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	r17
BIOS	SCPH1001
Mhz	700
Settings	Defaults, scaler: scaled 4:3, hardware filter: none_up
Compare to…	r16 and r17 differ performance of some games, some better, some worse. Overall they have the same performance.

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
Quick comparison								
start new game, level 1, stay where you are, observe min-max while 20secs	25	31-35	25	89-91	25	35-37	25	34-39
press SELECT to get animated inventory menu, observe min-max while 20secs	25	21-24	25	49-52	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 observating 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
Quick comparison								
Start game > Course select > Rotating 3D course map: Observe min-max while 20secs	60	32-37	60	86-93	60	37-41	60	40-44
Start game > Car select > Rotating 3D car: Observe min-max while 20secs	60	40-43	51-54	100	60	45-49	60	44-48

Dino Crisis	**TvStd**	**Rip**	**BIOS**	**CPU**				
SLUS00922	NTSC	CCD/ IMG/ SUB	SCPH 1001	700				
Serious bug: Game does not progress beyond start screen „This game contains scenes of explicit violent and gore“								
Situation	**default mode**		**double resolu**		**scale2x**		**eagle2x**	
	FPS	CPU	FPS	CPU	FPS	CPU	FPS	CPU
Quick comparison								