NeXTSTEP Benchmark Suite

Dhrystone 2.1

This is the unmodified version 2.1 of Reinhold P. Weicker. It's run with 500'000 iterations and compiled with registers and -O2.

NXFactor 2.0

NXFactor benchmarks the graphic functions of the NeXTSTEP Window Server. It's interesting how the different categories perform on different graphic and bus systems.

This is an artificial benchmark. It tests many different functions of the window server which all have the same weight for the calculation of the mean value.

All values are normalized to 'the' reference machine – my old cube – with the following configuration: 25MHz 68040/28M RAM/2 bit Grayscale Video. Similar machines should benchmark around the factor 1.

Note: The Graphics Benchmark depends a lot on window ordering. please command double click the app to ensure that the benchmarkwindow is the only window on screen. it's the only way to get meaningful results.
(BTW: I tried to do that automagically, but [[Application workspace] hideOtherApplications] does nothing :-( )

Please mail all the results back. I will post a complete list.

Lines:

10000 lines, 1 point thickness, variable color

PScode and other functions inside the loop:

    sethsbcolor
    moveto
    lineto
    stroke
    flushwindow

Curves:

2000 curves, 1 point thickness, variable color

PScode and other functions inside the loop:

    sethsbcolor
    moveto
    curveto
    stroke
    flushwindow

Fill:

5000 random fills, 100x100 pixels, variable color

PScode and other functions inside the loop:

    sethsbcolor
    rand(), rand()
    fill
    flushwindow

Transformations:

150 scales, rotates and translates on a textstring

PScode and other functions inside the loop:

    gsave
    sethsbcolor
    rand(), rand()
    scale
    show
    rand()
    rotate
    show
    rand(), rand()
    translate
    show
    flushwindow

Composite:

40000 composites, 100x100 pixels, op=NX_COPY

PScode and other functions inside the loop:

    rand() (4 times)
    composite (4 times)
    flushwindow

Userpath:

1 download, 2000 userpaths (a stroked diamond), variable color

PScode and other functions inside the loop:

    sethsbcolor
    moveto
    douserpath
    flushwindow

Text:

5000 strings à 8 characters

PScode and other functions inside the loop:

    sethsbcolor
    moveto
    rand() (8 times)
    show
    flushwindow

Window:

10 main-loops

PScode and other functions inside the main-loop:

    100 [window moveTo]'s
    100 [window orderOut:]'s
    100 [window orderFront:]'s