

map_name	run_index	startup_time	end_time	avg_ms	min_ms	max_ms	ticks	execution_time	effective_UPS	factorio_version
quyxkh.steel.unclocked.20k.explicit.zip	1	10.796	30.285	0.192	0.096	1.096	100000	19196.803	5209.2	0.16.36
quyxkh.steel.unclocked.20k.explicit.zip	2	10.775	30.212	0.191	0.096	1.093	100000	19133.665	5226.3	0.16.36
quyxkh.steel.unclocked.20k.explicit.zip	3	10.817	30.273	0.192	0.096	1.101	100000	19230.109	5200.1	0.16.36
quyxkh.steel.unclocked.20k.zip	1	10.736	30.209	0.192	0.099	1.093	100000	19245.12	5196.1	0.16.36
quyxkh.steel.unclocked.20k.zip	2	10.771	30.213	0.192	0.1	1.089	100000	19198.402	5208.7	0.16.36
quyxkh.steel.unclocked.20k.zip	3	10.698	30.106	0.192	0.1	1.11	100000	19180.391	5213.6	0.16.36
UPS Wars 2 - DaveMcW 2.zip	1	10.718	30.923	0.2	0.119	2.061	100000	20003.218	4999.1	0.16.36
UPS Wars 2 - DaveMcW 2.zip	2	10.75	30.923	0.199	0.119	2.059	100000	19932.647	5016.8	0.16.36
UPS Wars 2 - DaveMcW 2.zip	3	10.658	30.896	0.2	0.119	2.065	100000	19970.593	5007.3	0.16.36
quyxkh.steel.clocked.20k.zip	1	10.765	31.691	0.206	0.134	3.163	100000	20644.206	4843.9	0.16.36
quyxkh.steel.clocked.20k.zip	2	10.702	31.9	0.209	0.135	3.142	100000	20933.609	4777	0.16.36
quyxkh.steel.clocked.20k.zip	3	10.718	31.752	0.208	0.135	3.132	100000	20815.605	4804	0.16.36
UPS Wars 2 - DaveMcW.zip	1	10.671	32.118	0.212	0.146	3.217	100000	21194.766	4718.1	0.16.36
UPS Wars 2 - DaveMcW.zip	2	10.715	32.116	0.211	0.146	3.191	100000	21119.858	4734.8	0.16.36
UPS Wars 2 - DaveMcW.zip	3	10.698	32.014	0.211	0.145	3.225	100000	21088.848	4741.8	0.16.36
UPS Wars 2 - mulark submission1 20k.zip	1	10.671	33.993	0.23	0.187	0.94	100000	23034.584	4341.2	0.16.36
UPS Wars 2 - mulark submission1 20k.zip	2	10.688	34.022	0.231	0.187	0.962	100000	23139.415	4321.6	0.16.36
UPS Wars 2 - mulark submission1 20k.zip	3	10.686	34.009	0.231	0.187	0.745	100000	23125.397	4324.2	0.16.36

map_name	run_index	startup_time	end_time	avg_ms	min_ms	max_ms	ticks	execution_time	effective_LPS	production_target	LEGEND
qqwhk steel unlocked 20k.zip	1	10.343	30.152	0.192	0.1	1.087	100000	19107.107	5217.2	20,000	map_name The name of the map tested
qqwhk steel unlocked 20k.zip	2	10.707	30.181	0.192	0.1	1.105	100000	19213.422	5204.8	20,000	run_index The run number for a map
qqwhk steel unlocked 20k.zip	3	10.789	30.213	0.191	0.099	1.106	100000	19119.244	5203.3	20,000	startup_time The milliseconds recorded in the log file when the line Loading script.dat occurred
LPS Wars 2 - DaveM/W 2.zip	1	10.825	30.867	0.199	0.119	2.083	100000	19851.895	5037.3	20k	end_time The milliseconds recorded in the log file when the line Goodbye occurred
LPS Wars 2 - DaveM/W 2.zip	2	10.9	31.026	0.199	0.119	2.125	100000	19698.405	5015.9	20k	avg_ms The average milliseconds logged to the console by the factory executable
LPS Wars 2 - DaveM/W 2.zip	3	10.811	30.89	0.198	0.119	2.079	100000	19806.169	5048.9	20k	min_ms The minimum milliseconds logged to the console
qqwhk steel clocked 20k.zip	1	10.734	31.753	0.207	0.134	1.951	100000	20746.785	4819.3	20,000	max_ms The maximum number of milliseconds recorded to the console
qqwhk steel clocked 20k.zip	2	10.693	31.624	0.207	0.135	1.37	100000	20720.028	4826.2	20,000	ticks The number of ticks the benchmark was executed
qqwhk steel clocked 20k.zip	3	10.724	31.741	0.207	0.134	1.333	100000	20737.411	4822.2	20,000	execution_time The total duration of the benchmark in milliseconds as logged to the console
LPS Wars 2 - DaveM/W 2.zip	1	10.736	35.1	0.211	0.148	1.024	100000	21052.814	4761.1	20,000	effective_LPS Computed updates per second by dividing the number of ticks by the execution_time
LPS Wars 2 - DaveM/W 2.zip	2	10.744	32.114	0.211	0.148	1.204	100000	21096.501	4740.1	20,000	production_target The number of plates per minute of steel the map targets
LPS Wars 2 - DaveM/W 2.zip	3	10.755	32.028	0.21	0.145	1.127	100000	21021.55	4737	20,000	
LPS Wars 2 - qqwhk submission1 20k.zip	1	10.98	34.431	0.231	0.186	1.001	100000	23114.962	4326.2	20,000	
LPS Wars 2 - mtaak submission1 20k.zip	2	10.905	34.298	0.23	0.186	1.487	100000	23040.035	4339.3	20,000	Note: The Factory inbuilt benchmark doesn't render the game. This means some additional processing overhead will occur in the normal game that is not shown here. The renderer is on its own thread, the impact will be rather minimal.
LPS Wars 2 - mtaak submission1 20k.zip	3	10.824	34.223	0.231	0.187	0.997	100000	23064.651	4337.5	20,000	