
x11perf

Programme de test de performance du serveur X11. x11perf mesure les performances du gestionnaire de fenêtre et des performances graphiques.

OPTIONS

- display host :dpy** Affichage à utiliser
- sync** Lance le test en mode synchrone. Utile pour debugger
- pack** Lance les tests de rectangle pour qu'ils soient packés à côtés. Utile pour débuzzer
- repeat <n>** Répète chaque test n fois (défaut :5)
- time <s>** Durée de chaque test en seconde (défaut : 5 secondes)
- all** Lance tous les tests
- range <test1> [,<test2>]** Lance tous les tests depuis test1 à test2
- labels** Génère seulement les labels descriptifs pour chaque test spécifié. voir x11perfcomp
- fg color-or-pixel** Spécifie la couleur du fond à utiliser
- bg color-or-pixel** Spécifie la couleur à utiliser
- clips default** Nombre de fenêtres par défaut
- ddb color-or-pixel** Couleur à utiliser pour dessiner les segments impaires d'une ligne double ou arc.
- rop <rop0 rop1 ...>** Spécifie les ops au lieu de GXcopy. Ne concerne que les repères graphiques dans lequel la fonction est utilisée
- pm <pm0 pm1 ...>** Utilise les planemasks spécifiés. Affecte seulement les graphiques dans lequel le planemask est utilisée
- depth <depth>** Utilise un visuel avec depth plan par pixel
- vclass <vclass>** Utilise un visuel avec la classe spécifiée (StaticGray, GrayScale, StaticColor, PseudoColor, TrueColor, or DirectColor)
- reps <n>** Compteur de répétition
- subs <s0 s1 ...>** Nombre de sous-fenêtres à utiliser dans la fenêtre de tests (défaut : 4, 16, 25, 50, 75, 100 et 200)
- v1.2** Effectue les tests avec la sémantique x11perf v1.2
- v1.3** Effectue les tests avec la sémantique x11perf v1.3
- su** Définis l'attribut save_under de la fenêtre à True sur toutes les fenêtre créées
- bs <backing_store_hint>** Définis l'attribut backing_store de la fenêtre à la valeur donnée sur toutes les fenêtres créées.
- noop** X protocol NoOperation
- atom** GetAtomName
- pointer** QueryPointer
- prop** GetProperty
- gc** Change graphics context
- create** Create child window and map using MapSubwindows
- ucreate** Create unmapped window
- map** Map child window via MapWindow on parent
- unmap** Unmap child window via UnmapWindow on parent
- destroy** Destroy child window via DestroyWindow parent
- popup** Hide/expose window via Map/Unmap popup window

-move Move window
-umove Moved unmapped window
-movetree Move window via MoveWindow on parent
-resize Resize window
-uresize Resize unmapped window
-circulate Circulate lowest window to top
-ucirculate Circulate unmapped window to top
-dot Dot.
-rect1 1x1 solid-filled rectangle.
-rect10 10x10 solid-filled rectangle.
-rect100 100x100 solid-filled rectangle.
-rect500 500x500 solid-filled rectangle.
-srect1 1x1 transparent stippled rectangle, 8x8 stipple pattern.
-srect10 10x10 transparent stippled rectangle, 8x8 stipple pattern.
-srect100 100x100 transparent stippled rectangle, 8x8 stipple pattern.
-srect500 500x500 transparent stippled rectangle, 8x8 stipple pattern.
-osrect1 1x1 opaque stippled rectangle, 8x8 stipple pattern.
-osrect10 10x10 opaque stippled rectangle, 8x8 stipple pattern.
-osrect100 100x100 opaque stippled rectangle, 8x8 stipple pattern.
-osrect500 500x500 opaque stippled rectangle, 8x8 stipple pattern.
-tilerect1 1x1 tiled rectangle, 4x4 tile pattern.
-tilerect10 10x10 tiled rectangle, 4x4 tile pattern.
-tilerect100 100x100 tiled rectangle, 4x4 tile pattern.
-tilerect500 500x500 tiled rectangle, 4x4 tile pattern.
-oddsrect1 1x1 transparent stippled rectangle, 17x15 stipple pattern.
-oddsrect10 10x10 transparent stippled rectangle, 17x15 stipple pattern.
-oddsrect100 100x100 transparent stippled rectangle, 17x15 stipple pattern.
-oddsrect500 500x500 transparent stippled rectangle, 17x15 stipple pattern.
-oddosrect1 1x1 opaque stippled rectangle, 17x15 stipple pattern.
-oddosrect10 10x10 opaque stippled rectangle, 17x15 stipple pattern.
-oddosrect100 100x100 opaque stippled rectangle, 17x15 stipple pattern.
-oddosrect500 500x500 opaque stippled rectangle, 17x15 stipple pattern.
-oddtilerect1 1x1 tiled rectangle, 17x15 tile pattern.
-oddtilerect10 10x10 tiled rectangle, 17x15 tile pattern.
-oddtilerect100 100x100 tiled rectangle, 17x15 tile pattern.
-oddtilerect500 500x500 tiled rectangle, 17x15 tile pattern.
-bigrect1 1x1 stippled rectangle, 161x145 stipple pattern.
-bigrect10 10x10 stippled rectangle, 161x145 stipple pattern.
-bigrect100 100x100 stippled rectangle, 161x145 stipple pattern.
-bigrect500 500x500 stippled rectangle, 161x145 stipple pattern.
-bigosrect1 1x1 opaque stippled rectangle, 161x145 stipple pattern.
-bigosrect10 10x10 opaque stippled rectangle, 161x145 stipple pattern.
-bigosrect100 100x100 opaque stippled rectangle, 161x145 stipple pattern.
-bigosrect500 500x500 opaque stippled rectangle, 161x145 stipple pattern.
-bigtilerect1 1x1 tiled rectangle, 161x145 tile pattern.
-bigtilerect10 10x10 tiled rectangle, 161x145 tile pattern.

-bigtilerect100 100x100 tiled rectangle, 161x145 tile pattern.
-bigtilerect500 500x500 tiled rectangle, 161x145 tile pattern.
-eschertilerect1 1x1 tiled rectangle, 215x208 tile pattern.
-eschertilerect10 10x10 tiled rectangle, 215x208 tile pattern.
-eschertilerect100 100x100 tiled rectangle, 215x208 tile pattern.
-eschertilerect500 500x500 tiled rectangle, 215x208 tile pattern.
-seg1 1-pixel thin line segment.
-seg10 10-pixel thin line segment.
-seg100 100-pixel thin line segment.
-seg500 500-pixel thin line segment.
-seg100c1 100-pixel thin line segment (1 obscuring rectangle).
-seg100c2 100-pixel thin line segment (2 obscuring rectangles).
-seg100c3 100-pixel thin line segment (3 obscuring rectangles).
-dseg10 10-pixel thin dashed segment (3 on, 2 off).
-dseg100 100-pixel thin dashed segment (3 on, 2 off).
-ddseg100 100-pixel thin double-dashed segment (3 fg, 2 bg).
-hseg10 10-pixel thin horizontal line segment.
-hseg100 100-pixel thin horizontal line segment.
-hseg500 500-pixel thin horizontal line segment.
-vseg10 10-pixel thin vertical line segment.
-vseg100 100-pixel thin vertical line segment.
-vseg500 500-pixel thin vertical line segment.
-whseg10 10-pixel wide horizontal line segment.
-whseg100 100-pixel wide horizontal line segment.
-whseg500 500-pixel wide horizontal line segment.
-wvseg10 10-pixel wide vertical line segment.
-wvseg100 100-pixel wide vertical line segment.
-wvseg500 500-pixel wide vertical line segment.
-line1 1-pixel thin (width 0) line.
-line10 10-pixel thin line.
-line100 100-pixel thin line.
-line500 500-pixel thin line.
-dline10 10-pixel thin dashed line (3 on, 2 off).
-dline100 100-pixel thin dashed line (3 on, 2 off).
-ddline100 100-pixel thin double-dashed line (3 fg, 2 bg).
-wline10 10-pixel line, line width 1.
-wline100 100-pixel line, line width 10.
-wline500 500-pixel line, line width 50.
-wdline100 100-pixel dashed line, line width 10 (30 on, 20 off).
-wddline100 100-pixel double-dashed line, line width 10 (30 fg, 20 bg).
-orect10 10x10 thin rectangle outline.
-orect100 100-pixel thin vertical line segment.
-orect500 500-pixel thin vertical line segment.
-worect10 10x10 wide rectangle outline.
-worect100 100-pixel wide vertical line segment.
-worect500 500-pixel wide vertical line segment.

-circle1 1-pixel diameter thin (line width 0) circle.
-circle10 10-pixel diameter thin circle.
-circle100 100-pixel diameter thin circle.
-circle500 500-pixel diameter thin circle.
-dcircle100 100-pixel diameter thin dashed circle (3 on, 2 off).
-ddcircle100 100-pixel diameter thin double-dashed circle (3 fg, 2 bg).
-wcircle10 10-pixel diameter circle, line width 1.
-wcircle100 100-pixel diameter circle, line width 10.
-wcircle500 500-pixel diameter circle, line width 50.
-wdcircle100 100-pixel diameter dashed circle, line width 10 (30 on, 20 off).
-wddcircle100 100-pixel diameter double-dashed circle, line width 10 (30 fg, 20 bg).
-pcircle10 10-pixel diameter thin partial circle, orientation and arc angle evenly distributed.
-pcircle100 100-pixel diameter thin partial circle.
-wpcircle10 10-pixel diameter wide partial circle.
-wpcircle100 100-pixel diameter wide partial circle.
-fcircle1 1-pixel diameter filled circle.
-fcircle10 10-pixel diameter filled circle.
-fcircle100 100-pixel diameter filled circle.
-fcircle500 500-pixel diameter filled circle.
-fcpcircle10 10-pixel diameter partial filled circle, chord fill, orientation and arc angle evenly distributed.
-fcpcircle100 100-pixel diameter partial filled circle, chord fill.
-fspcircle10 10-pixel diameter partial filled circle, pie slice fill, orientation and arc angle evenly distributed.
-fspcircle100 100-pixel diameter partial filled circle, pie slice fill.
-ellipse10 10-pixel diameter thin (line width 0) ellipse, major and minor axis sizes evenly distributed.
-ellipse100 100-pixel diameter thin ellipse.
-ellipse500 500-pixel diameter thin ellipse.
-dellipse100 100-pixel diameter thin dashed ellipse (3 on, 2 off).
-ddellipse100 100-pixel diameter thin double-dashed ellipse (3 fg, 2 bg).
-wellipse10 10-pixel diameter ellipse, line width 1.
-wellipse100 100-pixel diameter ellipse, line width 10.
-wellipse500 500-pixel diameter ellipse, line width 50.
-wdellipse100 100-pixel diameter dashed ellipse, line width 10 (30 on, 20 off).
-wddellipse100 100-pixel diameter double-dashed ellipse, line width 10 (30 fg, 20 bg).
-pellipse10 10-pixel diameter thin partial ellipse.
-pellipse100 100-pixel diameter thin partial ellipse.
-wpeellipse10 10-pixel diameter wide partial ellipse.
-wpeellipse100 100-pixel diameter wide partial ellipse.
-fellipse10 10-pixel diameter filled ellipse.
-fellipse100 100-pixel diameter filled ellipse.
-fellipse500 500-pixel diameter filled ellipse.
-fcpeellipse10 10-pixel diameter partial filled ellipse, chord fill.
-fcpeellipse100 100-pixel diameter partial filled ellipse, chord fill.
-fspellipse10 10-pixel diameter partial filled ellipse, pie slice fill.
-fspellipse100 100-pixel diameter partial filled ellipse, pie slice fill.
-triangle1 Fill 1-pixel/side triangle.
-triangle10 Fill 10-pixel/side triangle.

-triangle100 Fill 100-pixel/side triangle.

-trap1 Fill 1x1 trapezoid.

-trap10 Fill 10x10 trapezoid.

-trap100 Fill 100x100 trapezoid.

-trap300 Fill 300x300 trapezoid.

-strap1 Fill 1x1 transparent stippled trapezoid, 8x8 stipple pattern.

-strap10 Fill 10x10 transparent stippled trapezoid, 8x8 stipple pattern.

-strap100 Fill 100x100 transparent stippled trapezoid, 8x8 stipple pattern.

-strap300 Fill 300x300 transparent stippled trapezoid, 8x8 stipple pattern.

-ostrap1 Fill 10x10 opaque stippled trapezoid, 8x8 stipple pattern.

-ostrap10 Fill 10x10 opaque stippled trapezoid, 8x8 stipple pattern.

-ostrap100 Fill 100x100 opaque stippled trapezoid, 8x8 stipple pattern.

-ostrap300 Fill 300x300 opaque stippled trapezoid, 8x8 stipple pattern.

-tiletrap1 Fill 10x10 tiled trapezoid, 4x4 tile pattern.

-tiletrap10 Fill 10x10 tiled trapezoid, 4x4 tile pattern.

-tiletrap100 Fill 100x100 tiled trapezoid, 4x4 tile pattern.

-tiletrap300 Fill 300x300 tiled trapezoid, 4x4 tile pattern.

-oddstrap1 Fill 1x1 transparent stippled trapezoid, 17x15 stipple pattern.

-oddstrap10 Fill 10x10 transparent stippled trapezoid, 17x15 stipple pattern.

-oddstrap100 Fill 100x100 transparent stippled trapezoid, 17x15 stipple pattern.

-oddstrap300 Fill 300x300 transparent stippled trapezoid, 17x15 stipple pattern.

-oddostrap1 Fill 10x10 opaque stippled trapezoid, 17x15 stipple pattern.

-oddostrap10 Fill 10x10 opaque stippled trapezoid, 17x15 stipple pattern.

-oddostrap100 Fill 100x100 opaque stippled trapezoid, 17x15 stipple pattern.

-oddostrap300 Fill 300x300 opaque stippled trapezoid, 17x15 stipple pattern.

-oddtiletrap1 Fill 10x10 tiled trapezoid, 17x15 tile pattern.

-oddtiletrap10 Fill 10x10 tiled trapezoid, 17x15 tile pattern.

-oddtiletrap100 Fill 100x100 tiled trapezoid, 17x15 tile pattern.

-oddtiletrap300 Fill 300x300 tiled trapezoid, 17x15 tile pattern.

-bigstrap1 Fill 1x1 transparent stippled trapezoid, 161x145 stipple pattern.

-bigstrap10 Fill 10x10 transparent stippled trapezoid, 161x145 stipple pattern.

-bigstrap100 Fill 100x100 transparent stippled trapezoid, 161x145 stipple pattern.

-bigstrap300 Fill 300x300 transparent stippled trapezoid, 161x145 stipple pattern.

-bigostrap1 Fill 10x10 opaque stippled trapezoid, 161x145 stipple pattern.

-bigostrap10 Fill 10x10 opaque stippled trapezoid, 161x145 stipple pattern.

-bigostrap100 Fill 100x100 opaque stippled trapezoid, 161x145 stipple pattern.

-bigostrap300 Fill 300x300 opaque stippled trapezoid, 161x145 stipple pattern.

-bigtiletrap1 Fill 10x10 tiled trapezoid, 161x145 tile pattern.

-bigtiletrap10 Fill 10x10 tiled trapezoid, 161x145 tile pattern.

-bigtiletrap100 Fill 100x100 tiled trapezoid, 161x145 tile pattern.

-bigtiletrap300 Fill 300x300 tiled trapezoid, 161x145 tile pattern.

-eschertiletrap1 Fill 1x1 tiled trapezoid, 216x208 tile pattern.

-eschertiletrap10 Fill 10x10 tiled trapezoid, 216x208 tile pattern.

-eschertiletrap100 Fill 100x100 tiled trapezoid, 216x208 tile pattern.

-eschertiletrap300 Fill 300x300 tiled trapezoid, 216x208 tile pattern.

-complex10 Fill 10-pixel/side complex polygon.

-complex100 Fill 100-pixel/side complex polygon.
-64poly10convex Fill 10x10 convex 64-gon.
-64poly100convex Fill 100x100 convex 64-gon.
-64poly10complex Fill 10x10 complex 64-gon.
-64poly100complex Fill 100x100 complex 64-gon.
-ftext Character in 80-char line (6x13).
-f8text Character in 70-char line (8x13).
-f9text Character in 60-char line (9x15).
-f14text16 2-byte character in 40-char line (k14).
-tr10text Character in 80-char line (Times-Roman 10).
-tr24text Character in 30-char line (Times-Roman 24).
-polytext Character in 20/40/20 line (6x13, Times-Roman 10, 6x13).
-polytext16 2-byte character in 7/14/7 line (k14, k24).
-fitext Character in 80-char image line (6x13).
-f8itext Character in 70-char image line (8x13).
-f9itext Character in 60-char image line (9x15).
-f14itext16 2-byte character in 40-char image line (k14).
-f24itext16 2-byte character in 23-char image line (k24).
-tr10itext Character in 80-char image line (Times-Roman 10).
-tr24itext Character in 30-char image line (Times-Roman 24).
-scroll10 Scroll 10x10 pixels vertically.
-scroll100 Scroll 100x100 pixels vertically.
-scroll500 Scroll 500x500 pixels vertically.
-copywinwin10 Copy 10x10 square from window to window.
-copywinwin100 Copy 100x100 square from window to window.
-copywinwin500 Copy 500x500 square from window to window.
-copypixwin10 Copy 10x10 square from pixmap to window.
-copypixwin100 Copy 100x100 square from pixmap to window.
-copypixwin500 Copy 500x500 square from pixmap to window.
-copywinpix10 Copy 10x10 square from window to pixmap.
-copywinpix100 Copy 100x100 square from window to pixmap.
-copywinpix500 Copy 500x500 square from window to pixmap.
-copypixpix10 Copy 10x10 square from pixmap to pixmap.
-copypixpix100 Copy 100x100 square from pixmap to pixmap.
-copypixpix500 Copy 500x500 square from pixmap to pixmap.
-copyplane10 Copy 10x10 1-bit deep plane.
-copyplane100 Copy 100x100 1-bit deep plane.
-copyplane500 Copy 500x500 1-bit deep plane.
-putimage10 PutImage 10x10 square.
-putimage100 PutImage 100x100 square.
-putimage500 PutImage 500x500 square.
-putimagexy10 PutImage XY format 10x10 square.
-putimagexy100 PutImage XY format 100x100 square.
-putimagexy500 PutImage XY format 500x500 square.
-shmput10 PutImage 10x10 square, MIT shared memory extension.
-shmput100 PutImage 100x100 square, MIT shared memory extension.

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- shmput500** PutImage 500x500 square, MIT shared memory extension.
 - shmputxy10** PutImage XY format 10x10 square, MIT shared memory extension.
 - shmputxy100** PutImage XY format 100x100 square, MIT shared memory extension.
 - shmputxy500** PutImage XY format 500x500 square, MIT shared memory extension.
 - getimage10** GetImage 10x10 square.
 - getimage100** GetImage 100x100 square.
 - getimage500** GetImage 500x500 square.
 - getimagexy10** GetImage XY format 10x10 square.
 - getimagexy100** GetImage XY format 100x100 square.
 - getimagexy500** GetImage XY format 500x500 square.