-result (there will be three numbered result files, one per run)

```
3DMark11Cmd.exe --definition=mybenchmark.xml --loop 3
--out=myresults.3dmark-11-result
```

Definition XML files

3DMark 11 comes with a set of definition files that enable you to quickly set up and run a benchmark with standard or custom settings. By default, these definitions can be found in:

```
C:\Program Files\Futuremark\3DMark11\bin\x64
```

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

entry_definition.xml	Run default Entry preset
performance_definition.xml	Run default Performance preset
extreme_definition.xml	Run default Extreme preset
custom_entry_definition.xml	Run Entry preset with custom settings
custom_performance_definition.xml	Run Performance preset with custom settings
custom_extreme_definition.xml	Run Extreme preset with custom settings

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

Custom definition files are baselines for running each benchmark as if from the Custom tab of the GUI. If you want to use custom settings for your command line run, make a copy of the appropriate definition file and edit it to match your desired settings. Note that custom runs only produce sub-scores, never an overall score.

Example

performance_definition.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<benchmark>
  <settings>
    <setting>
      <name>preset</name>
      <value>performance</value>
    </setting>
  </settings>
  <tests>
    <demo/>
    <test1/>
    <test2/>
    <test3/>
    <test4/>
    <test5/>
    <test6/>
  </tests>
</benchmark>
```

Test names are fairly self-explanatory, for example "demo" is the demo, Tests 1-4 are the Graphics tests, "test5" is the Physics test and "test6" is the Combined test. Note that you will only get an overall score when all sub-tests are included.

If all you want is to specify which tests to run (for example, to skip the Demo), just make a copy of the appropriate definition file and edit the list of tests.

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