

**p96speed**

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# Chapter 1

## p96speed

### 1.1 P96Speed

P96Speed v1.2

The graphics system independent benchmark

written by [Jens Langner](#)

Introduction

[Why another benchmark?](#) - The reason why I coded this program

[Author](#) - Thats me :-)

[Thanks](#) - I want to thank for help...

[Copyright Notes](#) - What you have to know !

The P96Speed benchmark

[Requirements](#) - Requirements for P96Speed ?

[Incompatibilities?](#) - Incompatible ?

[Starting P96Speed](#) - Getting started

[Usage](#) - How to use this benchmark

Additional Information

[Todo](#) - Is there something left ?

[History](#) - The history so far

[Known Bugs](#) - Shit!!!

### 1.2 Why another benchmark ?

Why another benchmark ?

P96Speed is another graphics benchmark which tests the speed of your graphics system and graphics card if possible.

Now you will wonder why I wrote this benchmark while they are other ones like IntuiSpeed or WSpeed.

The reason why I decided to code a graphics benchmark program is that

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those other systems are quite old and outdated.

Also this is my first C project and it was very funny to write and learn more about my Amiga ;-).

I also chosen GTLAYOUT as the GUI because gadtools looks ugly and MUI is not usefull for such a benchmark which should be started directly after a clear bootup. - I hope you agree with me...

The reason why I called this benchmark "P96Speed" was that I really like the graphics system Picasso96 and I want to dedicate it to this graphics system - but it will run on all KNOWN graphics systems like CyberGraphX, ProBench or simply AGA.

I hope you will like this benchmark. Please give me your feedback on it by emailing me your opinion....

### **1.3 That`s me ;)**

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### **1.4 I want to thank...**

Betatesters

Jens Tröger

Michael Rock

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Torsten Franke  
John Sandgren  
Others  
Tobias Abt  
Alexander Kneer  
Olaf `Olsen` Barthel  
Richard Körber  
Niels Knoop

## 1.5 Copyright information

### COPYRIGHT:

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## 1.6 Requirements

Requirements for running P96Speed

- Amiga compatible model (A4000/3000/2000/1200 etc.)
- 68020 processor or better
- Kickstart v2.0+ (v36) or better
- minimum of 1MB RAM.
- gtlayout.library v16+
- identify.library v8+

## 1.7 Incompatible?

Any Incompatibilities ?

P96Speed is completly compatible with all known graphic systems.

In fact that means that it should run without problems on graphic systems like:

Picasso96

CyberGraphX

ProBench

AGA

ECS

and all other graphic systems running on Kickstart 2.0 or higher.

## 1.8 How to start P96Speed

How to start P96Speed

Starting P96Speed is completly easy. You can either start P96Speed directly by double-clicking on it's Icon or you can start it from shell without any arguments.

It should be mentioned that P96Speed searches for a file called "Compare.dat" in the directory it was started. This should be a standard MachineList with at least version 1.0 as P96Speed v1.0 saves it.

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## 1.9 How to use this benchmark.

How to use this benchmark:

The usage of this benchmark is very simple.

After starting P96Speed you will find yourself in a nice big Window displaying all needed information.

The main controls are the TAB Gadget where you can switch the registers to display and modify different informations.

Register 1 (Own machine):

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Here you can directly run all graphics test by pressing the button of the desired test and P96Speed will display the results after the test is finished.

Register 2 (Compare machine):

=====

This register is for doing comparison against different systems which are in the database you created/loaded in the third register.

You will find yourself in area with two POPUP Button on the top of the register.

The left one is for selecting the machine which should be compared to the machine in the right popup-gadget, normally it's your own machine where the results from register 1 will be used.

The right gadget as told, is for selecting the machine which should be compared to the left one. You will also notice that after selecting a machine in the right gadget the results in the window will be updated and displayed. So all results displayed in the "Register 2" will be from the machine selected from the right popup-gadget.

After changing one of the gadgets P96Speed will update the calculated difference and directly display it in the window.

The calculation results will be displayed in the "Diff" Column.

It will be displayed as real numbers as multipliers.

Register 3 (Compare Preferences):

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In the third register you can manage all the database stuff. You can add your own machine results (from first register) to the list by pressing the gadget "Add own machine" on the left bottom.

You also can select one of the machines in the listview and all data about that machine will be displayed on the top and on the right of the register.

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You can also remove a machine from the list by pressing the gadget "Remove".

Register 4 (Preferences):

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Here you can select needed informations for P96Speed like the screenmode you want the test to be done. The length of the tests in seconds (default 13) and also the graphics card you use for the tests. (not needed).

## 1.10 What ist left to do

Personal aims

- all main stuff is implemented.
- perhaps change the GUI to SaVGUI, if this GUI System will be ready soon.

Suggestions by others

- none yet.

Does this make sense ?

- create a API for users to implement their own tests
- make the program GUI independent (GTL, MUI, etc...)
- Do a PPC Port

## 1.11 The History of P96Speed!

History:

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1.2 (February 10, 1999)

February 10, 1999

- after a long night I removed a mungwall hit which was caused by a bad initialized timer.device. This hit corrupted the memlist which often ends up in random crashes. (Jens Tröger)

February 09, 1999

- found/removed a enforcer hit which happened on using the menu shortcuts.

February 08, 1999

- added french localization. (Pascal Chiozzi)
- added russian localization. (Russian Amiga Translation Organization)
- found/removed bug in the locale initialization which caused weird pointers that sometimes hung the system.
- found/removed ugly bug in the load IFF routines where I didn` t terminated strings correctly.

February 06, 1999

- found/removed bug which caused recoverable alerts on "reload database" (Rene. W. Olsen)

February 04, 1999

- reordered the shortcuts(Hotkeys) for the testroutines to be more simple (Niels Knoop)
- hopefully removed the ugly GUI bug when switching the Pagegroups, the standard buttons got corrupt. (Niels Knoop)
- fixed the installscript to work correctly with the new installer (SaVInstaller) (Jens Tröger)

February 02, 1999

- reordered the testroutines in the "compare machine" register and also added the forgotten difference field. (Niels Knoop)

1.1 (January 30, 1999)

January 28, 1999

- removed the requirement of the identify.library introduced with the v1.0 version. Now you can also use P96Speed without this library, but a warningrequester will pop up. (Tobias Abt)

January 27, 1999

- implemented new testroutine Draw() Hor/Ver, that tests the speed of drawing horizontal and vertical Lines. (Niels Knoop)

December, 1998

- disabled multitasking for ScrollRaster() routines.
- doublechecked all drawroutines again to be sure to NOT draw outside the RastPort which caused crashes with WritePixelLine8().
- modified the way that all tests are run. Now the screen will not close and open everytime if you running "Run all tests."
- The Draw() testroutine will now draw a circle to test the speed. This way of testing Draw() is more "standard" ;)
- WritePixel() will now draw all pixel on random colors.
- included some more error-checks
- added a requester to tell the user that he/she is trying to load an incompatible version of a database.
- removed bug on the autoselection of the screenmode.
- changed the BuildEasyRequesters to act as v2.0+ EasyRequest requesters. (Jens Tröger)
- using my best friends tools lib "savage.lib" with many useful functions. (Jens Tröger)

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- removed a ugly bug in the list/node handling (Jens Tröger)
- 1.0 (December 8, 1998)
- November, 1998
- bumped version up to v1.00 because P96Speed is final now. All known bugs should be removed.
- Please report any bugs who are left directly to:  
htw10895@informatik.htw-dresden.de
- recompiled P96Speed with StormC v3.0
- all future versions of P96Speed will be compiled with StormC
- 0.18β (internal release)
- October, 1998
- added feature to also select the source machine for the comparision.
  - added feature to select the comparision machine directly from the comparision page.
  - added long awaited locale support. Now every guy can tune his own translation (P96Speed.cd included)
  - fixed bug in the ScreenTitle allocation.
  - forgot to free some memory in the list/node routines
  - added more information to the database like Owner, E-mail etc.
  - removed ugly bug in the TAB\_KIND notification with the AutoPageID feature of gtlayout. (Olaf Barthel)
  - rewritten the IFFParse routines completly from scratch. Implemented it in a way that future versions of P96Speed will stay compatible in the file format. Earlier versions (< 0.18β) are now incompatible with the file format of the compare datas. Iam sorry for that but this change was needed to keep the format compatible in future versions.
  - added feature to sort the entries in the database (Top/Up/Down/Bottom).
  - Now you can directly choose a screenmode if the programm requests you for one.
  - Changed the way the save button will be handled. It will change its name in the different pagegroups.
  - Changed the layout of the GUI a little bit to solve problems with long strings
  - again optimized the timing routine that calculates the executed operations per second.
  - now P96Speed uses GetSysTime() instead of requesting Time with TR\_GETSYSTIME this should make the tests more accurate.
  - removed bug in the WritePixelLine8() routine. The lines were drawn outside the rastport what results in some crashes on PAL Screens.
-

0.17β (January 31, 1998)

- replaced all SYS: requesters with PROGDIR: ones...
- removed the very BAD BUG introduced in v0.16β (Johan Sandgren)
- removed other bug in the "Test all" routine, to check for v40 kick correctly !
- included some errorchecks for the OpenScreen() routines to check if the open was ok !
- included a requester at the Save Button, asking people in which format they want to save their data.

They can even choose between saving the ACTUAL results of THEIR machine in a ASCII file - or they can save the WHOLE database they created in "Preferences".

(That was implemented because people are sending me ASCII files instead of database ones and I can't import them to my database)

- removed bug in ScrollX() and ScrollY() routines were I drew outside the RastPort.
- now the actual results will be cleared when changeing the screenmode.

0.16β (January 25, 1998)

- added a workaround for the v39 bug in the GTTX\_Justification so that the GUI will pop up correct.
- added support for v8 of identify.library which allows now to autofind the graphics board.
- now Picasso96 will be identified with the release version. support for CGFX missing here. Tell me how and I will do ;-). (Tobias Abt)
- included Load/Save routines for the Comparision modules. (Tobias Abt)
- splitted the sourcecode in some smaller pieces for better style.

(Tobias Abt)

- changed routines:
  - WriteChunkyPixels()
  - WritePixelArray8()
  - WritePixelLine8()

to operate more accurate.

- implemented routines: BltBitMap() and BltBitMapRastPort()

(Johan Sandgren)

- implemented routines: BitMapScale() (Johan Sandgren)
- include NewIcons (Arturo Roa)

0.15β (internal release)

0.14β (1997)

- removed bug in ASL-Filerequester. The File was not saved if the path was
-

not a root path.

- removed little bug in installscript.
- did some cosmetic changes to the GUI.
- prepared the GUI for the upcoming comparison module which will be implemented in the 0.15β release (can take some time).

0.13β (1997)

- reworked DrawEllipse() and DrawCircle() to be sure that radius will not be zero.
- reworked DrawEllipse() to be sure that it will draw real ellipses and not  $r1=r2$ .
- added kickstart 3.1 recognition for disabling routines that will only work with 3.1 and therefore it must be disabled for other versions.
- noticed that Text() is a routine of the graphics library and so I moved it to the correct position in the GUI.
- removed bug in ASL FileRequester. If filerequester was canceled P96Speed locked.
- removed bug in CON-Output. Window will open on it's right screen now.
- added PLAIN and NOSIZE to the CON-Output routine for more accurate results.
- now the File- and Screenrequester will be opened on the same screen as the mainwindow.
- removed Enforcerhit at WritePixelLine8() and WritePixelArray8() routines.
- changed the way the screenmoderequester will handle screenmodes if the user already selected one or canceled the requester.
- include a installscript in future version.

0.12β (1997)

- added RectFill() with Pattern testroutine. (Alexander Kneer)
- added CON-Output testroutine.
- switched all screens to open in standard Topaz/8 Mode for more accurate tests.
- changed SizeWindow() routine to just size between to different sizes.
- fixed a small bug if you don't selected another screenmode than your default one.
- included "identify.library" support to get system informations.
- restyled the GUI.
- restyled the saveing routine.
- added slider for selecting the testlength

0.11β (1997)

- added WriteChunkyPixels() testroutine.
-

- added WritePixelFormat8() testroutine.
  - added WritePixelFormatLine8() testroutine.
  - optimized all testroutines to show more accurate results.
  - changed ASL-Screenmode Requester to pop up in "sticky" mode (actual screenmode).
  - removed "ops"-Results because they are not needed.
  - added saveroutine for saving your results.
- 0.10β (first public betaversion)  
0.01-0.09β (internal betaversions)

## 1.12 Known Bugs!

Any known Bugs ?

- No known bugs yet...

If you will find a bug please send the **author** a E-Mail with a complete description about the problem with a complete list about your system configuration. Thanks !