

Key	Value
<b>Pandora</b>	Rebirth — board XXX produced by Global Components.
User	porg
<b>OS</b>	SuperZaxxon Final 1.52
Config	Default config, no swap partition, zRAM 125 MB, cpu profile 600Mhz OPP3; WLAN, USB, BT, TVOUT all off; running on battery
Launcher & Environment	XFCE. No other apps running.
<b>PCSX ReARMed</b>	r16
BIOS	SCPH1001
Mhz	700
Settings	Defaults, except: scaler: integer scaled 4:3, hardware filter: none_up
<b>Compare to...</b>	r16 with GC on battery has more performance variation than r16 with CC on AC. mostly better, sometimes worse. Unsure wether I had different OPP settings. Maybe AC versus battery operations explains the differences. Or a real slight diff !

**Note:** When taking stats, ignore the FPS/CPU value for 1-5secs after emulation-un-pausing or renderer-switching.  
PCSX ReARMed needs this little time for „recovering“, therefore the value is unrepresentative.

Tomb Raider	TvStd	Rip	BIOS	CPU				
SLES00024	PAL	MDF/ MDS	SCPH 1001	700				
Situation	default mode		double resolu		scale2x		eagle2x	
	FPS	CPU	FPS	CPU	FPS	CPU	FPS	CPU
<b>Quick comparison</b>								
start new game, level 1, stay where you are, observe min-max while 20secs	25	30-34	25	84-89	25	33-37	25	33-37
press SELECT to get animated inventory menu, observe min-max while 20secs	25	21-25	25	49-53	25	25-27	25	23-27
<b>Demo mode:</b> load/reset game, skip intros and cutscenes until you are in the main menu with the rotating items								
best (running straight in narrow tunnel)								
avg scenes (estimation from observing wolf cave scene)								
first appearance of menu with rotating items								
right after passing the gate (note CPU-max, FPS-min)								
landing on the grass after jumping over stone edge								
closeup fight with bear (note CPU-max, FPS-min, right before transition to menu)								
reaching water surface after diving (note CPU-max, FPS-min)								

Ridge Racer	TvStd	Rip	BIOS	CPU				
SCUS94300	NTSC	CUE/ BIN	SCPH 1001	700				
Situation	default mode		double resolu		scale2x		eagle2x	
	FPS	CPU	FPS	CPU	FPS	CPU	FPS	CPU
<b>Quick comparison</b>								
Start game > Course select > Rotating 3D course map: Observe min-max while 20secs	60	32-28	60	87-94	60	38-43	60	38-44
Start game > Car select > Rotating 3D car: Observe min-max while 20secs	60	36-43	50-56	100	60	42-48	60	43-50

Dino Crisis	TvStd	Rip	BIOS	CPU				
SLUS00922	NTSC	CCD/ IMG/ SUB	SCPH 1001	700				
Situation	default mode		double resolu		scale2x		eagle2x	
	FPS	CPU	FPS	CPU	FPS	CPU	FPS	CPU
<b>Quick comparison</b>								
Start new game, skip through non-interactive part. Walk in front of the door.	30	40-45	30	83-93	60	43-48	60	43-47