SiSoft Sandra - The Diagnostic Tool, Sandra vs. SAW Document

This document provides some information about _SiSoft Sandra_. Please read the **Sandra Licence** document which tells you the legal stuff, my copyright, your rights and your warranty. Please also read the **Ordering Information** document which tells you how to get the registered version of SiSoft Sandra. Don't forget the **Help File!**

This document was written to answer questions about the differences between SAW (The **S**ystem **A**nalyst for **W**indows) and Sandra (**S**ystem **AN**alyst, **D**iagnostic & **R**eporting **A**ssistant). If you never heard about SAW, then **do not** read it - you won't learn anything new.

SAW (The System Analyst for Windows) is still available from most archives, including _SimTel_, _WinSite_, in the **/windows3/utils** or **/windows3/sysutil** folders. Look for file **saw110.zip** (latest version 1.10) or **saw103.zip** (older 1.03). While it works best on Windows 3.1X, it works fine on Windows95. Try it, you may find that it can actually complement Sandra in some ways…

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List of Differences between SAW and Sandra

	SiSoft SAW	SiSoft Sandra
Program Type	System Analyser	System Analyser & Diagnostic

Designed for	Windows 3.1X or WFWG 3.1X	Windows 95
Supports	Windows 95	Windows NT (Intel x86)
Code Type	16-bit	32-bit
Programming Language	Borland Turbo Pascal with Objects 7.0	Microsoft Visual C++ 4.X
Windows Library	OWL 1.0	MFC 4.X
Object Oriented	Yes, Partial	Yes
Plug & Play	No	Yes
APM Aware	Yes, Partial	Yes
Notifications Aware	Yes, Reports only	Yes
Calls BIOS	Yes	No
Calls DOS	Yes	No
Uses Interrupts	Yes	No
Calls DPMI	Yes	No
Does Thunking	No	Yes
Uses NetDDE	No	Yes
Uses WinSock	Yes, Report only	Yes
Uses IPX/SPX & TCP/IP	No	Yes
Freeware	Yes	No
Free for Private Users	Yes	Yes

Some Questions & Answers

Q: Is Sandra the port of SAW to 32-bit?
A: No. Sandra was written from scratch using MFC/C++. The hacks within SAW do not work in Win32 (e.g. calling BIOS, DOS, DPMI), so they were scrapped. Also, some Win3.1 API do not exist in Win32. There is **NO CODE** from SAW in Sandra as you can see! No one in their right mind would try a port…

Q: How object oriented is Sandra?
A: Sandra has brand-new code and is truly object-oriented. To add a module, you just derive a child from the parent module and add resources and some code. All display procedures are generic - the code does not know if it displays on to the screen, prints, saves or E-Mails. Much easier to maintain than SAW.

Q: Why did you choose VC++ over Delphi?
A: Actually VC++ is way cheaper than Delphi. Also, I got bored of converting C++ to Pascal every time I got some code examples from people. I also don't like Delphi that much: I never liked the Visual Basic like "Mickey Mouse" interface.

Q: SAW was useless on Windows NT. What about Sandra?
A: Sandra is not doing too well at the moment either… I'll be working on that.

Q: Where is that "<module name>" that was in SAW?

A: I will try to include all those modules in Sandra, if the new environment allows it. However, some modules don't make sense or have been merged or have evolved into new things. The names may be different, so check them all out. You have new ones to play with, though…

Q: Why did you scrap the old interface? I think it was better!
A: Sandra complies with the new Windows95/NT interface design guidelines. I personally think it is much better looking than SAW and easier to use. Do you also think that Windows 3.1 looks better than Windows 95**?**

Q: The help file is way smaller than SAW's! Why is that?
A: I'm still trying to write a help file to comply with the new guidelines. It will be better in the next versions.

Q: Sandra looks slow, bloated and useless compared to SAW. What's wrong with you? ☺
A: Well, firstly Sandra is an MFC Win32 application. This includes support for multithreading and many other things like fancy controls, toolbars, etc. All this takes quite lot of space (code & data), plus it takes time to initialise/run.

While SAW worked very well on a 386DX-20MHz with 4MB, Sandra really needs a Pentium-100 and 16MB. Sandra is very fast on all Pentium class machines.

Also, object-orientation comes at a price. Sure, I could have written it in basic Windows API only and it would be much faster and smaller -- but you would not like that, now would you**?** It wouldn't look so cool and support all that functionality.

Remember it's written in Microsoft C++ not Borland Pascal. ☹

As for being useless, it depends. Some stuff just cannot be integrated in Sandra. Anyway, most would not be as useful as in SAW, e.g. GDI/USER heaps. If you really miss something, send me a message.

If you're still not satisfied, go back to SAW. I don't mind.

Q: Why is Sandra so unfinished?
A: I'm doing all I can. I'm really busy now. It's also version 1.XX**!** Most programs "suck" until at least version 3.0…

Q: Are you the same guy who wrote SAW?
A: Yes.

Q: Hey, why haven't you upgraded SAW? Last version (1.10) was out more than 1 and ½ years ago! I want SAW!
A: Actually, there was version 1.20 which fixed most Windows95 problems, but you cannot get it. Anyway, there was no way forward for SAW - it just had to be re-written. I

was actually struggling to maintain SAW. Believe me, it was the best thing to do. Leave the dead in peace.

Q: SAW was freeware. Why is Sandra not so?
A: See the ***Read Me!*** document.

Q: OK, smart guy, if Sandra is fully 32-bit, what's that 16-bit DLL I see there?
A: Sandra is as much (fully) 32-bit as Windows 95 [is] ☺. Does that answer your question**?**

That's it.