



Vodafone Terminal Capability Definition

JDTS benchmarking

Version: 2.0.1

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ORDER OF PRIORITY	MIDLET	DESCRIPTION	Mandatory (M) or Optional (O)	
			Test must be run and results reported	Test must be passed
1.	RooRaceNoAudio RooRaceMidiAndWav RooRaceMidiAndTone RooRaceWavAndTone RooRaceFullAudio	Complex demo includes 7 moving M3G data models	M	M
2.	SkaterBoyNoAudio SkaterBoyMidi SkaterBoyTone SkaterBoyWav SkaterBoyMMAPI	Simple demos with 1 main moving M3G data models	M	M
3.	MediaPlayer (% load)	Tests for repeated loading, initialising and playing of different media types	M	M
4.	J2meRock3D1 j2meRocks3D2	Simple 3D space travel demo using M3G API's.	M	M
5.	j2meRocks1 j2meRocks2	Simple 3D wireframe space travel demo	M	M
6.	Chess (moves/sec)	<ul style="list-style-type: none"> Test performs intensive recursive calculation Limited graphic output so screen size and graphics hardware unimportant Value of test is mainly to understand performance dependencies between rendering / display hardware and JVM / API implementation 	M	M
	MarsRover1 MarsRover2		M	O
	ShooterNoAudio ShooterMidi ShooterTone ShooterWav ShooterMMAPI		M	O
	ObjectViewer		M	O
	PhotoAlbum1 PhotoAlbum2		M	O
	Project (op/s)		M	O
	SlotMachine1 SlotMachine2 SlotMachine3		M	O

	AddressBook		M	O
	DuneRacerNoAudio DuneRacerMidi DuneRacerToneSeq DuneRacerWav DuneRacerMMAPI		M	O
	MixedNoAudio MixedMidiTone MixedMidiWav MixedToneWav MixedMMAPI		M	O

Note:

Test results for each midlets sound combinations shall be provided by the vendor.

Midlet tests – KPI's & pass criteria for Mid and High Tier terminals.

ORDER OF PRIORITY	MIDLET	TEST TYPE	Acceptable Performance	Weighting
1.	RooRaceNoAudio RooRaceMidiAndWav RooRaceMidiAndTone RooRaceWavAndTone RooRaceFullAudio	PERFORMANCE	>=15.0 (fps)	10
2.	SkaterBoyNoAudio SkaterBoyMidi SkaterBoyTone SkaterBoyWav SkaterBoyMMAPI	PERFORMANCE	>=30.0 (fps)	6
		CONSISTENCY (fps)	< 3.0 (fps)	2
3.	MediaPlayer (% load)	PERFORMANCE	< 35% (system load)	3
4.	j2meRock3D1 j2meRocks3D2	PERFORMANCE	>=60 (fps)	2
5.	j2meRocks1 j2meRocks2	PERFORMANCE	>=40 (fps)	2
6.	Chess	PERFORMANCE	1.6 (moves/sec)	2

Midlet tests – KPI's & pass criteria for Low Tier terminals

ORDER OF PRIORITY	MIDLET	TEST TYPE	Acceptable Performance	Weighting
1.	RooRaceNoAudio RooRaceMidiAndWav RooRaceMidiAndTone RooRaceWavAndTone RooRaceFullAudio	PERFORMANCE	>=2.5 (fps)	10
2.	SkaterBoyNoAudio SkaterBoyMidi SkaterBoyTone SkaterBoyWav SkaterBoyMMAPI	PERFORMANCE	>=10.0 (fps)	6
		CONSISTENCY (fps)	< 1.4 (fps)	2
3.	MediaPlayer (% load)	PERFORMANCE	< 60% (system load)	3
4.	j2meRock3D1 j2meRocks3D2	PERFORMANCE	>=17 (fps)	2
5.	j2meRocks1 j2meRocks2	PERFORMANCE	>=15 (fps)	2
6.	Chess	PERFORMANCE	>= 0.3 (moves/sec)	2