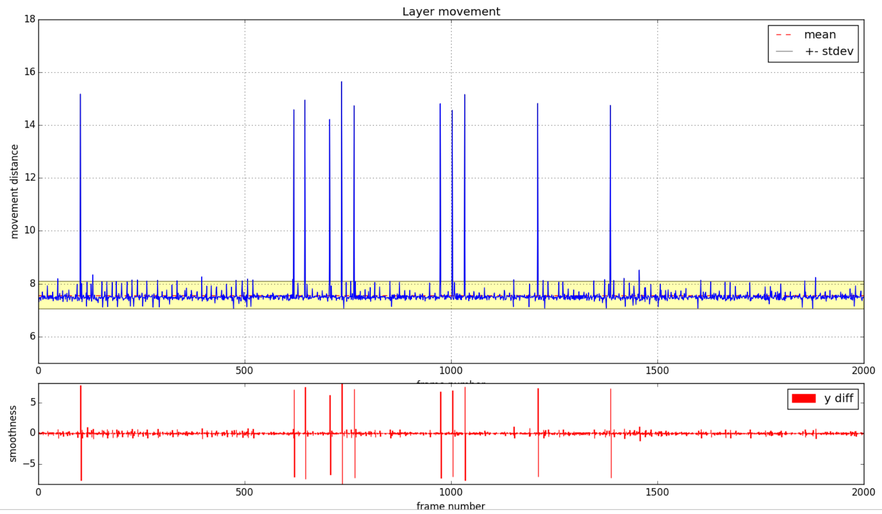
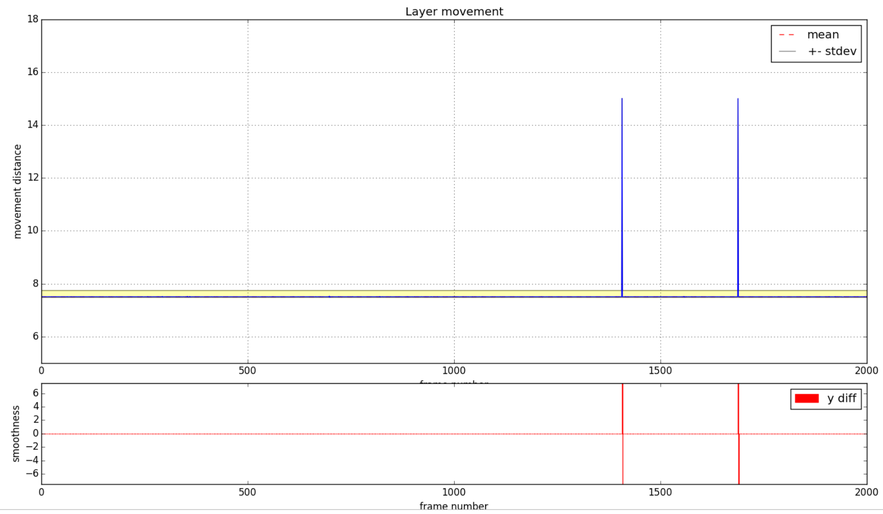
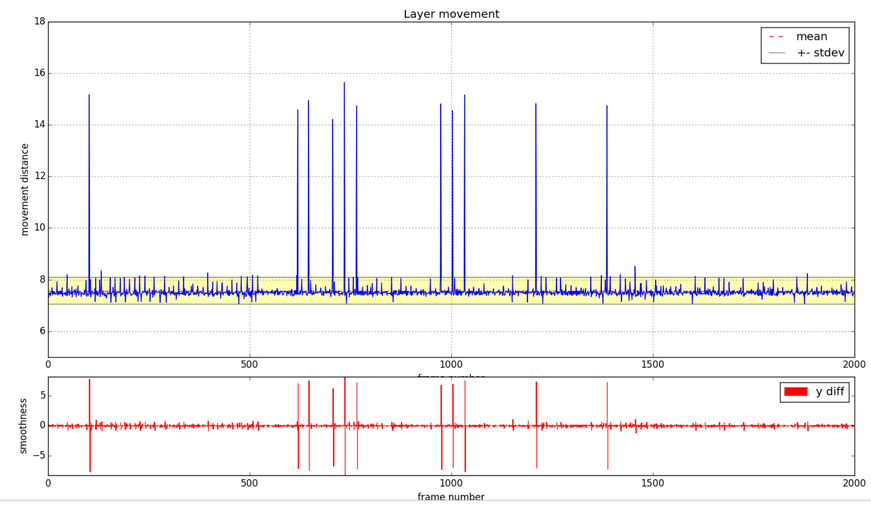
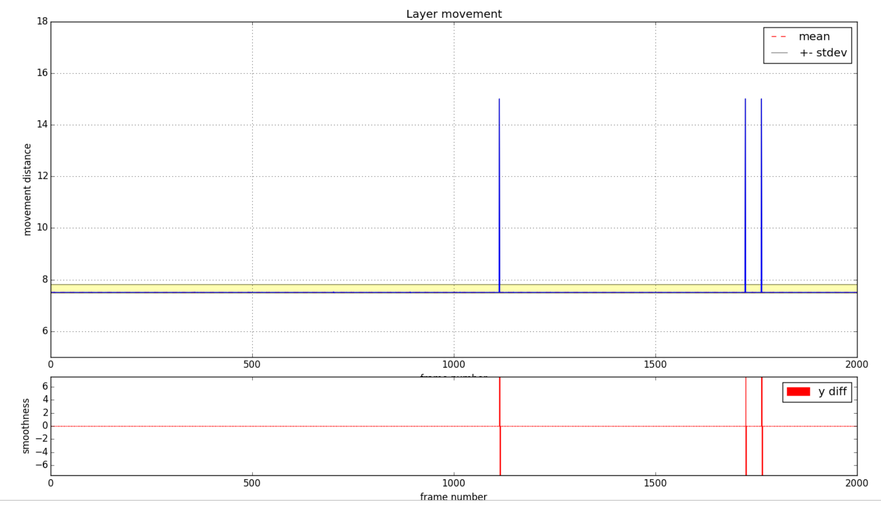
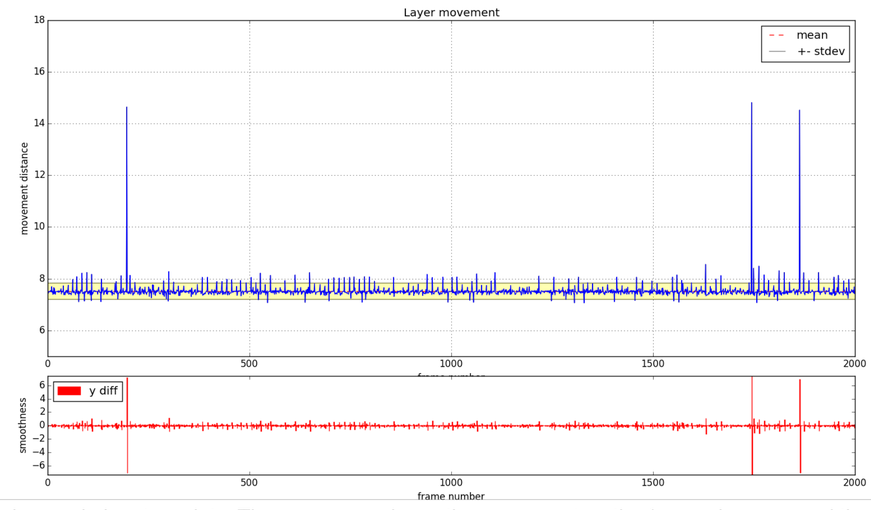
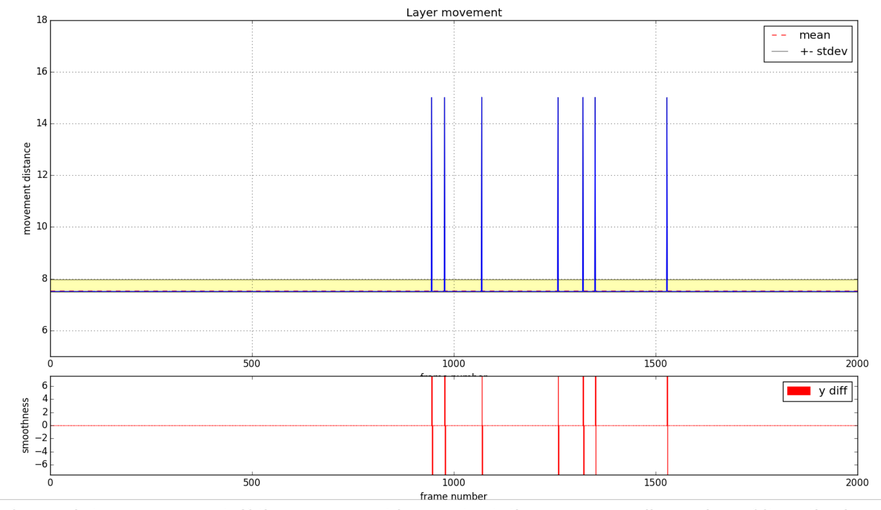
Layer Movement on OMTA case (app: BounceCat)

	Master		Compositor only	
1		total = 2000 min = 7.063 max = 15.647 stdev = 0.561 cv = 7.440 % mean = 7.547		total = 2000 min = 7.48 max = 15.013 stdev = 0.237 cv = 3.157 % mean = 7.513
2		total = 2000 min = 7.059 max = 15.044 stdev = 0.390 cv = 5.189 % mean = 7.522		total = 2000 min = 7.486 max = 15.013 stdev = 0.290 cv = 3.864 % mean = 7.517
3		total = 2000 min = 7.064 max = 14.816 stdev = 0.311 cv = 4.134 % mean = 7.518		total = 2000 min = 7.492 max = 15.02 stdev = 0.443 cv = 5.887 % mean = 7.532

Each sample has two plots. The upper one shows the movement as the frame changes, and the bottom one shows the difference for each two movement. If the movement is constant, the corresponding value of it on the lower plot will be 0. In other words, you can think the y-value on upper plot as the velocity of our moving rectangle, and the y-value on the bottom one as its acceleration. The movements on master version look much unstable. However, we still have some junks on compositor-only version.