Meaning of numbers in the stats

First Line:

###fps – average frame rate, based on frame-to-frame present time
ft:###ms – average frame-to-frame receive time from server
fj:###ms – average frame-to-frame receive time jitter (negative = early, positive = late)
r:##mb – average streaming rate
bwu:##% - bandwidth utilization as percentage.

Second Line:

######## - ~frame number
rtd: ###ms – round trip delay from client to server
pl: ### - packet loss (note there may be more than one packet per video frame)
%cpu: ##.# - on mac, the percentage of 1 core the process is using. (> 100% means using more than 1 core). Should be similar to Activity Monitor on Mac.

Third Line:

b: ####ms – 'begin' time – the latency between receipt of packet to start of processing
d: ####ms – 'decode' time – the latency from begin to decode complete
r: ####ms – 'render' time – the latency from decode complete to render complete
p:####ms – 'present' time – the latency from render complete to post-swap-buffers
t: ####ms – 'total' time – add up all of the above for total latency through the client.

Fourth Line:

wr: ###x### - window resolution
sr: ###x### - streaming resolution (may vary due to network quality)
sq: ### - 'q score' – or Quality score represents the overall streaming quality that the user is currently experiencing, where 100 is perfect and values near 0 are unplayable
e: #### - number of input events processed

Fifth Line:

gpu: ####### - type of GPU used on the server for this session
input: alt|sdl - alt: using direct input events from system, sdl: using input events from SDL library