

org.wikipedia.alpha

107.1 %
Max. App CPU400.0 %
Max. Device CPU212.2 MB
Max. App Memory1437.2 MB
Max. Device Memory32
Avg. FPS0
Crashes

⌚ Duration: 5 minutes, 47 seconds 📁 Test Session: WikiPerformanceTest
▶ Start Date: Nov 22, 2024 01:04:17 📡 Device: sdk_gphone64_x86_64 API 15
🕒 End Date: Nov 22, 2024 01:10:04

Summary

● Pass ● Moderate ● Warning ● Skipped

- ⚠ Max. Animations 37.7 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Max. Input Events 147.2 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Janks 57.0 (Warning limit exceeded: > 50)
- ⚠ Max. Layout Measure Time 226.2 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Avg. FPS 32 (Moderate limit exceeded: < 60)
- ⚠ Total Network Download 29.5 MB (Moderate limit exceeded: > 20 MB)

✓ Pass

Avg. App CPU: 20.2 %

Max. App CPU: 107.1 %

Avg. App Memory: 179.7 MB

Max. App Memory: 212.2 MB

App Size: 20.4 MB

Crashes: 0

Avg. Device CPU: 219.1 %

Max. Device CPU: 400.0 %

Avg. Device Memory: 1385.2 MB

Max. Device Memory: 1437.2 MB

Max. Draw Time: 0.0 ms

Avg. Energy Score: 56.9 pts

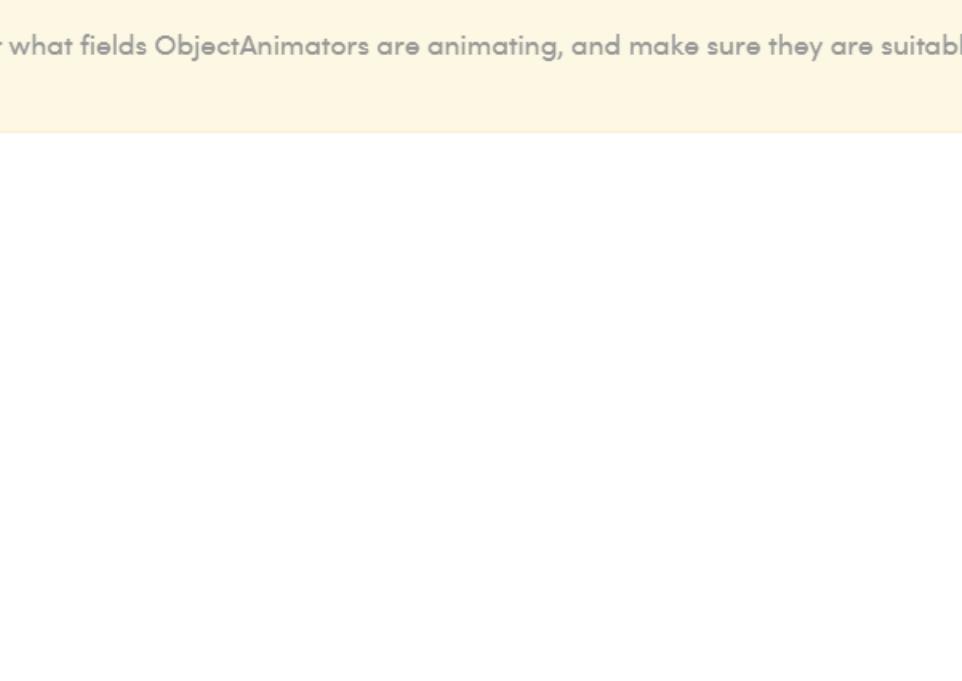
Max. SQLite Performed Query: 64.0 ms

Total Network Upload: 0.3 MB

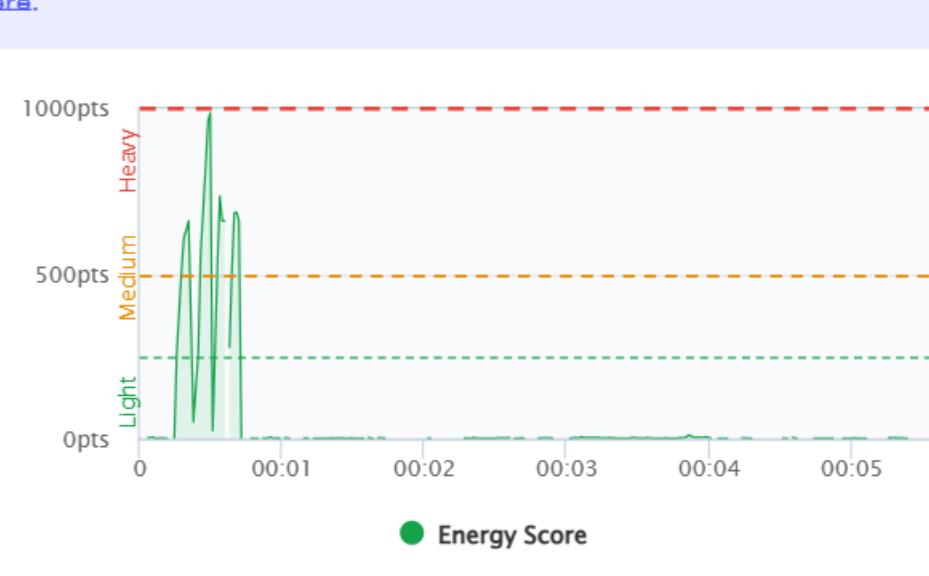
Metrics

CPU

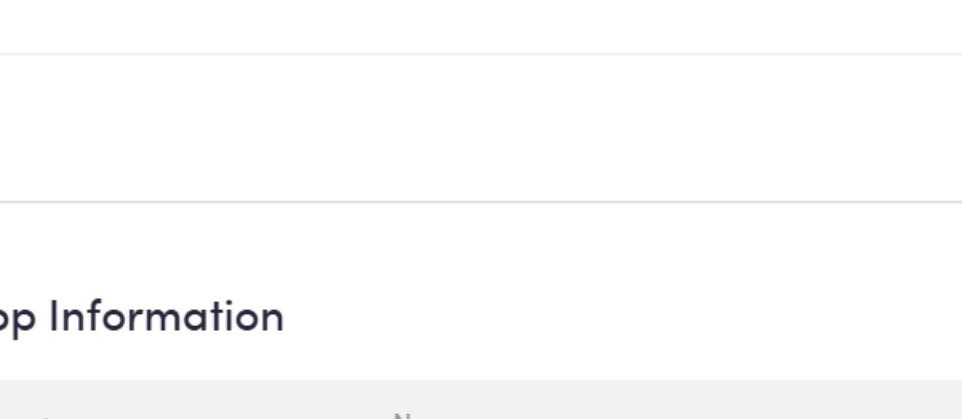
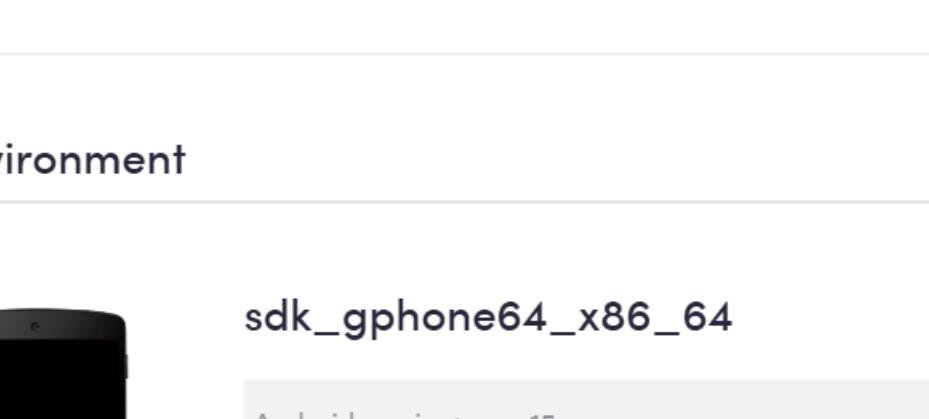
⌚ Starting from Apptim Desktop v1.6.9, the CPU usage metric values will now take into account multi-core CPUs.
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring 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 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.

* 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](#).

* Input Events: The app spends unusual time processing input events, such as View.OnTouchEvent(), indicating that this process should be optimized or offloaded to another thread. Note that it is expected and acceptable for this value to be high in some situations, such as when click events start new activities or similar situations.

* Animations took more than 2ms, check if your app wrote any custom animations or what fields ObjectAnimators are animating, and make sure they are suitable for an animation.

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_x86_64

Android version:	15
Manufacturer:	Google
Model:	sdk_gphone64_x86_64
CPU:	ranchu
CPU Arch:	x86_64
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:	1080x1920
Layout size:	Normal
Display density:	120dpi (ldpi)
OpenGL ES:	196608

Apptim Environment

Host Os:	Windows
Host Arch:	64bit
Host Id:	2d274210fdfa56a3072114637256d2f74fe6a70d45599840e
Apptim Agent Version:	0.15.3

App Compatibility

Min API Level:	Undefined
Target API Level:	Undefined
Native CPU architectures:	No
Screens:	1

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Apptim Agent Version:	0.15.3