

FPC π BENCH



Nokia 5800

NOKIA

CPU/Memory Benchmark

16K:	x sec	256K:	x sec
32K:	x sec	512K:	x sec
64K:	x sec	1M:	x sec
128K:	x sec	2M multithread	x sec

General

Profile/Configuration: MIDP 2.1 CLDC 1.1

Canvas info: 360x640 at 16777216 colors

Total memory: 294656 bytes

Free memory: 79180 bytes

Max memory alloc: not tested bytes

Platform: Nokia5800d-

1/21.0.025/sw_platform=S60;sw_platform_version=5.0;java_build_version=1.3.4

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 Truste 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.	19 FPS
Render 2: Two spothlight, textured.	19 FPS
Render 3: Simple mesh, directional light.	14 FPS
Render 4: Simple mesh, UV-Mapping.	13 FPS
Render 5: Perspective correction, ambient light.	4 FPS
Render 6: Complex mesh, dynamic lighting.	9 FPS
Render 7: Complex mesh, multi texturing.	9 FPS
Render 8: Particles simulation, dynamic lighting.	3 FPS
TOTAL SCORE:	270
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:	✗