



org.wikipedia.alpha

12.1 %

Max. App CPU

87.0 %

Max. Device CPU

84.7 MB

Max. App Memory

1883.7 MB

Max. Device Memory

60

Avg. FPS

0

Crashes

⌚ Duration: 2 minutes, 48 seconds
▶ Start Date: Dec 25, 2024 22:50:37
▣ End Date: Dec 25, 2024 22:53:25

Summary

● Pass ● Moderate ● Warning ● Skipped

Pass

Max. Animations: 0.0 ms

Avg. App CPU: 1.3 %

Max. App CPU: 12.1 %

Avg. App Memory: 82.9 MB

Max. App Memory: 84.7 MB

App Size: 20.4 MB

Crashes: 0

Avg. Device CPU: 53.9 %

Max. Device CPU: 87.0 %

Avg. Device Memory: 1864.2 MB

Max. Device Memory: 1883.7 MB

Max. Draw Time: ~0.1 ms

Avg. Energy Score: 90.9 pts

Avg. FPS: 60

Max. Input Events: 0.0 ms

Janks: 7.0

Max. Layout Measure Time: 0.9 ms

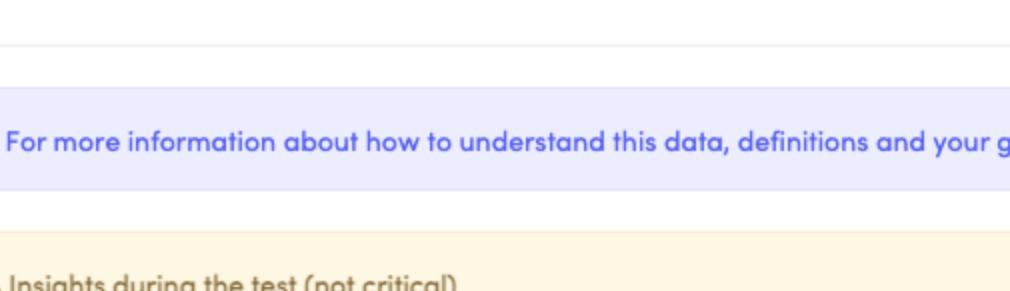
Total Network Download: 0.0 MB

Total Network Upload: 0.0 MB

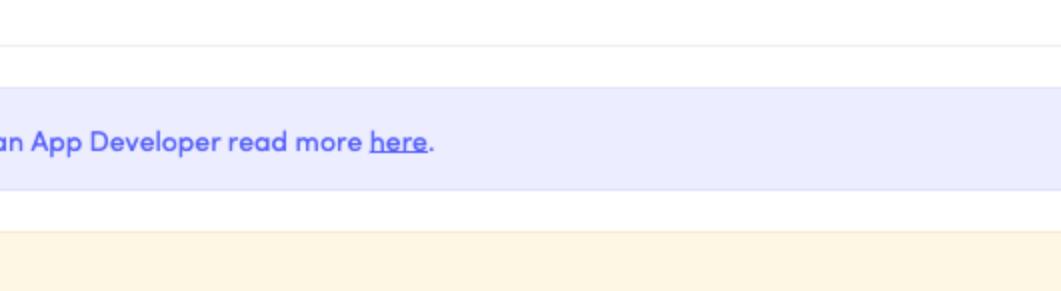
Metrics

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.

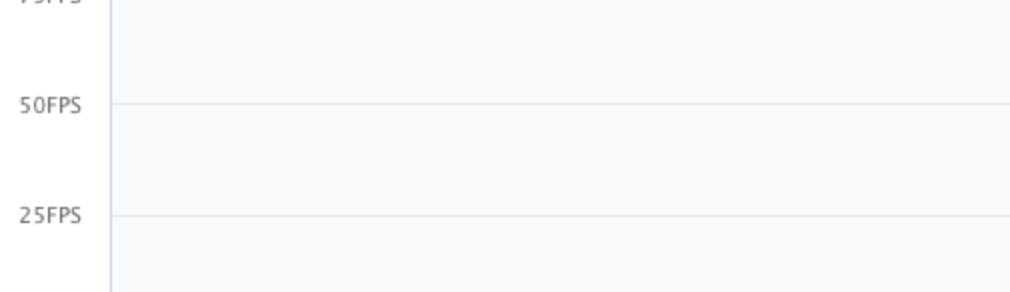


● App CPU



● Device CPU

Memory

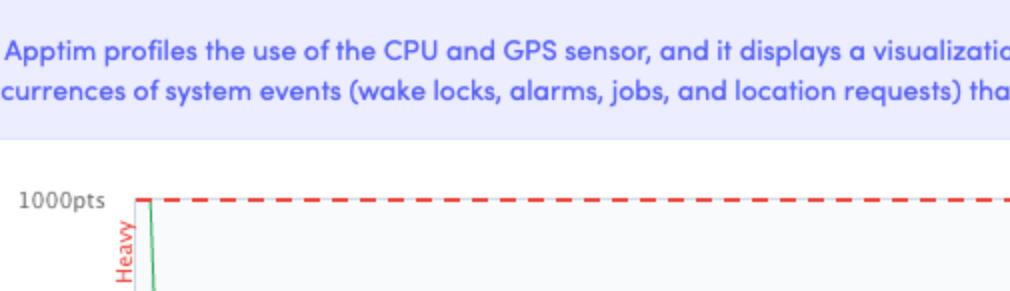


● App Memory

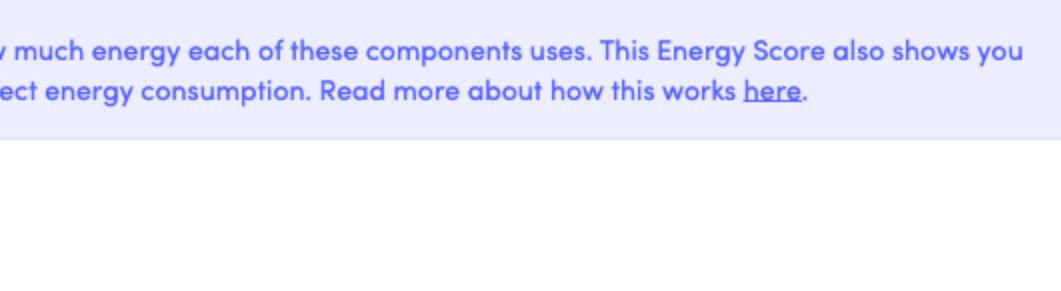


● Device Memory

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)

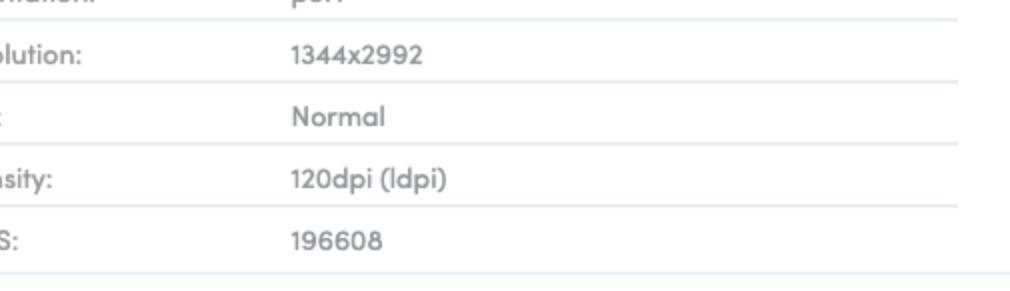
- Vsync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.
- Sync Start Draw Commands: A lot of new Bitmaps were drawn which must be uploaded to the GPU. To understand more about the sync phase, check out the [Profile GPU Rendering video](#).
- 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

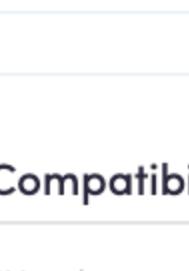
Energy

⌚ 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: 13

Manufacturer: Google

Model: sdk_gphone64_arm64

CPU: ranchu

CPU Arch: arm64-v8a

CPU Cores: 4

RAM: 3GB

App Information

Name: None

Version: None

Package Name: org.wikipedia.alpha

Launch Activity: None

Use large heap: Yes

Debuggable: Yes

Screen Information

Screen orientation: portrait

Screen resolution: 1344x2992

Layout size: Normal

Display density: 120dpi (ldpi)

LOpenGL ES: 196608

Apptim Environment

Host Os: Darwin

Host Arch: 64bit

Host Id:

c2cb0814df14ea8c91bd83596cbd3445c37b18c69c4e91a69f72ff

Apptim Agent Version: 0.15.3

App Compatibility

Min API Level: Undefined

Target API Level: Undefined

Native CPU architectures: No

Screens: 1