

52.6 % Max. App CPU	236.0 % Max. Device CPU	268.9 MB Max. App Memory	1484.4 MB Max. Device Memory	40 Avg. FPS	0 Crashes
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⌚ Duration: 2 minutes, 28 seconds	📁 Test Session: Wikipedia
▶ Start Date: Dec 17, 2024 22:02:19	📱 Device: sdk_gphone64_arm64 🏠 14
📅 End Date: Dec 17, 2024 22:04:48	

Summary

● Pass ● Moderate ● Warning ● Skipped

❗ Max. Animations65.0 ms(Warning limit exceeded: > 16.67 ms)

❗ Max. Input Events29.1 ms(Warning limit exceeded: > 16.67 ms)

❗ Max. Layout Measure Time119.6 ms(Warning limit exceeded: > 16.67 ms)

⚠ Avg. FPS40(Moderate limit exceeded: < 60)

⚠ Total Network Download27.9 MB(Moderate limit exceeded: > 20 MB)

✅ Pass

Avg. App CPU: 19.0 %

Max. App CPU: 52.6 %

Avg. App Memory: 210.0 MB

Max. App Memory: 268.9 MB

App Size: 20.4 MB

Crashes: 0

Avg. Device CPU: 86.9 %

Max. Device CPU: 236.0 %

Avg. Device Memory: 1438.7 MB

Max. Device Memory: 1484.4 MB

Max. Draw Time: 0.0 ms

Avg. Energy Score: 148.0 pts

Janks: 39.0

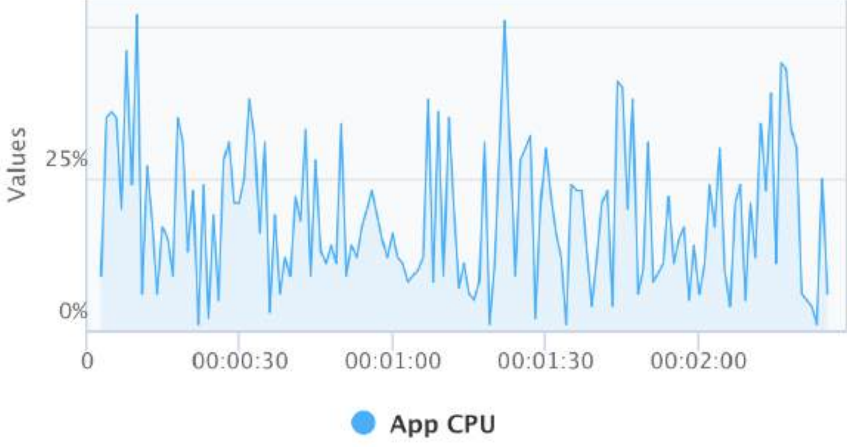
Max. SQLite Performed Query: 35.0 ms

Total Network Upload: 0.3 MB

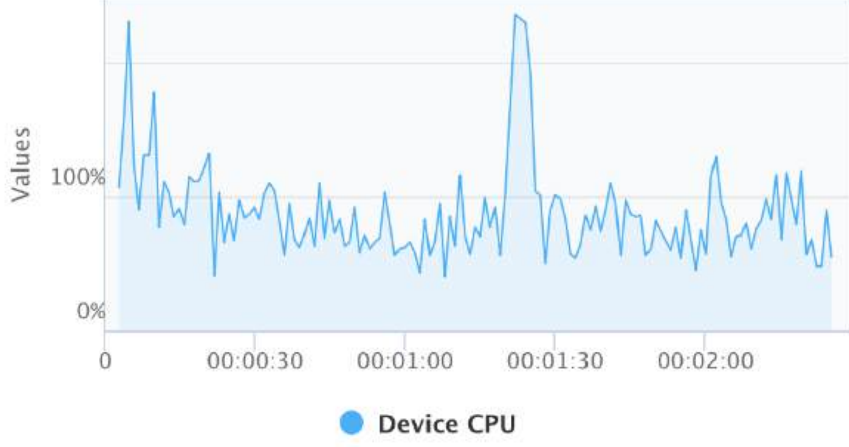
Metrics

▼ 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.




App CPU

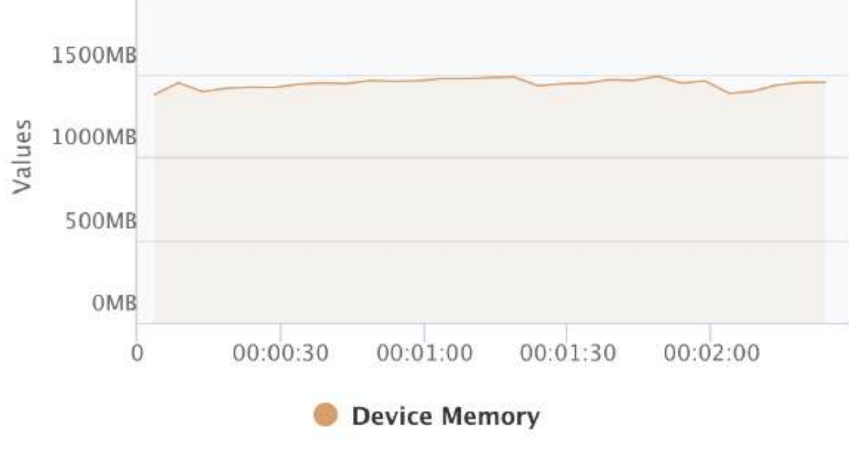


Device CPU

▼ Memory

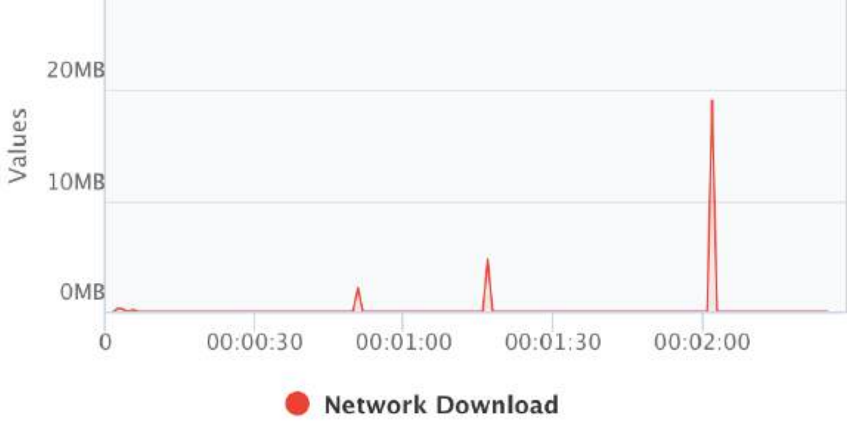


App Memory

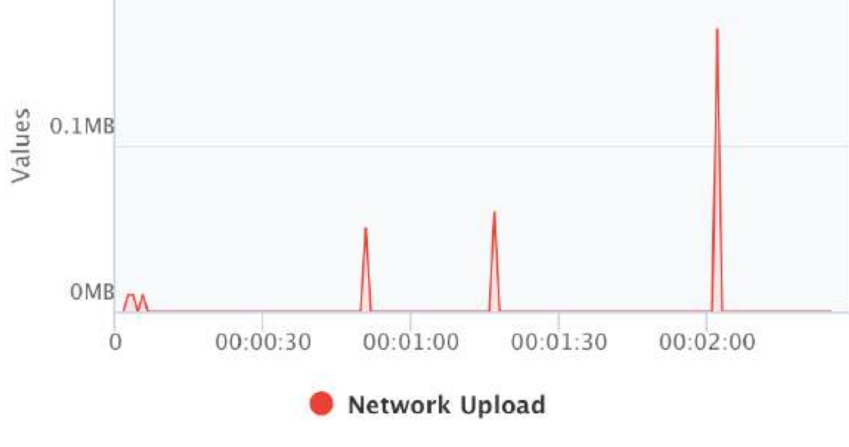


Device Memory

▼ Network



Network Download



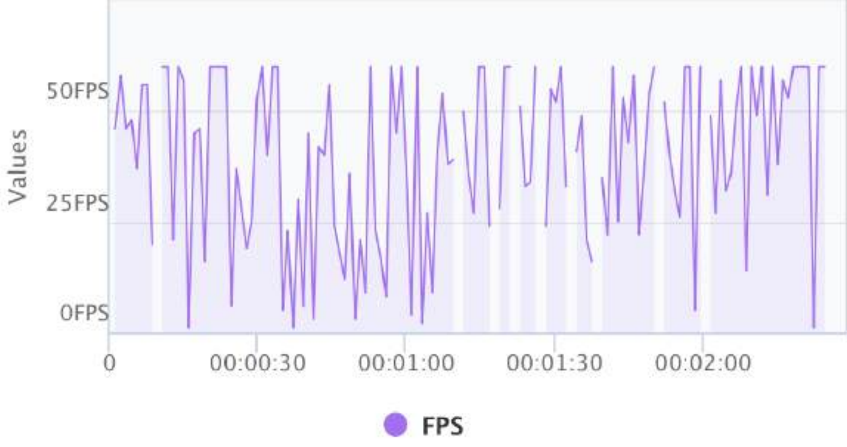
Network Upload

▼ 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)

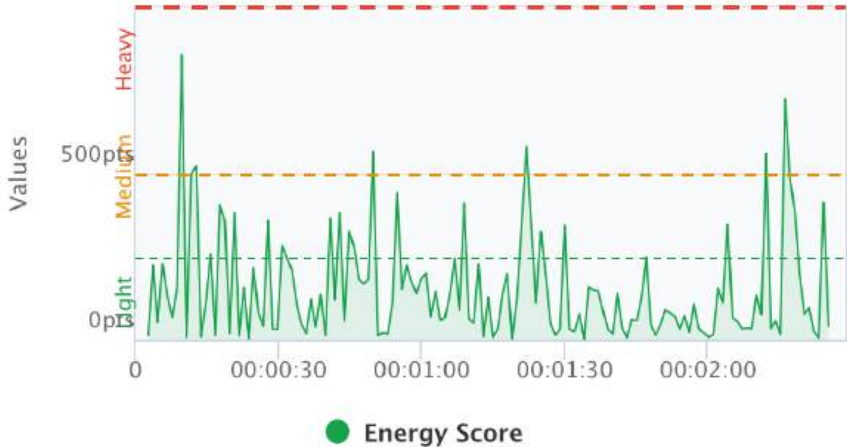
- Sync Start Draw Commands: A lot of new Bitmaps were drawn which must be uploaded to the GPU. To understand more about the sync phase, check out the [Profile GPU Rendering video](#).
- Animations took more than 2ms, check if your app wrote any custom animations or what fields ObjectAnimators are animating, and make sure they are suitable for an animation.
- Vsync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.
- 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.
- 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.



FPS


▼ 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](#).



Energy Score

Test Environment



sdk_gphone64_arm64

Android version: 14

Manufacturer: Google

Model: sdk_gphone64_arm64

CPU: ranchu

CPU Arch: arm64-v8a

CPU Cores: 4

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: 1080x2280

Layout size: Normal

Display density: 120dpi (ldpi)

LOpenGL ES: 196608

Apptim Environment

Host Os: Darwin

Host Arch: 64bit

Host Id: 83eb894bdab39f2c8f545567b281db1f836370d1f06b173

Apptim Agent Version: 0.15.3

App Compatibility

Min API Level: Undefined

Target API Level: Undefined

Native CPU architectures: No

Screens:

Support Any Density: None