

The following performance results are to be understood as approximate values.

The table refers to systems driving either one 4K or four FullHD displays, either at 60 fps.

Please keep in mind that different codecs have different advantages, depending on the exact nature of the content being used.

Values shown as "max" refer to the maximum possible simultaneous playback once videos are loaded to the layers. "Show" values define a "safe" amount of videos which can be used flexibly without interfering already displayed clips during the loading time.

	Connected Displays: 1x 4K60 or 4x HD60							
	PK1		PK2		PK3		PK4	
	max	show	max	show	max	show	max	show
Uncompressed (24bit RGB)								
4K@60	0	0	1	1	2	1	2	1
HD@60	2	2	4	4	8	6	8	6
Uncompressed (32bit RGBA)								
4K@60	0	0	0	0	1	1	1	1
HD@60	2	2	4	4	6	4	6	4
DDS (24bit RGB)								
4K@60	4	3	6	4	8	4	8	4
HD@60	20	20	24	24	28	24	28	24
DDSA (32bit RGBA)								
4K@60	1	1	3	2	4	2	4	2
HD@60	12	10	14	12	16	12	16	12
YCoCg (24bit RGB)								
HD@60	10	10	16	12	16	12	16	12
MPEG-2 (24bit RGB)								
80MBit/s 4K@30	3	2	3	2	3	2	3	2
20MBit/s HD@30	12	12	12	12	12	12	12	12

Please note:

The DDS codec is comparable to HAP, while DDSA is the equivalent to HAP Alpha and YCoCg uses the same compression as HAP Q. Therefore the same performance levels, as described above, are to be expected when using those codecs.