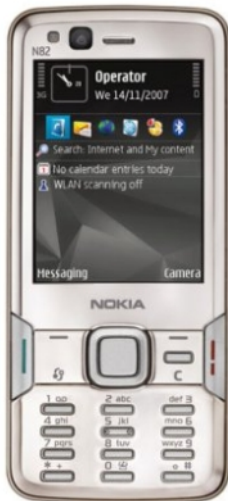


FPC π BENCH



Nokia N82

NOKIA

CPU/Memory Benchmark

| | | | |
|-------|--------|----------------|---------|
| 16K: | 4 sec | 256K: | x sec |
| 32K: | 8 sec | 512K: | x sec |
| 64K: | 16 sec | 1M: | x sec |
| 128K: | 32 sec | 2M multithread | 595 sec |

General

Profile/Configuration: MIDP 2.0 CLDC 1.1

Canvas info: 240x320 at 65536 colors

Total memory: 755328 bytes

Free memory: 198524 bytes

Max memory alloc: not tested bytes

Platform: NokiaN82/11.0.117

JVM Touch screen support: not supported

Supported APIs

| | |
|---|---|
| JSR 75: File system access API. | ✓ |
| JSR 82: Bluetooth/OBEX API. | ✓ |
| JSR 118: Mobile Information Device Profile. | ✓ |
| JSR 120: Wireless Messaging API 1.1. | ✓ |
| JSR 135: Multimedia API (MMAPI). | ✓ |
| JSR 139: CLDC 1.1 | ✓ |
| JSR 172: Web service specification. | ✓ |
| JSR 177: Security and Trust Services API. | ✓ |
| JSR 179: Location API. | ✓ |
| JSR 180: SIP API. | ✓ |
| JSR 184: Mobile 3D Graphics. | ✓ |
| JSR 185: Java Tech for Wireless Industry. | ✓ |
| JSR 205: Wireless Messaging API 2.0. | ✓ |
| JSR 209: Advanced graphics and UI. | ✗ |
| JSR 211: Content Handler API. | ✗ |
| JSR 226: Scalable 2D vector graphics. | ✓ |
| JSR 229: Payment API. | ✗ |
| JSR 234: Advanced Multimedia API. | ✓ |
| JSR 238: Mobile internationalization API. | ✗ |
| JSR 239: Java binding for OpenGL ES. | ✗ |
| JSR 248: MSA Umbrella. | ✗ |
| JSR 248: Fully featured MSA. | ✗ |
| JSR 256: Mobile Sensor API. | ✗ |
| JSR 257: Contactless communication API. | ✗ |
| JSR 271: Mobile Information Device Profile 3. | ✗ |
| JSR 272: Mobile Broadcast Service API. | ✗ |
| JSR 280: XML API. | ✗ |
| JSR 300: DRM API. | ✗ |

3Dimension

| | |
|---|-------------|
| Render 1: Low level, one spotlight. | 54 FPS |
| Render 2: Two spotlight, textured. | 53 FPS |
| Render 3: Simple mesh, directional light. | 49 FPS |
| Render 4: Simple mesh, UV-Mapping. | 47 FPS |
| Render 5: Perspective correction, ambient light. | 36 FPS |
| Render 6: Complex mesh, dynamic lighting. | 31 FPS |
| Render 7: Complex mesh, multi texturing. | 43 FPS |
| Render 8: Particles simulation, dynamic lighting. | 40 FPS |
| TOTAL SCORE: | 1059 |
| Max lights: | 8 |
| Max sprite crop dimension: | 1024 |
| Max texture dimension: | 1024 |
| Max transforms per vertex: | 4 |
| Max viewport dimension: | 1024 |
| Num texture units: | 2 |
| Antialiasing: | ✓ |
| Dithering: | ✗ |
| Local camera lighting: | ✗ |
| Mipmapping: | ✓ |
| Perspective correction: | ✓ |
| True color: | ✗ |
| Netmeter Internet test: | |
| Internet download speed: not tested | |
| Internet upload speed: not tested | |
| Capuchin API: | ✗ |