cocos2d for iPhone performance tests. V0.7.2
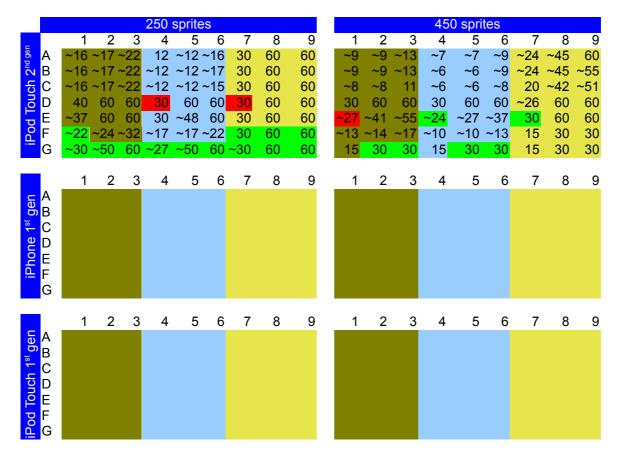
Tests

A set randomly the position of the sprites. All the positions are inside of the screen
B set randomly the position / scale of the sprites. All the positions are inside of the screen
C set randomly the position / scale / rotation of the sprites. All the positions are inside of the screen
D All sprites are rendered outside the screen
E 80% of the sprites are positioned outside the screen. The other 20% is inside the screen
F Perform transform Scale and Rotate actions to all sprites. 100% of the sprites inside the screen
G Perform transform Scale and Rotate actions to all sprites. 20% of the sprites inside the screen

Subtests

1 1 PNG sprite of 52x139 pixels
2 A PNG atlas of 1 sprite of 52x139 pixels
3 A PVRTC (4bpp, linear) atlas of 1 sprite of 52x139 pixels
4 14 PNG sprites of 85 x 121 each
5 1 PNG atlas of 14 sprites of 85 x 121 each
6 1 PVRTC (4bpp, linear) atlas of 14 sprites of 85x121 each
7 64 PNG sprites of 32x32 each
8 1 PNG atlas of 64 sprites of 32x32 each
9 1 PVRTC (4bpp,linear) atlas of 64 sprites of 32x32 each

All tests were done using firmware v2.2.1

iPod Touch 2nd gen

250 sprites

	1	2	3	4	5	6	7	8	9
A	~16	~17	~22	12	~12	~16	30	60	60
B	~16	~17	~22	~12	~12	~17	30	60	60
C	~16	~17	~22	~12	~12	~15	30	60	60
D	40	60	60	30	60	60	30	60	60
E	~37	60	60	30	~48	60	30	60	60
F	~22	~24	~32	~17	~17	~22	30	60	60
G	~30	~50	60	~27	~50	60	~30	60	60

450 sprites

	1	2	3	4	5	6	7	8	9
A	~9	~9	~13	~7	~7	~9	~24	~45	60
B	~9	~9	~13	~6	~6	~9	~24	~45	~55
C	~8	~8	11	~6	~6	~8	20	~42	~51
D	30	60	60	30	60	60	~26	60	60
E	~27	~41	~55	~24	~27	~37	30	60	60
F	~13	~14	~17	~10	~10	~13	15	30	30
G	15	30	30	15	30	30	15	30	30

iPhone 1st gen (rows A–G, columns 1–9, 250 sprites and 450 sprites — no data)

iPod Touch 1st gen (rows A–G, columns 1–9, 250 sprites and 450 sprites — no data)

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250 sprites

	1	2	3	4	5	6	7	8	9
A	~16	~17	~22	12	~12	~16	30	60	60
B	~16	~17	~22	~12	~12	~17	30	60	60
C	~16	~17	~22	~12	~12	~15	30	60	60
D	40	60	60	40	60	60	34	60	60
E	~37	60	60	30	~48	60	30	60	60
F	20	~24	30	~17	~17	~22	20	30	30
G	~22	30	30	~22	30	30	~22	30	30

450 sprites

	1	2	3	4	5	6	7	8	9
A	~9	~9	~13	~7	~7	~9	~24	~45	60
B	~9	~9	~13	~6	~6	~9	~24	~45	~55
C	~8	~8	11	~6	~6	~8	20	~42	~51
D	30	60	60	30	60	60	~26	60	60
E	30	~41	~55	20	~27	~37	~26	60	60
F	~13	~14	~17	~10	~10	~13	15	30	30
G	15	~25	~28	15	~23	~26	15	30	30

iPhone 1st gen

250 sprites

	1	2	3	4	5	6	7	8	9
A	~14	~15	~21	~10	~10	~16	30	60	60
B	~14	~14	~21	~10	~10	~16	30	60	60
C	~13	~14	~18	~9	~10	~13	~26	~55	60
D	30	60	60	30	60	60	30	60	60
E	30	60	60	~30	~42	~55	30	60	60
F	~16	~20	~23	~13	~15	~18	20	30	30
G	20	~30	30	20	~30	30	20	30	30

450 sprites

	1	2	3	4	5	6	7	8	9
A	~8	~9	~13	~6	~6	~8	20	~40	~51
B	~8	~8	~11	~5	~6	~8	~18	~38	~50
C	~7	~7	~10	~5	~5	~7	~16	~36	~46
D	20	60	60	20	60	60	20	60	60
E	20	~36	~50	~17	~24	~34	20	60	60
F	~10	~12	~15	~8	~9	~11	~12	20	20
G	12	20	20	~11	20	20	12	20	20

iPod Touch 1st gen

250 sprites

	1	2	3	4	5	6	7	8	9
A	~14	~15	~21	~10	~10	~15	30	60	60
B	~13	~14	~20	~10	~10	~16	30	60	60
C	~13	~14	~18	~9	~10	~13	~25	~55	60
D	30	60	60	30	60	60	30	60	60
E	30	60	60	~30	~40	~55	30	60	60
F	~16	~20	~23	~13	~15	~18	20	30	30
G	20	~30	30	20	~30	30	20	30	30

450 sprites

	1	2	3	4	5	6	7	8	9
A	~8	~9	~12	~6	~6	~8	20	~40	~51
B	~7	~8	~11	~5	~6	~8	~18	~38	~50
C	~7	~7	~10	~5	~5	~7	15	~36	~46
D	20	60	60	20	60	60	20	60	60
E	20	~36	~50	~17	~24	~34	20	60	60
F	~10	~12	~15	~8	~9	~11	~12	20	20
G	12	20	20	~11	20	20	12	20	20