

WSpeed

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WSpeed

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Chapter 1

WSpeed

1.1 WSpeed manual.

```
The fantastic manual for WSpeed

Program Release Version 37.21

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What is WSpeed ?

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Credits & Acknowledgments.

History

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1.2 Copyright

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Copyright.
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WSpeed and its documentation files are Copyright (C) JAMI Soft Development 1994.

All Rights Reserved.

This archive may be freely redistributed, but only in totally unchanged state, i.e. no files can be added, deleted, modified etc. All copyright notices in the program and its documentation must remain on their places. Also '.displayme' and other files, usually with 'wonderful' ANSI graphics, so obvious at various BBS's, cannot be added. The only file that can be added is a FILE_ID.DIZ!

1.3 System requirements.

```
Requirements to run WSpeed.
```

AmigaDos 2.0 or above.

You need Reqtool.library v38+ in your Libs: (Sorry Nico, but our money is on the way, awsp!!)

WSpeed do not use the Asl.library (perhaps in future versions), sorry! If your gfx-card don't exists in the "Compare Settings" window, please contact us so that we can put it in.

Should work on any Amiga and any GFX card. (We hope!)

1.4 What is WSpeed?

```
What is WSpeed ?
```

WSpeed is a benchmarkprogram that tests you gfx-speed in a various of tests. And it have the facility to let you race against other machines. In other words, a very nifty program;)

1.5 What does it do?

```
What does it do ?
```

It fiddling with very many windowhandling routines and other gfxhandling routines. :-) Please remember that the test on this type of program only is a guideline, NOT a exact value. The result can be different from test to test.

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1.6 How do you do ? :-)

```
How do you do ?
==========
Lets start with mainwindowgadgets.
Print:
 Print the current test to PRT:
Set Compare:
 Here you deside which machine you want to race against.
Screenmode:
 Select your screenmode in the tests.
Save Tests:
 Save your tests in a nice textfile.
Make Module:
 If you have a machine that is not supported in the comparisonlist, use this.
 This runs all the tests on your machine with all the colors of the current
 testscreenmode. It starts with 2 colors and proceed up to the maximum of
 colors. And it saves each test in a binaryfile.
 In later versions you can use the binaryfile as comparisonbase.
******************
 Please send this file UUEncoded to one of the addresses below.
 Also describe your system and if you can, send a typeout of the 'ShowConfig'
*********************
Run All:
 This button is available only if you have selected a screenmode. You
 simply run all tests with this button. So sit back and watch for
 130 seconds.
Testgadgets:
 Put Pixels:
   Puts a LOT of dots in different colors on the testscreen
 Draw Lines:
   Draw a bunch of lines in different colors all over the testscreen
 Draw Circles:
   Draw some circles different colors on the testscreen
   Draw filled rectrangles different colors on the testscreen
 Scroll X:
   Scrolls the entire screen 1 pixel to the right. Evere 100 move it draw a
   line across the screen.
 Scroll Y:
```

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Same as Scroll X, but it scrolls the entire screen down 1 pixel.

Print Text:

Put a lot of textstrings in different colors on the testscreen.

CON: Output:

Types a lot of text on the screen

Uses the standard CON: in both scrolling and typing.

Open Windows:

Open/Close a lot of windows, it have constantly 4 windows opened.

Size Windows:

Resizes a window very many times.

Move Windows:

Opens 5 windows and moves 'em around, constantly overlapping each other.

Swap Screens:

Opens 3 screens with the chosen screenmode and switches between them. If you are short of gfx-mem this function will not work. WARNING! If you are sensitive to colorshifting, close your eyes in 10 seconds.

Areafill:

Fills random triangles with different colors.

Most of the tests uses randomfunction, but it should not interfere with speed, so you get almost same values every time you run a test. The multitasking is NOT switched of during the tests, so leave the mouse alone and do not have to many programs running.

And now over to the Comparewindowgadgets.

With this marvelous program you can specify a machine to race against. All the combinations are not available due to lack of machine or that the combination is impossible i.e a A600 with a 68040 CPU and a Spectrum card.

The 'Info' gadget is disabled, but will be utilized in future versions. You should \hookleftarrow get

some more information of the current testmachine with this button.

1.7 Shareware?

Shareware?

This program is mailware! If you like it send us a e-mail to one of the

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```
autors
. (or a beer, or a little bottle of some nice old wiskey!)
```

1.8 Bugreports and suggestions.

Bugreports and suggestions.

Please send them to:

Mikael Nordlund 2:205/604.3@fidonet 39:162/400.3@amiganet mikael@jkdata.adsp.sub.org

Janne Karlsson 2:205/604.0@fidonet 39:162/4.0@amiganet jan@jkdata.adsp.sub.org

Support BBS:

ISA BBS (Official Support Bulletin Board) +46 (0)923-111 82 24h 14400 baud V32 bis Also Fax on this number.

1.9 Disclaimer

Disclaimer

1.10 To do...

To do...

This is the functions that we have plans to implement in future versions:

- * Full localized
- * Information on modules (CPU, FPU, RAM size, Kickstart version etc.).

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```
* Full "module" Load/Save.
```

- * Some nice "diagram" graphics for the compare.
- * Remove all random routines.
- * Some 'ray-trace' graphics test.
- * Some 'animation' graphics test.

1.11 Credits & Acknowledgments.

1.12 History

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History

1.0 (37.20)

1.0b (37.21)
```

1.13 History

Version 1.0 (37.20)

```
Final release version to public.

---

ADD = New functions added.

CHG = Changes functions.

FIX = Bugfix and/or other fix.

SUG = Suggests that we have recived but not added.

BUG = Bug - reported but not fixed.

WAR = Warning can/will create problems!!
```

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1.14 History

```
Version 1.0b (37.21)
```

```
FIX - Version 1.0 (37.20) was by a (silly) misstake complied in 68020+ code :-(
Now recompled for 68000.:-) Sorry!
```

FIX - Removed a quirk in the screenmodeselection. In some cases WSpeed printed out rubbish as screenmode. / Bug found by Fredrik Persson.

ADD = New functions added.

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