

FILE	BYTES	CNT	MIN	MAX	AVG
engine\source\common\interfaceobjects.c:13	40576	2536	16	16	16
engine\source\fnpublish\fnpublish.c:206	42120	1755	24	24	24
engine\source\render\gl_list3d.c:567	473792	1346	352	352	352
engine\source\render\gl_list3d.c:586	11698	1346	1	35	9
engine\source\fnpublish\pubclass_collision.c:461	326616	1317	248	248	248
engine\source\scene\vistest.c:25	265320	1206	220	220	220
engine\source\scene\scenetree.c:138	239200	1196	200	200	200
engine\source\scene\scenetree.c:147	7112	1196	1	25	6
engine\source\render\gl_list3d.c:791	172928	1160	112	1456	150
engine\source\resource\model.c:482	32576	1160	28	76	29
engine\source\scene\vistest.c:123	80136	1113	72	72	72
engine\source\render\gl_list2d.c:512	102144	304	336	336	336
engine\source\render\gl_list2d.c:523	1841	304	5	17	7
backend\luxcore\src\memorypool.c:40	135444	259	520	524	523
engine\source\render\gl_list2d.c:470	9400	235	40	40	40
engine\source\render\gl_print.c:249	2961	235	1	48	13
engine\source\fnpublish\fnpublish.c:159	53284	173	308	308	308
backend\luxcore\src\refsys.c:137	70656	138	512	512	512
engine\source\resource\particle.c:144	35100	135	260	260	260
engine\source\fnpublish\pubclass_collision.c:2698	1002852	130	72	96768	7715
engine\source\fnpublish\pubclass_collision.c:2699	334284	130	24	32256	2572
engine\source\render\gl_render.c:527	1864	57	12	56	33
engine\source\render\gl_list2d.c:454	736	46	16	16	16
engine\source\render\gl_camlight.c:386	3348	27	124	124	124
engine\source\render\gl_trail.c:455	67716	22	372	4596	3078
engine\source\render\gl_trail.c:418	6336	22	288	288	288
engine\source\render\gl_list3d.c:963	2464	22	112	112	112
backend\luxcore\src\memorylist.c:30	37488	14	520	16392	2678
engine\source\scene\actorlist.c:58	1920	10	192	192	192
engine\source\scene\actorlist.c:64	57	10	1	13	6
backend\luxcore\src\contstringmap.c:353	8540	7	708	4292	1220
engine\source\common\linkedlistprimitives.c:9	96	6	16	16	16
backend\luxcore\src\contoctree.c:503	307792	5	2048	287312	61559
backend\luxcore\src\contoctree.c:598	340	5	68	68	68
backend\luxcore\src\memorystack.c:140	33740812	3	186372	16777220	11246938
engine\source\fnpublish\pubclass_collision.c:1940	26208	3	8736	8736	8736
engine\source\render\gl_particle.c:265	548	3	140	236	183
engine\source\render\gl_particle.c:168	416	3	96	192	139
engine\source\fnpublish\pubclass_actornode.c:58	312	3	104	104	104
backend\luxcore\src\memorystack.c:22	94	3	30	33	32
engine\source\fnpublish\pubclass_console.c:25	522256	2	261128	261128	261128
engine\source\resource\bone.c:203	13688	2	6748	6940	6844
engine\source\render\gl_print.c:56	2616	2	1308	1308	1308
engine\source\common\mesh.c:320	600	2	300	300	300
engine\source\common\mesh.c:374	600	2	300	300	300
engine\source\resource\resmanager.c:269	448	2	224	224	224
engine\source\resource\bone.c:199	376	2	188	188	188
engine\source\common\mesh.c:312	192	2	96	96	96
engine\source\common\mesh.c:366	192	2	96	96	96
engine\source\common\mesh.c:316	16	2	8	8	8
engine\source\common\mesh.c:370	16	2	8	8	8
engine\source\render\gl_particle.c:267	14	2	6	8	7
engine\source\common\mesh.c:172	2097196	1	2097196	2097196	2097196
engine\source\common\mesh.c:168	131070	1	131070	131070	131070
engine\source\fnpublish\pubclass_collision.c:3636	16000	1	16000	16000	16000
engine\source\common\console.c:54	12800	1	12800	12800	12800
engine\source\common\mesh.c:532	7596	1	7596	7596	7596
engine\source\common\mesh.c:689	6444	1	6444	6444	6444
engine\source\render\gl_list3d.c:2087	5600	1	5600	5600	5600
engine\source\common\mesh.c:195	1580	1	1580	1580	1580
backend\luxcore\src\contvector.c:32	1552	1	1552	1552	1552
engine\source\render\gl_list3d.c:1839	1156	1	1156	1156	1156
engine\source\fnpublish\fnpublish.c:595	1076	1	1076	1076	1076
engine\source\common\mesh.c:530	1008	1	1008	1008	1008
engine\source\render\gl_camlight.c:95	952	1	952	952	952
engine\source\render\gl_camlight.c:474	784	1	784	784	784
engine\source\common\mesh.c:687	576	1	576	576	576
engine\source\common\vid.c:1229	564	1	564	564	564
engine\source\common\vid.c:557	564	1	564	564	564
engine\source\common\vid.c:1222	564	1	564	564	564
engine\source\resource\resmanager.c:544	564	1	564	564	564
engine\source\common\vid.c:558	564	1	564	564	564
engine\source\common\vid.c:1221	564	1	564	564	564
engine\source\common\mesh.c:164	96	1	96	96	96
engine\source\common\mesh.c:682	96	1	96	96	96
engine\source\common\mesh.c:182	96	1	96	96	96
engine\source\common\mesh.c:525	96	1	96	96	96
engine\source\fnpublish\pubclass_matrix.c:16	92	1	92	92	92
engine\source\common\mesh.c:194	48	1	48	48	48
engine\source\common\console.c:48	36	1	36	36	36
engine\source\render\gl_particle.c:43	30	1	30	30	30
engine\source\fnpublish\pubclass_system.c:602	25	1	25	25	25