org.wikipedia.alpha

54.5 %	99.0 %	104.8 MB	1311.5 MB	46	0
Max. App CPU	Max. Device CPU	Max. App Memory	Max. Device Memory	Avg. FPS	Crashes

Duration: 3 minutes, 26 seconds
Start Date: Jan 13, 2025 14:16:33
End Date: Jan 13, 2025 14:19:59
Test Session: task
Device: sdk_gphone64_arm64 15

Summary

Pass Moderate Warning Skipped

Max. Layout Measure Time 108.3 ms *(Warning limit exceeded: > 16.67 ms)*

Avg. FPS 46 *(Moderate limit exceeded: < 60)*

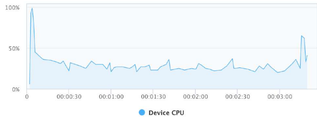
Pass

- Max. Animations: 1.7 ms
- Avg. App CPU: 3.4 %
- Max. App CPU: 54.5 %
- Avg. App Memory: 94.3 MB
- Max. App Memory: 104.8 MB
- App Size: 20.4 MB
- Crashes: 0
- Avg. Device CPU: 31.6 %
- Max. Device CPU: 99.0 %
- Avg. Device Memory: 1234.1 MB
- Max. Device Memory: 1311.5 MB
- Max. Draw Time: -0.0 ms
- Avg. Energy Score: 46.7 pts
- Max. Input Events: 0.0 ms
- Janks: 10.0
- Max. SQLite Performed Query: 39.0 ms
- Total Network Download: 0.0 MB
- Total Network Upload: 0.0 MB

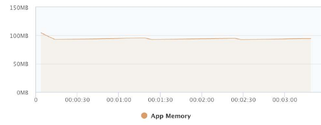
Metrics

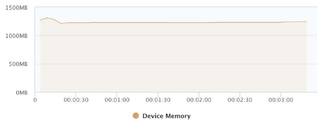
CPU

Starting from Apptim Desktop v1.6.9, the CPU usage metric values will now take into account multi-core CPUs.
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring CPU usage you might encounter CPU percentages that appear to exceed 100%. This indicates that the total CPU utilization across all cores is higher than the capacity of a single core.



Memory





Network

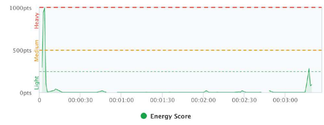
Render

For more information about how to understand this data, definitions and your goals as an App Developer read more here.

Insights during the test (not critical)
- Sync Start Draw Commands: A lot of new Bitmaps were drawn which must be uploaded to the GPU. To understand more about the sync phase, check out the Profile GPU Rendering video.
- Sync Time: The RenderThread was busy working on a different frame. This is used internally to differentiate between the frame that is doing too much work and exceeds the 16ms limit, and the frame that is lagging due to the previous frame exceeding the 16ms limit.
- Vsync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.

Energy

Apptim profiles the use of the CPU and GPS sensor, and it displays a visualization of how much energy each of these components uses. This Energy Score also shows you occurrences of system events (wake locks, alarms, jobs, and location requests) that can affect energy consumption. Read more about how this works here.



Test Environment

sdk_gphone64_arm64

Android version:	15
Manufacturer:	Google
Model:	sdk_gphone64_arm64
CPU:	ranchu
CPU Arch:	arm64-v8a
CPU Cores:	1
RAM:	2GB

App Information

Name:	None
Version:	None
Package Name:	org.wikipedia.alpha
Launch Activity:	None
Use large heap:	Yes
Debuggable:	Yes

Screen Information

Screen orientation:	port
Screen resolution:	1080x2400
Layout size:	Normal
Display density:	120dpi (ldpi)
LOpenGL ES:	196608

Apptim Environment

Host Os:	Darwin
Host Arch:	64bit
Host Id:	4eaf5516329fb3c66d141dc7bffdab5e45ee85843e50c76cb3d28de1e80ab
Apptim Agent Version:	0.15.3

App Compatibility

Min API Level:	Undefined
Target API Level:	Undefined
Native CPU architectures:	No
Screens:	