# MacX: Benchmark Guidelines

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TOPIC ------------------------------------------------------------

This article presents benchmark guidelines to follow when testing MacX on
different Macintosh computers.

DISCUSSION -------------------------------------------------------

Always benchmark with Smooth Animation turned OFF.  Otherwise, the
comparison is unfair.

For displaying, use a monochrome 1 bit per pixel display, and benchmark
against MacX screen #0 or #1.  Also, if you use 8 bit COLOR (NOT
grayscale), use screen #2 or #3.  Any overlap of windows with other
displays on the Macintosh, or clipping due to wrong screen size for the
application benchmarked, causes inaccuracies.

Where possible on Quadras and Macintosh LC or Macintosh LC II, use INTERNAL
video, not a NuBus board for driving the display.  For the Macintosh IIci
and IIsi, use EXTERNAL (NuBus) video.

For Quadras, use internal Ethernet support instead of a NuBus Ethernet
controller.

If you run benchmarks on A/UX, be sure you have AT LEAST 16MB of memory.
Most benchmarkers aren't very careful to tune the environment to the
smaller memory size, since they just want an out-of-box number.  This
causes pagefaults and thrashing that make the results completely unreliable
for most uses.  MacX on A/UX 3.0 and later doesn't perform well unless you
have more than about 12MB of memory.  We recommend 16MB of
memory, especially for benchmarks which tend to use a lot of memory.
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