**Release : speed test and basic hardware test in software directory.**

So, before I actually write some code that might be slightly useful, two basic tests.

First up, the speed test. This displays a counter of the number of times a section of code is done, and the section of code is a pretty random cross section of SC/MP instructions , just enough thought to avoid crashes.

The purpose of this is to confirm that the replica can keep up with the software emulator, which it can.

Second up, a basic hardware test. This functions a bit like a teletype – whatever is typed in is displayed. At the same time, the lower three bits are sent to the sound system (system, seriously ?) to play the appropriate note.

This tests most of the hardware works as it should. The exception is the cassette tape – as this is basically banging data out via SIO then I might code it, but there’s no real point in implementing it.