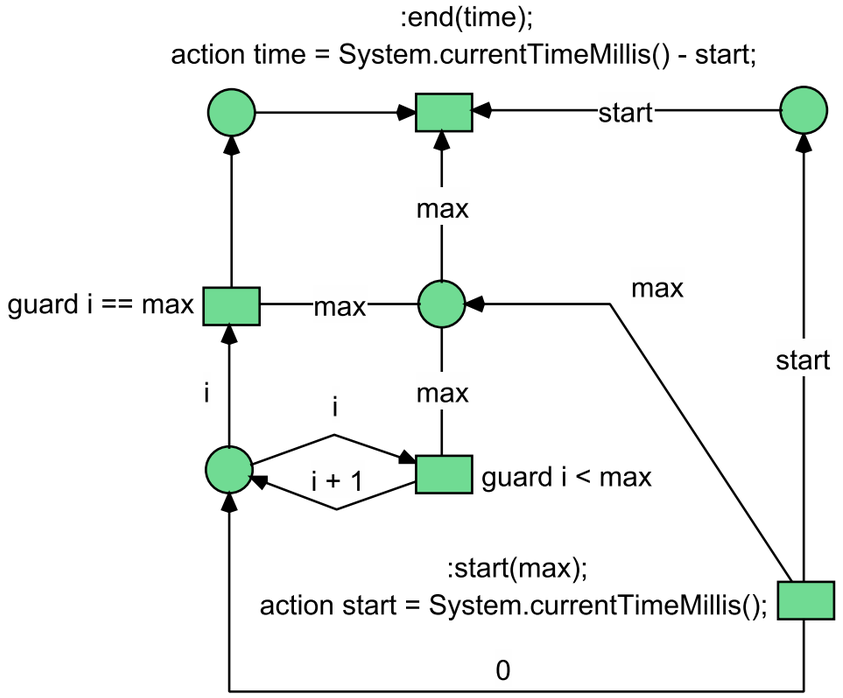
net bench

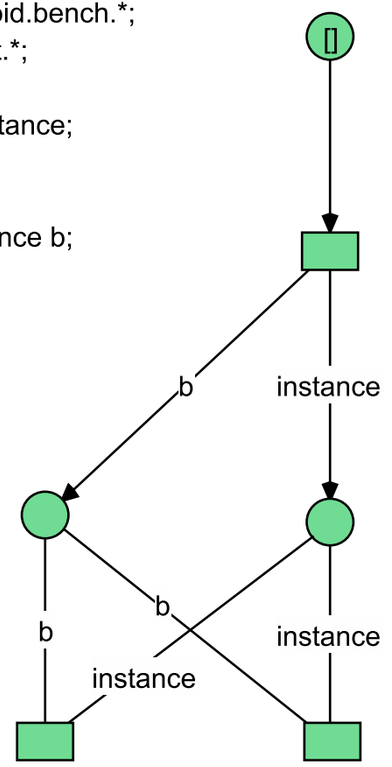
long start, time;
int max, i;



net OnClick

import de.renew.android.bench.*;
import android.content.*;

BenchmarkActivity instance;
int i;
long time;
de.renew.net.NetInstance b;



action instance =
BenchmarkActivity.getInstance();
action instance.initListener((OnClick)this);
b:new bench;

:onClick(i);
action instance.enableButton(false);
action instance.setButtonText("working");
action instance.setText("");
b:start(i);

b:end(time);
action instance.enableButton(true);
action instance.setButtonText("Bench!");
action instance.setText((time / (instance.getRounds() * 1.0)) + "ms per transition fired.");