



org.wikipedia.alpha

24.0 %
Max. App CPU100.0 %
Max. Device CPU199.4 MB
Max. App Memory1351.7 MB
Max. Device Memory31
Avg. FPS0
Crashes

⌚ Duration: 1 minute, 16 seconds
▶ Start Date: Jan 05, 2025 13:24:06
■ End Date: Jan 05, 2025 13:25:23

⌚ Test Session: Wikipedia App Performance
⌚ Device: sdk_gphone64_arm64_15

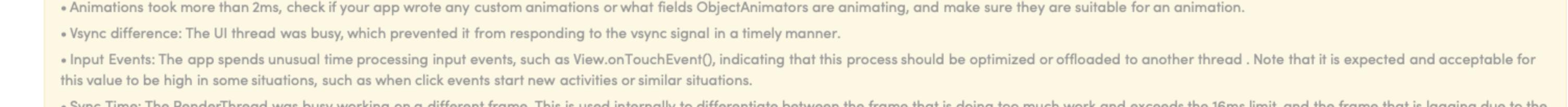
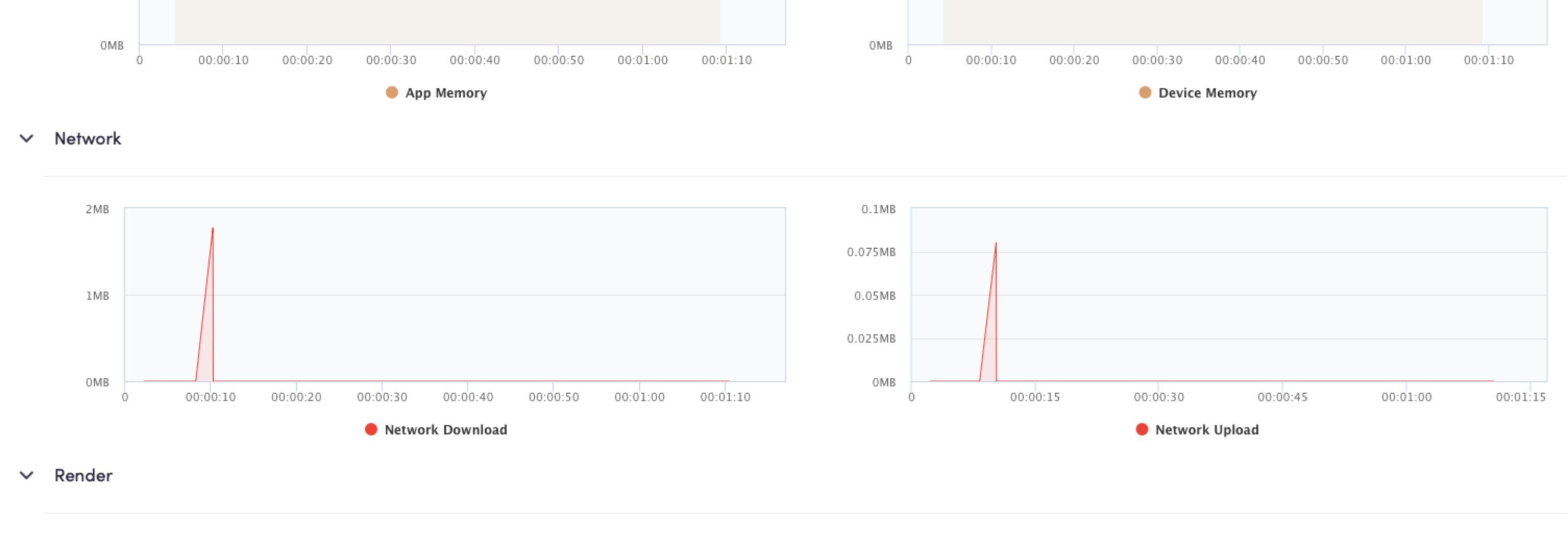
Summary

Pass (Green) Moderate (Yellow) Warning (Red) Skipped (Grey)

⚠ Max. Animations	38.0 ms	(Warning limit exceeded: > 16.67 ms)
⚠ Max. Input Events	17.6 ms	(Warning limit exceeded: > 16.67 ms)
⚠ Max. Layout Measure Time	130.6 ms	(Warning limit exceeded: > 16.67 ms)
⚠ Avg. Energy Score	263.2 pts	(Moderate limit exceeded: > 250 pts)
⚠ Avg. FPS	31	(Moderate limit exceeded: < 60)
⚠ Max. SQLite Performed Query	152.0 ms	(Moderate limit exceeded: >= 100 ms)
✓ Pass		

Avg. App CPU: 8.1%
Max. App CPU: 24.0 %
Avg. App Memory: 186.2 MB
Max. App Memory: 199.4 MB
App Size: 20.4 MB
Crashes: 0
Avg. Device CPU: 60.8 %
Max. Device CPU: 100.0 %
Avg. Device Memory: 1311.3 MB
Max. Device Memory: 1351.7 MB
Max. Draw Time: 0.0 ms
Janks: 41.0
Total Network Download: 1.9 MB
Total Network Upload: 0.1 MB

Metrics

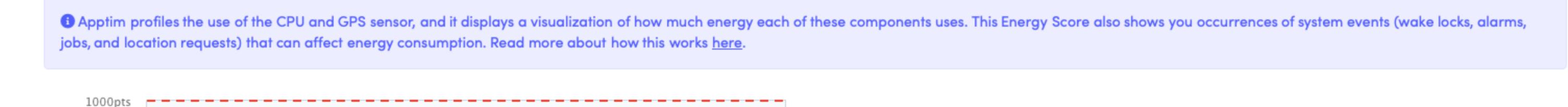


Render

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

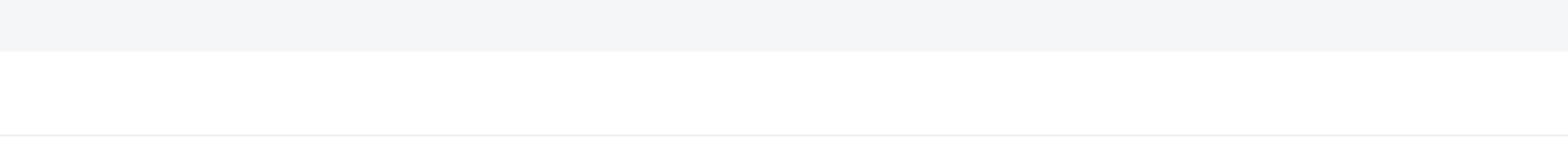
⚠ Insights during the test (not critical)

- 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.
- Sync difference: The UI thread was busy, which prevented it from responding to the sync 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.



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)
OpenGL ES:	196608

Apptim Environment

Host Os:	Darwin
Host Arch:	64bit
Host Id:	f13f72129504b861e7573e5c7e9b9390df24cfffd6d2389f947e7be6b053cd06
Apptim Agent Version:	0.15.3

App Compatibility

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

Apptim Environment

Host Os:	Darwin
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Apptim Agent Version:	0.15.3