

Re: LTspice

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From: Ken Smith (*kensmith_at_green.rahul.net*)

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In article <1jrt31dugusf979slo3ndso49t0opn1kkv@4ax.com>, ldg <asfd@hotmail.com> wrote:

[...]

>Actually, I was wondering how wine itself works as an emulator.

Wine works very well indeed as an emulator even though it is in fact not an emulator but a port of the windows API onto linux.

> I'm

>supposing it adds another layer between the application and the

>hardware and would incur some overhead. Is this not the case?

Consider the case of a request to write to a file:

The typical Windows application does this:

- (1) The object that is requesting to be written calls its virtual method that is used for writing.
- (2) The write virtual method calls the virtual method for each of its component parts.
- (3) Each component part calls the virtual method that is part of the file handling stuff in MFC.
- (4) The file handling stuff creates the needed structure to pass to the windows API.
- (5) The windows API receives the request and burries it in warm peat for aging.
- (6) The windows API hands the request to the 32 bit DOS function.
- (7) The 32 bit DOS function calls the section of the device driver that does writing
- (8) The device driver waits for the tubes in the disk drive to warm up and then dribbles the data into the drive.

Under wine, items 5 to 8 change to this:

- (5) The wine code receives the request.
- (6) wine passes the request to the kernel function
- (7) The kernel transfers the data to a buffer and flags it as needing to be written.
- (8) When time permits or there are not enough buffers left, the Kernel calls the code for writing on this type of disk.
- (9) The write actually happens.

*>>Some companies have good programmers and others don't. In some cases, it
>>isn't that the software will not work just fine on some other system, it
>>just that the maker only tests it on one version and makes their install
>>script test for that specific version.
>>
>
>So you have to solve the problem caused by the various distro vendors
>by writing different install scripts?*