

Key	Value
Pandora	GC
User	porg
OS	SuperZaxxon Final 1.52
Config	Default config, no swap partition, zRAM 60 MB, cpu profile 600Mhz OPP3; WLAN, USB, BT, TVOUT all off; running on AC
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

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				
Game benefits from DoubleRes, but NormalRes is also ok.								
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	30-35	25	67-90	25	32-37	25	33-37
press SELECT to get animated inventory menu, observe min-max while 20secs	25	21-24	25	50-53	25	25-27	25	25-28
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)	25	31	25	55	25	36	25	37
avg scenes (estimation from observing wolf cave scene)	25	40	25	91	25	43	25	45
first appearance of menu with rotating items	25	18-21	25	35-39	25	19-24	25	21-24
right after passing the gate (note CPU-max, FPS-min)	25	50	17	100	25	47-50	25	53
landing on the grass after jumping over stone edge	25	46	21	100	25	47-49	25	47
closeup fight with bear (note CPU-max, FPS-min, right before transition to menu)	25	47	21	100	25	47-51	25	51
reaching water surface after diving (note CPU-max, FPS-min)	25	50	20	100	25	53-55	25	56

Ridge Racer	TvStd	Rip	BIOS	CPU				
SCUS94300	NTSC	CUE/ BIN	SCPH 1001	700				
DoubleRes worsens game look (grainy and ruff better, doubleRes objects look very artificial)								
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	34-39	60	90-94	60	40-44	60	37-43
Start game > Car select > Rotating 3D car: Observe min-max while 20secs	60	38-41	49-53	100	60	42-47	60	47-50

Dino Crisis	TvStd	Rip	BIOS	CPU				
SLUS00922	NTSC	CCD/ IMG/ SUB	SCPH 1001	700				
DoubleRes improves look of this game a lot, and runs quite smooth.								
Glitch: Open the ingame menu, it will appear squeezed to the right half of the screen, instead of normal over the full screen.								
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	41-43	30	91-94	60	44-47	60	45-48