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Subject: Re: Ptolemy II performance

Posted by [Sergey Linev](#) on Thu, 13 May 2004 16:14:27 GMT

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I include all my code, that I use in tests, in my previous messages.

I think, that test can be done with native Ptolemy Classic classes. When I test Ptolemy II, I just took Clock, TimedDelay and Discard actors. Very similar actors should exists in Ptolemy Classic too.

If no, any kind of simple model with a lot of similar components is suitable. Idea of all my tests is to measure how many transactions between model entities happens per second and does this value scales with number of entities.

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