

# FPC $\pi$ BENCH



## Nokia N8

NOKIA

### CPU/Memory Benchmark

16K:	1 sec	256K:	6 sec
32K:	1 sec	512K:	10 sec
64K:	2 sec	1M:	18 sec
128K:	4 sec	2M multithread	41 sec

### General

**Profile/Configuration:** MIDP 2.1 CLDC 1.1

**Canvas info:** 360x640 at 16777216 colors

**Total memory:** 318208 bytes

**Free memory:** 85252 bytes

**Max memory alloc:** 16777216 bytes

**Platform:** NokiaN8-00/1.012/sw\_platform=S60;sw\_platform\_version=5.2;java\_build\_version=2.1.41

**JVM Touch screen support:** Pointer events / Motion pointer events

### 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

<b>Render 1:</b> Low level, one spotlight.	60 FPS
<b>Render 2:</b> Two spotlight, textured.	60 FPS
<b>Render 3:</b> Simple mesh, directional light.	60 FPS
<b>Render 4:</b> Simple mesh, UV-Mapping.	60 FPS
<b>Render 5:</b> Perspective correction, ambient light.	60 FPS
<b>Render 6:</b> Complex mesh, dynamic lighting.	60 FPS
<b>Render 7:</b> Complex mesh, multi texturing.	60 FPS
<b>Render 8:</b> Particles simulation, dynamic lighting.	60 FPS
<b>TOTAL SCORE:</b>	<b>1440</b>
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: 56992 kbps (7124 KB/sec transfer rate)

Internet upload speed: 4096 kbps (512 KB/sec transfer rate)

**Capuchin API:** ✗