Times per move for set depth of 4.
Datenreihe1: no sort (blue)
Datenreihe2: with sort (orange)
Detenreihe3: with sort and beam of 5 (gray)

Time per move in ms (Map 1)

Time per move in ms (Map 2)

Time per move in ms (Map 5)

Time per move in ms (Map 8)

Time per move in ms (Map 10)

Time per move in ms (Map 10)

Time per move in ms (Map 11)

Time per move in ms (Map 15)

Time per move in ms (Map 15)

Time per move in ms (Map 20)

Time per move in ms (Map 30)

Time per move in ms (Map 30)