

P96Speed

COLLABORATORS

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REVISION HISTORY

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Chapter 1

P96Speed

1.1 Welcome to the P96Speed documentation

P96Speed Version 0.14B (BETA)
coded by Jens Langner

Introduction	What is P96Speed?
Legal stuff	Copyright and distribution
Usage	How to use P96Speed
Installation	How to install P96Speed
History	History of the program
Future Changes	Future Features/Changes
Donations	What we would really like to get
Authors	Who created P96Speed?
Credits	Our thanks go to...

1.2 Introduction

Introduction:

P96Speed is my first try of coding a little and tidy program which isn't totally useless and people can be happy with ! ;) It's a speed test program for Amiga graphics cards like WSpeed or IntuiSpeed.

First of all I HAVE TO tell you that this version is a really FIRST BETA VERSION and isn't 100% finished or working totally correct.

The reason why I released this betaversion to the public is that I NEED help on going on with it.

Some of the routines I created for P96Speed are not working correct and therefore I need help from you - how can I implement them in another way ?

The reason why I decided to code a graphics speed test program is because WSpeed and IntuiSpeed is quite old and that was the only way for me to learn more about C-Programming and to start with it.

I hope you like my little program and will support it by sending E-Mails to me with suggestions and bugreports. Iam also very interested in getting direct help from other programmers so that my speed test routines will get more accurate.

Please send all your mails to: deck@rcs.urz.tu-dresden.de
or to: jlangner@villagetronic.com

AND SORRY FOR MY BAD ENGLISH HERE - I HACKED THIS GUIDE IN 5 MINS
I PROMISE THAT THE FINAL ONE WILL BE BETTER ! ;))

1.3 Legal stuff

Copyright and distribution:

P96Speed is copyrighted by Jens Langner.

It may be distributed on any possible way if the archive structure is left untouched and no files are modified.

Updates will be placed on Aminet first, and may possibly be found on one of the WWW pages.

Disclaimer:

No Warranty of any kind is given that the program described in this document is 100% reliable. You are using this material at your own risk. The authors cannot be made responsible for any damage which is caused by using P96Speed.

1.4 How to use P96Speed

Usage:

Start P96Speed directly from CLI or WB without any options:

- Choose your ScreenMode and select the Testfunction.
- Then you can Save your results.

That should be all - quite short, eh ? ;)

1.5 Installation

Installation:

Please use the included installscript for installing P96Speed to your System. This Script will do all work for you !!

I got only lame icons for my program !! But if you are an gfx-artist, please make one for me and send it by e-mail.

1.6 History

History:

- P96Speed v0.01-0.09B - internal betaversions.
- P96Speed v0.10B - first public betaversion.
- P96Speed v0.11B
- 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.
- P96Speed v0.12B
- added RectFill() with Pattern testroutine.
 - 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 saving routine.
 - added slider for selecting the testlength
 - added PowerPC recognition but don't know exactly if it work ;) (hope my PPC will be come soon)
- P96Speed v0.13B
- 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 allready selected one or canceled the requester. ↔
- include a installscript in future version.

P96Speed v0.14β
if the

- 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 comparsion module which will be implemented in the 0.15β release (can take some time) ↔

1.7 Future

Future Features:

- implement a comparsion against other systems.
- implement some nice blitting tests some FPS tests and also some PIP tests.
- implement Locale support.
- pack nice NewIcon/MagicWB Icons with the archive (PAINTERS please E-mail me!!)
- implement more tests (please send e-mails for ideas)
- implement printing of the testresults.
- remove all the bugs I don't know ;)
- styling the GUI in a better way (please mail your ideas).

and other things I don't know yet - please send E-mails for Ideas...

1.8 Donations

P96Speed is TOTALLY FREEWARE

All i want from you is a short E-mail if you got new suggestions for me !!!

1.9 Authors

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1.10 Credits

Our thanks go to:

Alexander Kneer and Tobias Abt for their great help and suggestions for this program.

Commodore Amiga for the Amiga
SAS for their wonderful C-Compiler (Thx for the updates),
