



org.wikipedia.alpha

173.2 %

Max. App CPU

383.0 %

Max. Device CPU

236.1 MB

Max. App Memory

1609.2 MB

Max. Device Memory

19

Avg. FPS

0

Crashes

⌚ Duration: 6 minutes, 36 seconds
▶ Start Date: Dec 09, 2024 14:07:23
▣ End Date: Dec 09, 2024 14:12:59

⌚ Test Session: sample_usage_short
⌚ Device: sdk_gphone64_x86_64 14

Summary



● Pass ● Moderate ● Warning ● Skipped

- ⚠ Max. Animations 41.6 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Avg. FPS 19 (Warning limit exceeded: < 30)
- ⚠ Max. Input Events 363.5 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Max. Layout Measure Time 477.4 ms (Warning limit exceeded: > 16.67 ms)

✓ Pass

Avg. App CPU: 46.9 %

Max. App CPU: 173.2 %

Avg. App Memory: 183.6 MB

Max. App Memory: 236.1 MB

App Size: 20.4 MB

Crashes: 0

Avg. Device CPU: 171.6 %

Max. Device CPU: 383.0 %

Avg. Device Memory: 1652.4 MB

Max. Device Memory: 1609.2 MB

Max. Draw Time: 0.0 ms

Avg. Energy Score: 32.6 pts

Janks: 40.0

Max. SQLite Performed Query: 83.0 ms

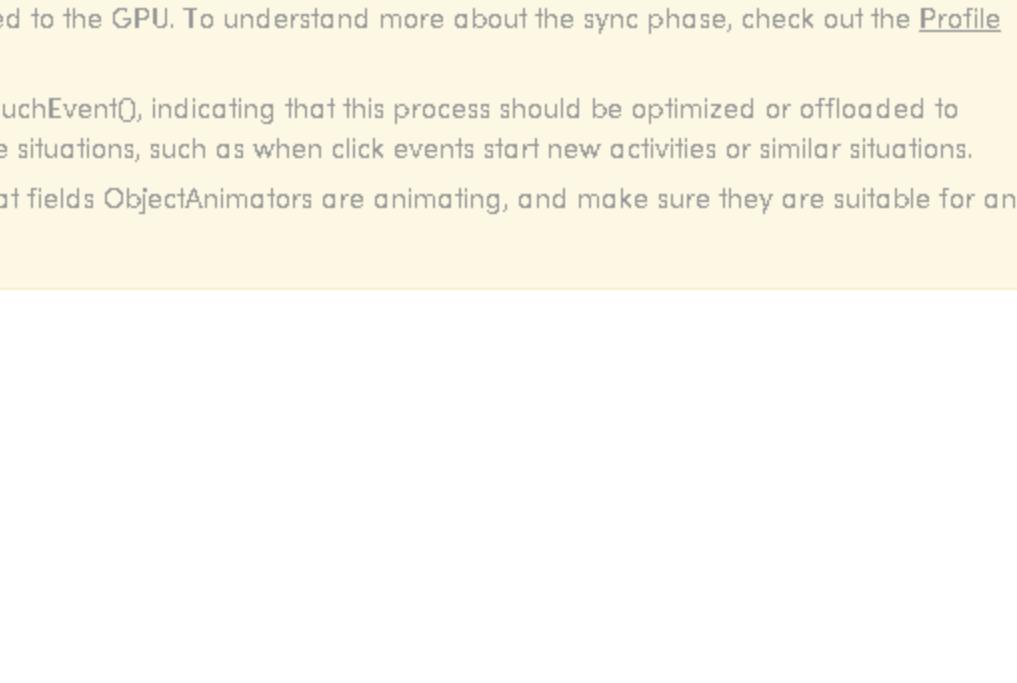
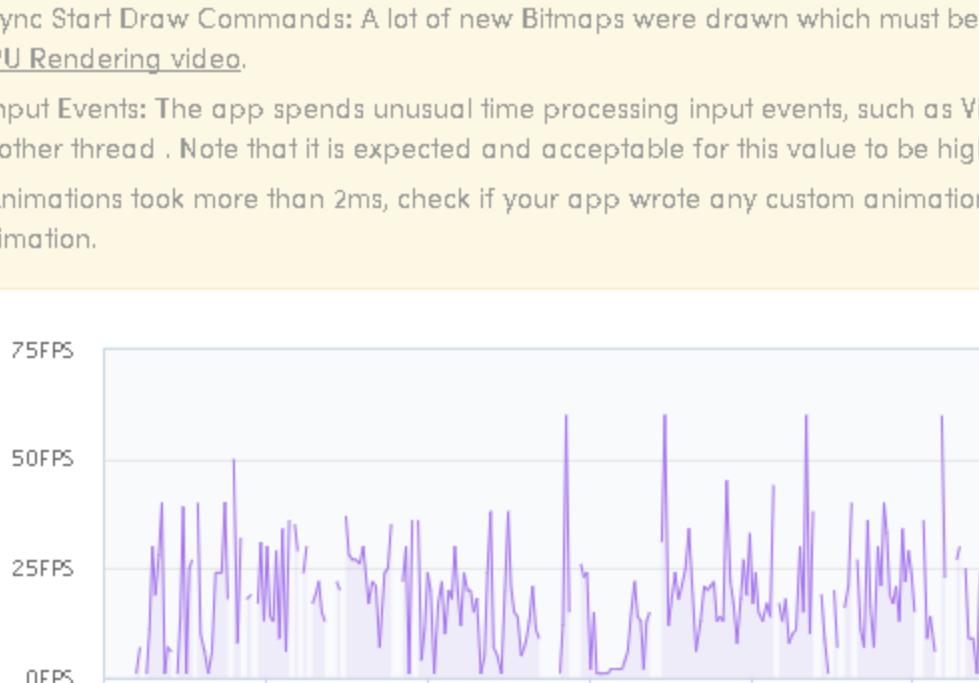
Total Network Download: 9.2 MB

Total Network Upload: 0.2 MB

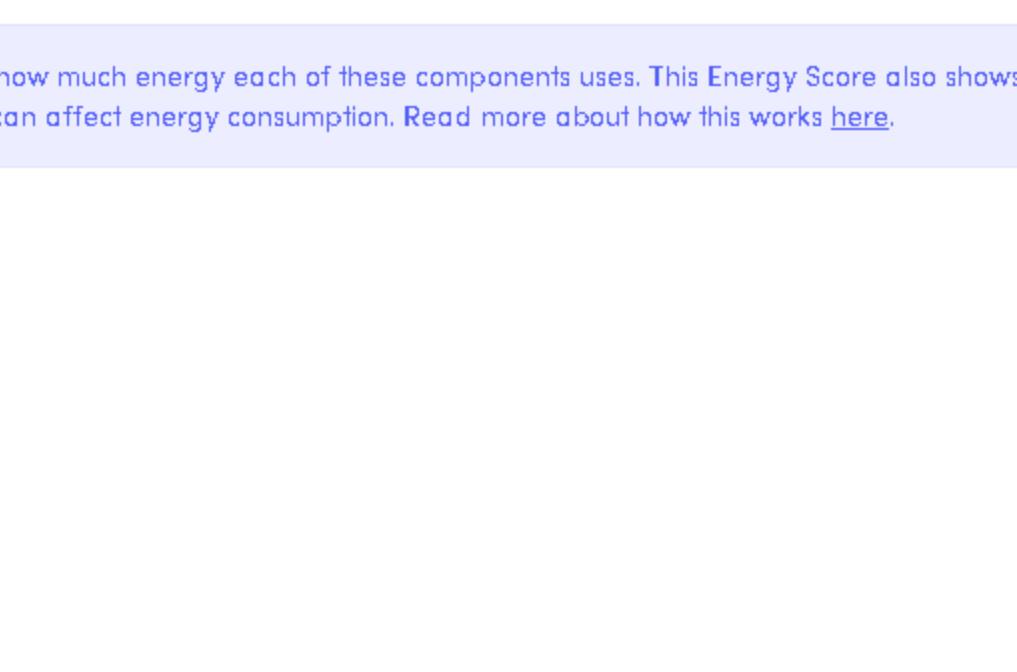
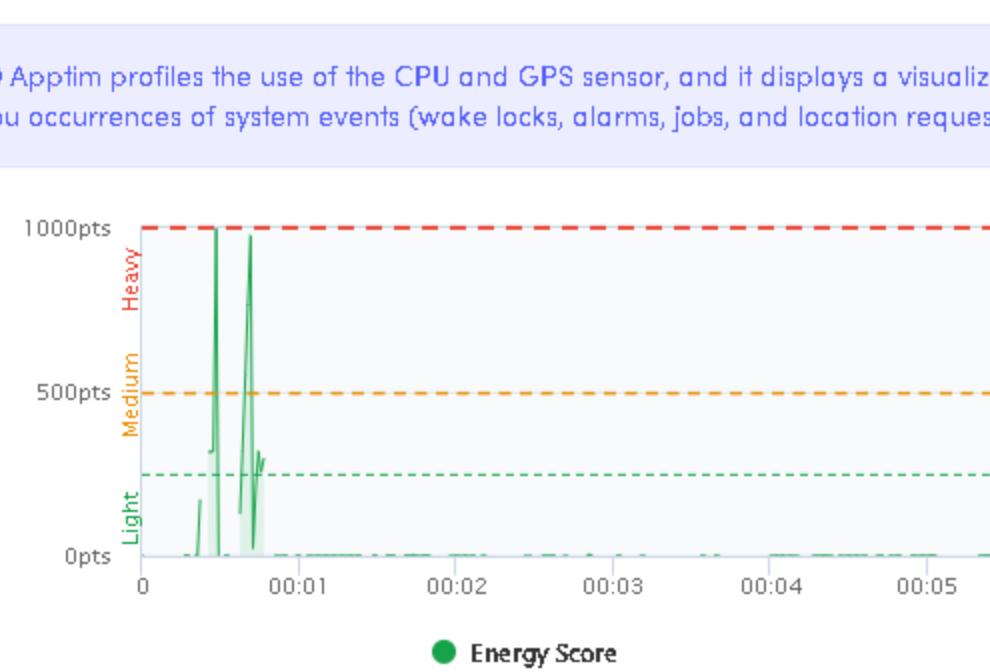
Metrics

CPU

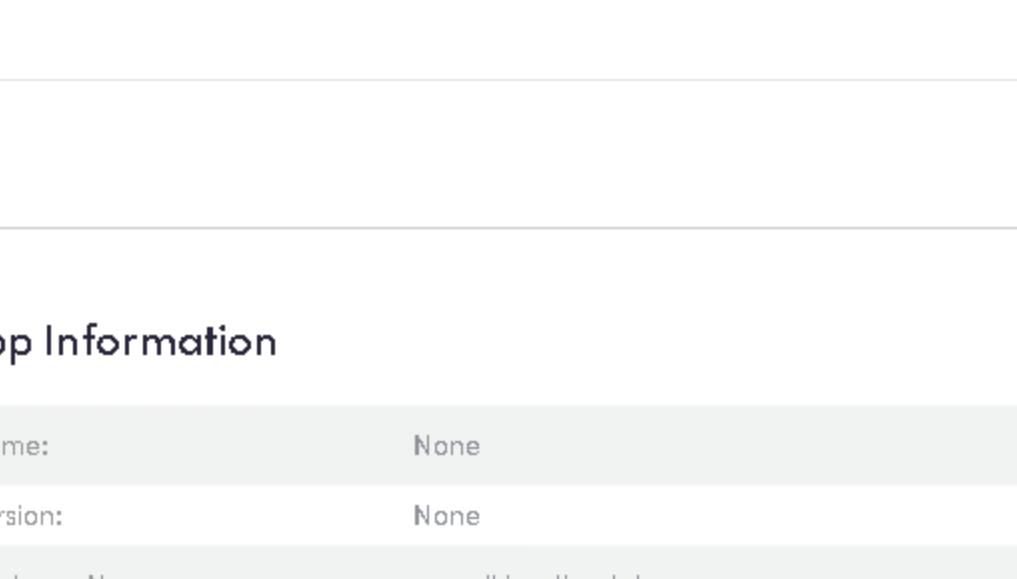
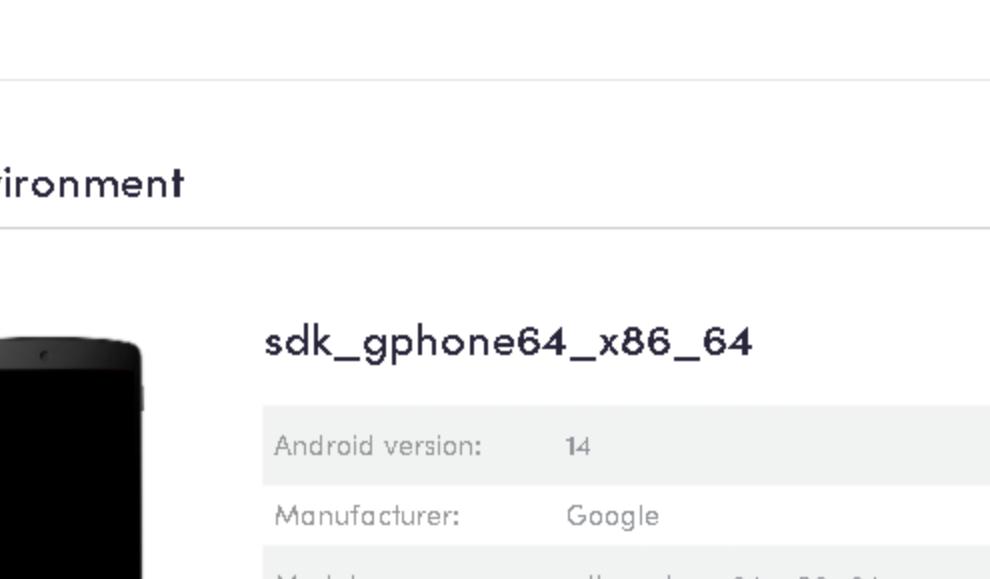
⌚ Starting from Apptim Desktop v1.6.9, the CPU usage metric values will now take into account multi-core CPUs.
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring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

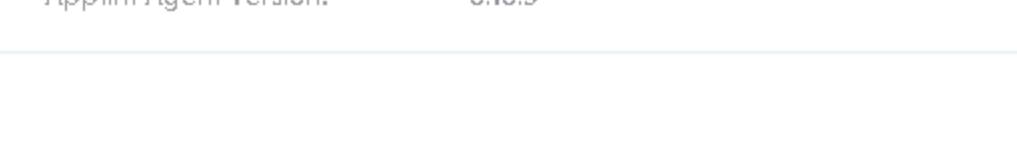
⌚ Sync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.

⌚ 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.

⌚ 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.

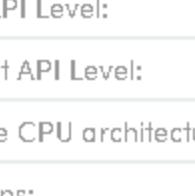


Energy

⌚ 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](#).



App Information



sdk_gphone64_x86_64

Android version: 14

Manufacturer: Google

Model: sdk_gphone64_x86_64

CPU: ranchu

CPU Arch: x86_64

CPU Cores: 1

RAM: 3GB

Name: None

Version: None

Package Name: org.wikipedia.alpha

Launch Activity: None

Use large heap: Yes

Debuggable: Yes

Screen Information

Screen orientation:	land
Screen resolution:	1080x2092
Layout size:	Large
Display density:	120dpi (ldpi)
LOpenGL ES:	196608

Apptim Environment

Host Os:	Windows
Host Arch:	64bit
Host Id:	60e00929e17c2bb98fe79bbe293818d088a96c0cc19983c91bff4
Apptim Agent Version:	0.15.3

App Compatibility

Min API Level:	Undefined
Target API Level:	Undefined
Native CPU architectures:	No
Screens:	None

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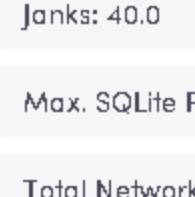
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