

Actionscript Benchmark Tests

#1 Attaching movieclips: for loop vs. while loop

1500 iterations attaching movieclips on stage: for loop vs while loop

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	For loop	While loop	For loop	While loop	
Test 1	160	128	334	272	
Test 2	157	128	324	292	
Test 3	158	124	329	289	
	159	126	331,5	280,5	

#2 Read data from Array (for, for in, while)

5000 iterations reading data from an array

FlashPlayer 6 - Compiled with Flash MX						
Athlon 2.6ghz			PIV - 2.0 Ghz			
	For loop	For in loop	While loop	For loop	For in loop	While loop
Test 1	72	48	56	186	86	147
Test 2	74	47	59	187	87	149
Test 3	74	49	58	188	87	151
	73	48,5	57	187	86,5	149

#3 Write data to an array (for, while)

5000 iterations writing data to an array

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	For loop	While loop	For loop	While loop	
Test 1	73	70	182	176	
Test 2	73	67	181	171	
Test 3	73	68	180	172	
	73	69	181	174	

#4 _global vars vs. Timeline vars

20000 loops writing to a timeline variable and a _global variable

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	_global	Timeline	_global	Timeline	
Test 1	558	551	1326	1412	
Test 2	561	540	1396	1388	
Test 3	561	540	1344	1475	
	559,5	545,5	1335	1443,5	

#5 Single vs Multiple var declaration

10000 iterations writing same value to 8 variable using multiple assignment vs. one-by-one assignment

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	One by one	Multiple	One by one	Multiple	
Test 1	272	218	527	418	
Test 2	299	236	552	438	
Test 3	301	236	556	437	
	286,5	227	541,5	427,5	

#6 Var name lookup

20000 iterations accessing built-in Math members. Direct access vs. Reference access

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	Direct	Reference	Direct	Reference	
Test 1	439	330	818	654	
Test 2	452	338	821	658	
Test 3	447	339	824	657	
	443	334,5	821	655,5	

#7 Short vs. Long variable names

20000 iterations writing to short, medium and very long var names

FlashPlayer 6 - Compiled with Flash MX						
Athlon 2.6ghz			PIV - 2.0 Ghz			
	Short	Medium	Very long	Short	Medium	Very long
Test 1	265	287	350	700	756	911
Test 2	267	384	353	700	752	911
Test 3	264	286	353	709	751	911
	264,5	286,5	351,5	704,5	753,5	911

#8 Declaring var in loops vs. declaring before loops

20000 iterations writing to a local variable

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	In loop	Before loop	In loop	Before loop	
Test 1	172	178	334	357	
Test 2	177	186	337	361	
Test 3	178	186	337	356	
	175	182	335,5	356,5	

#9 Using nested if

20000 iterations checking 4 conditions in 1 expression vs splitting 4 conditions in 4 nested if

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	Nested if	Single exp.	Nested if	Single exp.	
Test 1	216	246	406	462	
Test 2	218	251	410	465	
Test 3	218	252	411	458	
	217	249	408,5	460	

#10 Nested loops (for vs. while)

10000 iterations writing to a 100x100 bidimensional array: nested for vs. nested while

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	Nested if	Nested while	Nested if	Nested while	
Test 1	669	634	1716	1631	
Test 2	677	640	1718	1628	
Test 3	675	636	1716	1641	
	672	635	1716	1636	

#11 TellTarget vs. dot syntax

10000 iterations writing properties to a MovieClip using TellTarget vs. Dot Syntax

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	TellTarget	Dot syntax	TellTarget	Dot syntax	
Test 1	88	100	168	199	
Test 2	93	111	174	215	
Test 3	92	112	168	203	
	90	106	168	201	

#12 Accessing local vars (This vs. With)

10000 iterations writing an obj vars using this vs. with

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	This	With	This	With	
Test 1	227	155	391	296	
Test 2	230	154	387	289	
Test 3	226	156	396	293	
	226,5	155,5	393,5	294,5	

#13 Loop listening for pressed keys

10000 iterations using Key.isDown, a function reference and key codes instead of key constants

FlashPlayer 6 - Compiled with Flash MX						
Athlon 2.6ghz			PIV - 2.0 Ghz			
	Key.isDown	Reference	Ref. + codes	Key.isDown	Reference	Ref. + codes
Test 1	317	262	260	642	529	522
Test 2	325	260	258	640	530	536
Test 3	317	260	262	640	531	537
	317	261	261	641	530	529,5

#14 Math.floor() vs int()

10000 iterations transforming a float number into an int with Math.floor() vs int()

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	Math.floor()	Int()	Math.floor()	Int()	
Test 1	90	73	176	141	
Test 2	94	77	183	149	
Test 3	92	74	181	147	
	91	73,5	178,5	144	

#15 Eval vs. array access

3000 iterations writing a property to a movieclip using eval() vs array access

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	Array	Eval	Array	Eval	
Test 1	1098	1102	1178	1174	
Test 2	1098	1096	1136	1156	
Test 3	1083	1086	1166	1179	
	1090,5	1094	1172	1176,5	

#16 Looping through movieclips: ASBroadcaster vs. Loop

500 iterations looping through movieclips and calling methods on them. ASBroadcaster vs Loop

FlashPlayer 6 - Compiled with Flash MX					
Athlon 2.6ghz			PIV - 2.0 Ghz		
	Loop	ASBr.	Loop	ASBr.	
Test 1	26	16	53	34	
Test 2	26	16	54	35	
Test 3	26	16	54	35	
	26	16	53,5	34,5	