

Key	Value
Pandora	Rebirth — board XXX produced by Global Components.
User	porg
OS	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.
PCSX ReARMed	r16
BIOS	SCPH1001
Mhz	700
Settings	Defaults, except: scaler: integer scaled 4:3, hardware filter: none_up
Compare to...	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 render-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	700 1001				
Situation		default mode		double resolu		scale2x		eagle2x	
		FPS	CPU	FPS	CPU	FPS	CPU	FPS	CPU
Quick comparison									
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
Demo mode: 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	700 1001				
Situation		default mode		double resolu		scale2x		eagle2x	
		FPS	CPU	FPS	CPU	FPS	CPU	FPS	CPU
Quick comparison									
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	700 1001				
Situation		default mode		double resolu		scale2x		eagle2x	
		FPS	CPU	FPS	CPU	FPS	CPU	FPS	CPU
Quick comparison									
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