



Version 1.05, for Windows 95 & Windows 98

Written by Mario Mercea

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For a short description in Romanian Language, [click here](#)

Quick Notes:

- This Program is designed to run only on **Windows 95** and **Windows 98**.
- When you run HARDiNFO PRO make sure there is no other program running in background, like: Norton Navigator, any FAX software, game, DOS programs, etc., because Windows 95 it's a multitasking / multithreading operating system and it can affect the BenchMark results and the CPU Clock speed detection, animated cursors also slows down your computer by 2% to 10%, it depends on the speed of your computer (especially the CPU & Video Card). Special modem's, like Winmodem, which uses a special driver in order to work and to emulate hardware compression and error corections may slow down your computer's speed when a connection is active.
- It doesn't run when Windows is in Safe-Mode.
- In order to get best results and correct information about your system, please run HARDiNFO PRO after you had installed all device drivers of your display adapter, sound card, etc.
- If your Windows Registry is corrupted or you use incorrect drivers for your hardware, you may get some incorrect informations about your System.
- HARDiNFO PRO requires 800x600 High Color 16-bit or Better resolution, with small fonts.

PLEASE REPORT ANY PROBLEMS TO:.

E-Mail: **hardinfo@us.dnttm.ro**

Phone/Voice/Fax: **+40-(0)56-219577**

Before reporting any problems, please look at the known problems list.

You can Download the latest version from <http://www.us.dnttm.ro>

For more help press the Right Mouse Button on the item which you want to get info.
To see the About dialog press the Right Mouse Button on the HARDiNFO PRO Window Title Bar.

System Page/Dialog

This Page/Dialog displays your computer's configuration, it may contain incorrect information if your Windows Registry is corrupted or you didn't installed all drivers for you hardware..., for information about each component look at next pages: CPU, Display, Storage, etc.

CPU Page/Dialog

This Page/Dialog displays detailed Information about the CPU. If your CPU doesn't support CPUID then many information about your CPU can't be displayed (only the latest 486DX4 models, and above, supports CPUID). The CPU Frequency is approximated, for best results when you run HARDiNFO PRO make sure no other program is running.

The benchmark for your CPU depends on what motherboard and memory do you have, but the most important is your CPU. The benchmark may take max. 10 minutes, when running the benchmark make sure no other program is running and please don't move your mouse.

Notes:

- The **Cyrix** 6x86 CPUs doesn't support the Pentium Features: MSR's, VME, TSC, CMPXCHG8B, etc!, that's why it is not considered a real Pentium class CPU!

The CPU Benchmark

The CPU Benchmark simulates routines used in Windows, Unix and applications like (PGP, PKZIP, ARJ, 3D-Studio, PhotoShop, Corel Draw, Internet Explorer, Netscape, etc.)

It includes the following tests:

- **Numeric Heapsort**
- **String Heapsort**
- **Bitfield Test**
- **Floating Point Emulation**
- **Fourier Coefficients** (used in Sound Processing Applications, like Cool Edit, Sound Forge, MPEG Encoders, etc.)
- **Assignment Algorithm**
- **IDEA Encryption** (used in PGP and other RSA security programs)
- **Huffman Compression** (used in compression / decompression programs, and in all applications which handle MPEG, JPEG, etc. files, these algorithm very used by Internet Explorer and Netscape, when decoding .GIF files).
- **Back Prop. Neural Net**
- **LU Decomposition** (linear equations)

Many People ask **WHY THE CPU BENCHMARK TAKES SO LONG?**, because a 3 seconds benchmark cannot be considered benchmark!, professional benchmark programs needs hours to benchmark a system!, so be patient and wait 7-8 minutes for this CPU benchmark if you want to get more accurate results.

Storage Page/Dialog

This Page/Dialog displays detailed Information about storage devices, like Harddisk, CD-ROM, Network, Memory, Tape, etc.

The HDD/Network Benchmark

The HDD benchmark creates a file then writes & reads from it 2 times (the file size is specified by the user).

You can benchmark a specified Network or HDD drive, simply by selecting the current drive in HARDiNFO from the storage dialog.

NOTE: For more accuracy, please set the file size for benchmark at least twice the RAM size of your computer to overload the cache memory allocated by Windows.

The CD-ROM Benchmark

Many people says that the CD-ROM benchmark shows incorrect information, BUT IT'S NOT TRUE!, lets see why:

If you have a 10x Speed **CD-ROM** drive and HARDiNFO PRO shows that your **CD-ROM** is **6x Speed**, that is your **CD-ROM** performance!, like a **6x Speed**. Many **10x Speed** drives claims that they have 1500KB/s, but if HARDiNFO PRO tells you that it have 1000kb/s and you don't believe it, try to copy a big file from your **CD-ROM** to a NUL file, and count with your watch how much time is taken for example to copy a 20MB file, if it takes 20 seconds, divide (20MB/20sec.=1MB), then your CD-ROM drive speed is approx. 1000kb/s or 1MB/s which equals a **6x Speed CD-ROM** drive (1MB/150kb=6, which is **6X speed**), so don't believe what is written on your **CD-ROM** drive, the drive slows down the speed when it can't read from a disc...: for example if you put a bad disc in drive your **CD-ROM** drive and the drive can't read from it at a **10 x Speed**, then it will slow down to **6X, 4X** and **2X**..., until it can read the information correctly, so the speed of your **CD-ROM** drive depends even on what **CD** you put in and how accurate it can read at a higher speed!, that's why you need a benchmark program.

NOTE!: It also depends where is located the targeted file on the CD-ROM disc, if the file is located on the middle of the CD, then your CD-ROM drive will have a slower transfer rate, when it will read that file. If the file is located on the outer part of the disc, it will read it faster, so it is recommended to use a file as bigger as possible, even 500MB (for benchmark)

IMPORTANT!: Always remember that doesn't matter the transfer speed of the CD-ROM drive bus ! (reported by many CD-ROM benchmark programs), it can be up to 33MB/sec. We created this benchmark to show you the real READ transfer speed of your drive NOT the CD-ROM bus speed.

You can copy a file to NUL, by typing in DOS prompt **COPY myfilefromCD NUL**
And count with your watch to see how much time it takes.

Display Page/Dialog

This Page/Dialog displays detailed Information about your Video Card and your Monitor. You must have installed the correct device driver for your display!

The GDI Benchmark

The **GDI** (Graphics Device Interface) benchmark tests the speed of your Video Card, of course the speed is affected by the overall performance of your computer, this test uses only standard GDI windows functions like ([Ellipse](#), [Frame Controls](#), [Fill](#), [TextOut](#), [BitBlt](#), [StretchBlt](#), [ScrollDC](#), etc.), this test helps you to find the right driver for your Video Card!!!, if you have a bad driver you will get very low performance, so try different drivers, it seems that the drivers from Microsoft are the fastest for some Video Cards.

THIS TEST DOESN'T USE THE DIRECTX DRIVERS!!, with this test you can find out the performance of your Video Card in standard Windows applications like ([Corel Draw](#), [PhotoShop](#), [Internet Explorer](#), [Netscape](#), [3D-Studio](#), etc.), we will include in the next version of HARDiNFO PRO, a DirectX benchmark to see the performance of your Video Card in Games which uses DirectX, of course DirectX depends much more on Video Card than the GDI benchmark. You cannot run the GDI Benchmark in 8bit colors or less!, because any Video Card's performance is important in High or True Color, if the Video Card is fast in 16/24/32 bit then is fast in 8bit too...

Before you start the GDI benchmark, make sure that animated cursors are disabled and no other program is running.

Note: The Speed of your Video Card in applications which uses DirectX, can be different of the Speed in Normal application which uses standard GDI functions.

Higher result (in numbers) of this benchmark means better performance.

The DirectX 2D Benchmark

This Benchmark shows you the speed of your Display Adapter in applications which uses the DirectX drivers to display 2D images or animations (like MPEG Movie players or 2D GAMES).

The results of this benchmark are displayed in FPS (frames per second) format, and it also displays how much of the CPU power is used to display these images...

NOTE: More FPS and less CPU Usage means better performance.

The DirectX 3D Benchmark

This Benchmark shows you the speed of your Display Adapter in applications which uses the DirectX drivers to display and render 3D images or animations (like 3D Games).

The results of this benchmark are displayed in FPS (frames per second) format.

NOTE: More FPS means better performance.

Sound Page/Dialog

This Page/Dialog displays detailed Information about your Sound Card, DirectX driver and other Sound / Multimedia devices.

Communication Page/Dialog

This Page/Dialog displays detailed Information about the communication devices installed, like Modem and Network.

Printer Page/Dialog

This Page/Dialog displays detailed Information about your installed Printer(s).

The Printing Interface

In addition to GDI and the device driver, the default printing interface consists of several other components that process output before it arrives at the printer. These components are the **Print Spooler**, the **Print Processor**, the **Graphics Engine**, and the **Monitor**.

Print Spooler

The primary component of the printing interface is the **Print Spooler**. The **Print Spooler** is a Windows executable file that manages the printing process. Management of printing involves retrieving the location of the correct printer driver, loading that driver, converting high-level function calls to journal records, storing those journal records on disk as a print job, and so on.

The **spooler** is loaded at startup and continues to run until the operating system is shut down. Windows **Print Manager** provides a graphical interface that the user or system administrator can use to access and configure the **spooler**; however, if Print Manager is disabled or shut down, the **spooler** continues to run.

Print Processor

The **spooler** monitors the current print jobs and the target printer to determine an appropriate time to print a job. Once the **spooler** determines that a job should be printed, it calls the **Print Processor**. The **Print Processor** is a Windows **DLL** that reads and converts journal records into **DDI** calls.

Graphics Engine

The **Graphics Engine** is a Windows **DLL** that converts **Print Processor** output into calls to device driver functions. The device driver, in turn, processes these calls and converts them into **RAW** device commands that the device can process.

Monitor

Once a device driver has converted an entire journal file into **RAW** device commands, the file of converted commands is passed back to the **spooler**. The **spooler** sends these low-level commands to a monitor. A monitor is a Windows **DLL** that passes the **RAW** device commands over the Network, through a Parallel Port, or through a Serial Port to the device.

MCI Devices Page

This Page/Dialog displays detailed Information about MCI devices (Multimedia Control Interface) and Audio Compression / Decompression Codecs.

Internet Page

This Page/Dialog displays detailed Information about TCP/IP (Internet Protocol), Dial-Up Networking and DirectX drivers.

Known Problems

- BIOS Name & BIOS Version can be incorrect if you have a Windows OEM version which was Pre-Installed on your computer.
- HARDiNFO PRO detects, but can't query information from Non-Standard modem's which uses a special driver in order to work and to emulate hardware compression and error corrections.

We will try to fix this problems in a future release of HARDiNFO PRO.

The Multimedia Extensions in Processor are designed to accelerate media and communication applications. Specialized applications that use Music Synthesis, Speech Synthesis, Speech Recognition, audio and video compression and decompression, full motion video, 2D and 3D graphics, and video conferencing, can take advantage of CPU Multimedia Extensions.

Processor supports the CMOV cc instruction and, if a FPU is present, supports the FCMOV cc and FCOMI instructions.

Processor supports the Floating Point FCMOVcc/F(U)COMI(P) Instructions

Processor supports the MCG_CAP (machine check global capability) MSR. The MCG_CAP register indicates how many banks of error reporting MSRs the processor supports.

Processor supports machine-specific memory-type range registers (MTRRs). The MTRRs contains bit fields that indicate the processor's MTRR capabilities, including which memory types the processor supports, the number of variable MTRRs the processor supports, and whether the processor supports fixed MTRRs.

Processor supports the CR4.PGE flag enabling the global bit in both PTDEs and PTEs. These bits are used to indicate translation lookaside buffer (TLB) entries that are common to different tasks and need not be flushed when control register CR3 is written. This feature is usually available only on AMD Processors, instead of APIC feature.

Processor supports physical addresses greater than 32 bits, the extended page-table-entry format, an extra level in the page translation tables, and 2-MByte pages. The number of address bits is implementation specific. The Pentium Pro processor supports 36 bits of addressing when the PAE bit is set.

Processor Supports SYSCALL & SYSRET Extensions, this feature is usually available only on AMD Processors.

Processor contains an on-chip Advanced Programmable Interrupt Controller (APIC), AMD uses PGE feature instead of APIC feature.

Processor Supports the CMPXCHG8B (compare and exchange 8 bytes) Instruction.

Processor supports the CR4.MCE bit, enabling machine check exceptions. However, this feature does not define the model-specific implementations of machine-check error logging, reporting, or processor shutdowns. Machine-check exception handlers might have to check the processor version to do model-specific processing of the exception or check for the presence of the standard machine-check feature.

Processor Supports the RDMSR (read model-specific register) and WRMSR (write model-specific register) Instructions.

Processor supports 4-Mbyte pages, including the CR4.PSE bit for enabling page size extensions, the modified bit in page directory entries (PDEs), page directory entries, and page table entries (PTEs).

Processor supports I/O breakpoints, including the CR4.DE bit for enabling debug extensions and optional trapping of access to the DR4 and DR5 registers.

Processor supports the RDTSC (Read Time Stamp Counter) instruction, including the CR4.TSD bit that, along with the CPL, controls whether the time stamp counter can be read.

Processor supports the following virtual 8086 mode enhancements:

- Virtual 8086 mode extensions.
- Protected-mode virtual interrupts.
- Expansion of the TSS with the software indirection bitmap.
- Virtual interrupt flag.
- Virtual interrupt pending flag.

Processor Contains an FPU and Executes the Intel387 Instruction set.

CPU Manufacturer Name.

The Approximative Speed of your Computer in MHz.

CPU Family (80486, 80586, 80686, etc.)

Stepping ID is a unique identifier for each CPU Revision Level.

This Indicates the Number of Processors installed in this Computer.

This Indicates How Many Processors are Active.

This Information is a More Detailed Info About CPU Model.

Some Revision Notes / Comments about this Processor.

CPU Model Information, if Model Information is not available for your CPU, then it will display the CPU Model Number in Hexadecimal.

This Displays the Processor Level 1 Integrated Cache Memory Size. The 80486 CPU have the Code & Data Cache Memory in a single layer, the Pentium processors have the Code & Data cache memory separated, InfoPro can detect only the Data Cache Size on Pentium Processors and Code & Data on a 80486 CPU.

GLOSSARY

A

AC
AE
AFS
AI
ALU
AM
AMD
AMI
ANSI
ASCII
ASIC
ASPI
AT
ATA
ATAPI
ATDM

ATM
AUI

B

BBS
BCC
BCD
BE
BiCMOS
Benchmark
BIOS
Bus
BNC

C

CMOS
CD-ROM
CPU

D

Device Driver

F

FPU / Math Coprocessor

G

GDI

H

Harddisk

I

Interrupt

IRQ

M

MCI

Memory

MIDI

Motherboard

N

Network

P

Port

R

RAM

Registry

RS232

S

Swap File

U

UART

W

Waveform

CPU (central processing unit)

The portion of a computer that performs computations, executes instructions and transfers information between all parts of the computer. Microcomputers contain single-chip central processing units, or microprocessors.

Math Coprocessor / FPU (Floating Point Unit)

A processor distinct from the main CPU that performs mathematical calculations using floating-point numbers. For personal computer systems using CPUs prior to Intel's i486DX or Motorola's 68040, adding a math coprocessor can dramatically increase the speeds of math and graphics functions. The i486DX, 68040, and subsequent CPU models incorporate the math coprocessor functions in the main CPU.

Motherboard

The main circuit board in a computer containing the primary system components. Expansion cards may be added to the motherboard by plugging them in to the bus via a bus connector.

BIOS (Basic Input/Output System)

Predefined procedures that support the transfer of information between the computer's hardware, such as memory, hard disks and the monitor. On personal computers the BIOS ("ROM BIOS") is built into the machine's read-only memory.

Memory

Computer hardware that stores data and provides for the retrieval of that stored data. Generally, the term memory refers to random access memory (RAM), which is used to run applications and temporarily store data during program execution.

RAM (Random Access Memory)

Memory that can be read from and written to by the microprocessor and other hardware devices. Unlike data stored on magnetic media (like hard disks) or PROMs, data in RAM memory is "volatile," meaning that the data stored in RAM is lost when the computer's power is turned off. RAM comprises the computer's working memory and determines the size and number of programs that can be run at the same time, as well as the amount of data than can be processed instantly.

Device Driver

A program that allows a computer to communicate with a device, such as a printer or modem. There are three types of device drivers that can be used while in Windows. The first are MS-DOS device drivers loaded from CONFIG.SYS and AUTOEXEC.BAT. The second are virtual device drivers (VxD)'s loaded and managed by Windows (but only available in enhanced mode). The last are installable drivers which are DLLs that are used as device drivers.

Swap File

A hidden file on your hard disk used by Windows to hold information from RAM temporarily in order to free the RAM for use by other applications. The Windows 95 swap file is named WIN386.SWP.

Waveform

Refers to the way in which a wave's amplitude changes over time.

MIDI (Musical Instrument Digital Interface)

Pronounced "middy." A software and hardware standard that allows computers, music synthesizers, and musical instruments to exchange information.

MCI (Media Control Interface)

A high-level interface enabling Windows applications to control multimedia devices, including playback and recording of audio and video.

Registry

A Windows 95 database that contains startup and configuration information. Under Windows 3.1, most of this information was kept in the WIN.INI and SYSTEM.INI files.

Benchmark

A test used to measure software or hardware performance.

BBS (Bulletin Board System)

Any online service that allows messaging, electronic mail, and file transfer between computer users who usually connect to the system via modem.

16550 UART (Universal Asynchronous Receiver Transmitter)

A chip in PC computers that is used for serial communications. It replaces the older 8250A and 16450 UART chips found on many PCs.

The 16550 UART overcomes limitations of the older chips. It can buffer up to 16 characters before generating an interrupt (the older chips generate interrupts after every character). It also recovers more quickly from interrupts in order to continue processing.

This chip is a must addition for computers using external communications devices (usually a modem) that transmit data in excess of 9600 bits-per-second (bps) within Windows.

Bus

The set of hardware lines that connects different parts of the computer (such as the microprocessor, input/output ports, and memory) and over which data is transferred.

CMOS (Complimentary Metal Oxide Semiconductor)

A battery-powered chip in 80286 (and more advanced) computers that preserves basic data about the system's hardware. Information such as the number and types of disks, amount of RAM, and keyboard type is stored in a CMOS chip. This information appears on your computer's "setup screen" which can be displayed during startup.

GDI (Graphics Device Interface)

Interface that supports Windows' graphical capabilities, including fonts, drawing primitives, and color management. Windows includes three main subsystems: the kernel, graphics device interface, and User resources.

Hard Disk

One of several types of magnetic media used for storing data. Unlike floppy disks, hard disks are non-flexible and non-removable. They hold much more data than floppy disks, and are the principle long-term data storage for most personal computers.

Port

The portion of a computer or a hardware device through which data passes to get in to or out of the computer or device. Computers connect to devices such as printers, monitors, and modems through ports.

RS-232-C

An industry standard for serial communication connections. Specific lines (wires of the connection) and signal characteristics are used to control the serial transmission of data between devices.

IRQ (Interrupt Request Line)

Hardware line over which devices such as input/output ports, the keyboard, and disk drives send requests for service (interrupts) to the CPU.

Interrupt

A signal sent by a hardware device or by software that causes the CPU to stop what it is doing and execute special instructions determined by the signal.

Network

A group of computers and associated hardware (printers, and so forth) that are connected together by communication lines or other means for the purpose of sharing information and hardware between users.

CD-ROM

Compact Disc - Read Only Memory.

AC

Alternating Current.

AFS

Andrew File System.

AI

Artificial Intelligence.

AMD

Advanced Micro Devices, Inc.

AE

Applications Engineer.

ALU

Arithmetic-Logic Unit.

AM

Amplitude Modulated.

AMI

American Megatrends Inc.

ANSI

American National Standards Institute.

ASCII

American Standard Code for Information Interchange.

ASIC

Application Specific Integrated Circuit.

ASPI

Advanced SCSI Programming Interface.

AT

Advanced Technology.

ATA

AT bus Attachment.

ATAPI

ATA Packet Interface.

ATDM

Asynchronous Time Division Multiplexing.

ATM

Asynchronous Transfer Mode.

AUI

Attached Unit Interface.

BCC

Block Check Character.

BCD

Binary Coded Decimal.

BE

Back End.

BiCMOS

Bipolar Complementary Metal-Oxide Semiconductor.

BNC

Bayonet Nut Connector.

This item shows the Number of adjacent color bits for each pixel from the Current Video Mode.

Number of entries in the device's color table (the total number of colors that can be displayed in this video mode).

Width and Height of the display (in pixels).

The Device Driver Version.

The Total Video Memory installed on the Video Card.\$

The Video Card Bus Type (ISA, VESA or PCI).

Video Card Chip Type / Model, this information cannot be detected on any Video Card.

Video Card RAMDAC Type / Model, this information cannot be detected on any Video Card.

Video Card's Chip Revision number.

This item displays the DirectDraw (DDRAW.DLL) version.

DirectDraw is a part of Microsoft's DirectX(tm) API, used in Games and many multimedia applications.

This Item Shows to Which Port or Network the Printer is Connected.

The print processor is a Windows **DLL** that reads and converts journal records into **DDI** calls. The device driver, in turn, processes these calls and converts them into **RAW** device commands that the device can process. Once a device driver has converted an entire journal file into **RAW** device commands, the file of converted commands is passed back to the **spooler**. The **spooler** sends these **Low-Level** commands to a **monitor**. A **monitor** is a Windows **DLL** that passes the **RAW** Device commands over the Network, through a Parallel Port, or through a Serial Port to the Device.

This item shows if the current printer is the default printer, or not.

Total Physical Memory available on this Computer.

Free Physical Memory, available for applications.

Note that the Windows allocates more memory than it needs!, it allocates memory for disk cache and for the foreground applications, and it frees memory when it's needed, by swapping the allocated memory to disk.

This Item Shows CD-ROM Manufacturer Name.

CD-ROM Product Id / Model.

CD-ROM Revision Level / Version.

CD-ROM Bus Type (IDE, EIDE, SCSI, etc.).

CD-ROM Speed Technology (DoubleSpeed, TripleSpeed, Quad Speed, etc.).

CD-ROM Transfer Speed in KBytes per Second.

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This is not free software. You are hereby licensed to use this software for evaluation purposes without charge for a period of 14 days. If you use this software after the 14 day evaluation period a registration fee of \$19 is required. Payments must be in US dollars drawn on a US bank, and should be sent to Ultimate Systems Inc., Str. Gh. Titeica 29, Timisoara 1900, ROMANIA. When payment is received you will be sent a registered copy of the latest version of HARDiNFO Pro.

Unregistered use of HARDiNFO Pro after the 14-day evaluation period is in violation of Romanian, U.S. and international Copyright laws and will be prosecuted to the maximum extent possible under the law!

2. Distribution

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One registered copy of HARDiNFO Pro may either be used by many persons but only one installed copy at a time!

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4. Disclaimer of Warranty

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Good data processing procedure dictates that any program be thoroughly tested with non-critical data before relying on it. The user must assume the entire risk of using the program. ANY LIABILITY OF THE SELLER WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

Versiunea in limba Romana

Order Form

Ordering: You can order HARDiNFO Pro via Secure OnLine Registration System with a credit card, at <http://www.us.dnttm.ro/products/hardinfo> by pressing the register button then follow the details.

IMPORTANT NOTE!!: Please DON'T send International Money Orders or Checks, because they cost too much to be processed, if you can't send cash, only checks then please add \$15 to each check or money order.

For **Credit Card** orders, check out our web site at <http://www.us.dnttm.ro/products/hardinfo>



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Payment must be in US dollars drawn on a US bank.

HARDiNFO Pro is shipped on a CD-ROM, 3.5" inch disks, or you can receive a password and URL from where to download the registered version..

For a price in ROL (Romanian LEU), please **call!**. 056-219577

(without disk, by FTP or HTTP) HARDiNFO Pro _____ copies at **\$19** or **35DM** each = _____

(with two 3,5" disks) HARDiNFO Pro _____ copies at **\$29** or **50DM** each = _____

(on CD-ROM) HARDiNFO Pro _____ copies at **\$34** or **60DM** each = _____

Name: _____ Date: _____

Company: _____

Address: _____

City, State, Zip: _____

Country: _____

Voice Phone: _____ FAX: _____

E-Mail address (**required!**): _____

How did you heard about HARDiNFO Pro? _____

Comments:

To print this order form, click on **Print Topic** in the **File** pull-down menu.

NOTE: Please write anything with uppercase letters, especially the address and the **e-mail** address!!

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Scurta Descriere a Programului

HARDiNFO Pro este un program pentru Windows 95 care prezinta informatii detaliate despre un calculator, fiind unul dintre putinele de acest tip (Windows 95) si, credem, primul program romanesc de acest gen.

In continuare cateva informatii care se pot obtine cu ajutorul HARDiNFO Pro:

SYSTEM:

- informatii despre componentele calculatorului.
- poate fi vizualizata lista tuturor componentelor inclusiv a celor in conflict in configuratia curenta.
- sunt prezentate tipul si versiunea BIOS-ului si a sistemului de operare, informatiile despre BIOS pot fi incorecte in cazul in care sistemul de operare este o versiune OEM si a fost pre-instalat pe calculatorul dumneavoastra.

CPU:

- sunt prezentate in detaliu caracteristicile tehnice ale procesorului: producator, familie, model, numarul reviziei, prezenta coprocesorului, posibilitatea de a executa instructiuni multimedia...
- se pot masura performantele procesorului printr-un test asemanator cu BYTE Benchmark. Rezultatele pot fi salvate si comparate cu performantele altor sisteme.
- se poate masura capacitatea memoriei cache a procesorului.

STORAGE:

- sunt prezentate toate unitatile de disk:floppy, harddisk, cdrom, retea, discuri optice etc.
- se poate determina rata de transfer a cdrom-ului, harddisk-ului si a retelei.

DISPLAY:

- prezinta informatii despre placa video : tipul magistralei, modurile grafice posibile, capacitatea memoriei, producatorul , versiunea driver-ului.
- sunt prezentate functiile grafice ale sistemului de operare care sunt accelerate de hard.

SOUND:

- sunt prezentate informatii despre perifericele de sunet digital si midi :producator, versiune driver, caracteristici.

COMMUNICATIONS:

- se pot obtine informatii despre modem si cartela de retea. Sunt aratate protocoalele instalate, versiunea driver-elor etc.
- este posibila 'interogarea modemului' pentru mai multe informatii.
- se pot obtine informatii suplimentare despre protocolul TCP/IP (daca este instalat).

PRINTER:

- prezinta caracteristicile imprimantelor instalate: rezolutie, numar de fonturi, posibilitatea de a comunica bidirectional, versiunea driver-ului, etc.

NOTA:

Programul nu ruleaza decit sub sistemul de operare Windows 95 si Windows 98. Daca sistemul de operare este incorect instalat programul va arata informatii incorecte; de asemenea nu functioneaza in

'safe mode' .

Pentru informatii suplimentare va rugam sa folositi una din urmatoarele metode de contact:

<http://www.dnttm.ro/~us>

E-Mail: hardinfo@us.dnttm.ro

Informatii tehnice: 056-219577 (orele 12-16);

Informatii comerciale: 056-219577 (orele 10-16);

Drepturi de autor / Contract cu utilizatorul / Garantie

Contract cu utilizatorul

Inainte de a utiliza acest program va trebui sa cititi cu atentie urmatoarele conditii si termeni. In caz ca nu aveti o alta intelegere semnata de Ultimate Systems SRL, folosirea de catre dvs a acestui program implica acceptarea de catre dvs a acestui contract.

Evaluare si Inregistrare

Acest program nu este gratuit. Aveti dreptul sa folositi versiunea neinregistrata a acestui program pentru o perioada de 14 zile in scopul evaluarii lui. Daca continuati folosirea acestui program dupa perioada de evaluare este necesar sa platiti o taxa de inregistrare. Pentru mai multe informatii asupra pretului si a metodelor de plata va rugam sunati la 056-219577 de luni pina vineri intre orele 10 si 1630.

Dupa ce veti efectua plata veti primi versiunea inregistrata a programului HARDiNFO Pro. Folosirea versiunii neinregistrate a programului HARDiNFO Pro dupa perioada de evaluare contravine legilor nationale si internationale.

Distributie

Este permisa distribuirea versiunii neinregistrate a programului HARDiNFO Pro, fara a se percepe nici un fel de taxe de catre Ultimate Systems SRL, atita timp cit se distribuie copii exacte ale versiunii originale. Se interzice obtinerea de profit din distributia acestor copii.

Versiunea Inregistrata

O copie inregistrata a programului HARDiNFO Pro poate fi utilizata de una sau mai multe persoane dar pe un singur calculator.

Daca folositi acest program intr-o retea trebuie sa obineti licente individuale pentru fiecare statie de lucru care va accesa programul prin retea. De exemplu daca 8 statii diferite vor folosi HARDiNFO Pro aveti nevoie de 8 licente indiferent daca utilizatorii vor accesa programul in acelasi timp sau pe rind.

Garantie

Acest program si fisierele insotitoare sint vindute 'asa cum sint' fara a se garanta anumite performante. Din cauza numarului mare de configuratii hardware/software in care acest program va fi instalat nu se garanteaza functionarea lui. Procedura corecta de utilizare a oricarui program dicteaza testarea intensiva a acestuia in medii fara date si informatii critice inainte de a avea incredere in calitatea si performantele acestuia. Utilizatorul va trebui sa-si asume intregul risc al folosirii acestui program.

Maximum Number of Sockets per application supported by WSOCK32.DLL

The size in bytes of the largest User Datagram Protocol (UDP) datagram that can be sent or received by a Windows Sockets application.

Your computer's current assigned IP Address.

IP Address Subnet Mask.

Year 2000 Compliance

HARDiNFO Pro stores date information correctly in and after the year 2000.

HARDiNFO Pro complies with the following criteria:

- ◆ Accurately process prior to, during and after the year 2000, all date related data and dates before, on and after January 1, 2000. Including but not limited to accurately inputting, storing, manipulating, comparing, calculating, updating, recording, displaying, outputting, transferring and sequencing such dates and data.
- ◆ Accurately interface with other software & hardware that uses standard date format (4 digits) for representation of the year.
- ◆ Interface with other software & hardware that uses 2 digit date format for representation of the year by implying that values less than or equal to 70 indicate 20xx and values greater than 70 indicate 19xx.
- ◆ Correctly process calendar dates for leap year as defined by the Gregorian calendar (note that year 2000 is a leap year).
- ◆ No Date Fields are used for other than date purposes.
- ◆ Accommodate date and century values between January 1, **1980** and December 31, **2099**.

