

Simple

RVO

Detour Crowd

Budget Allocator

Animation Sharing

Quit

Simple AI

Frame: 15.44 ms  
Game: 15.43 ms  
Draw: 13.11 ms  
GPU: 15.41 ms  
DynRes: Unsupported  
Draws: 1563  
Prims: 25450.5K

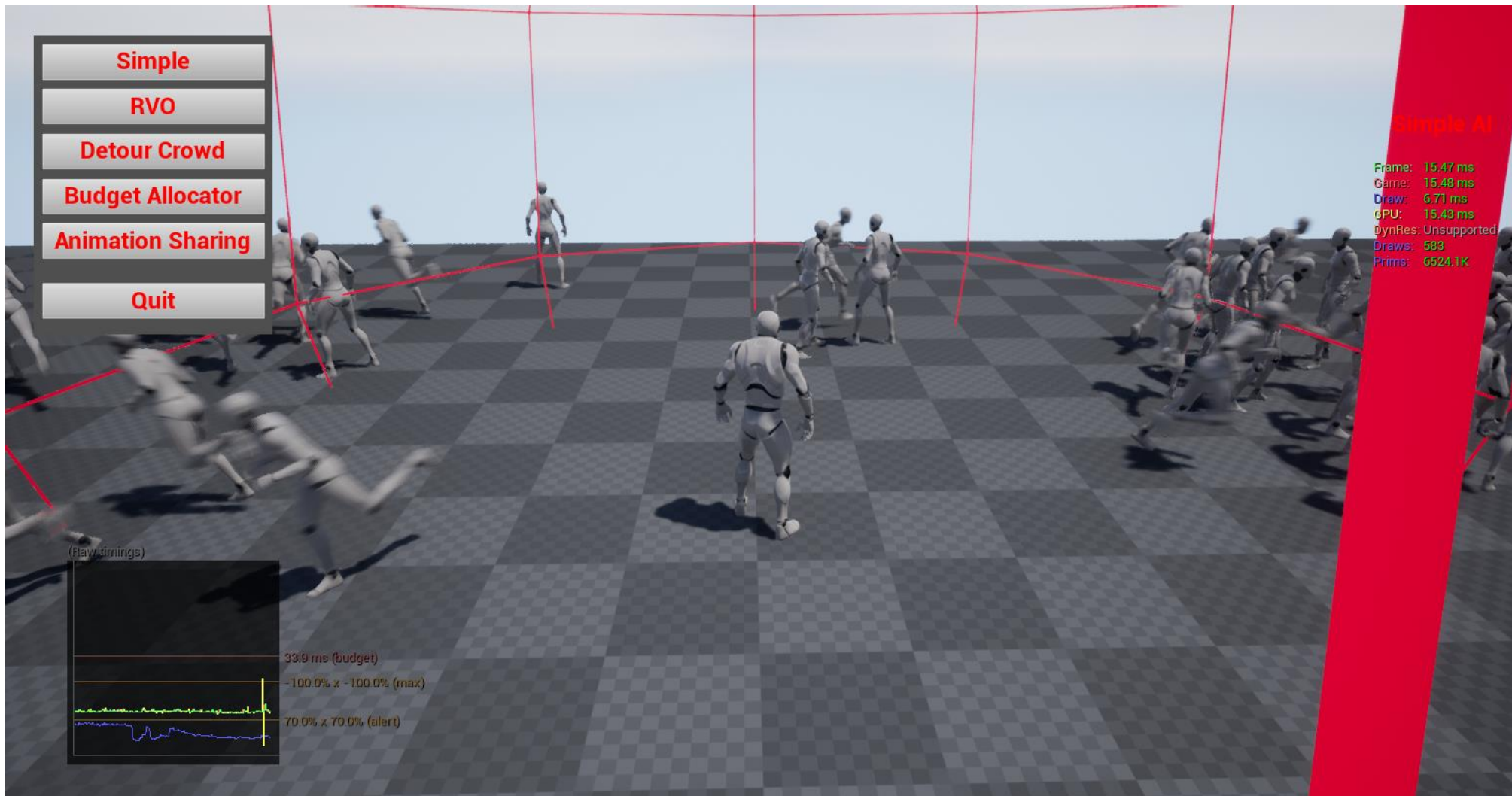
(Raw timings)

338.1  
340.8  
341.5

33.9 ms (budget)

-100.0% x -100.0% (max)

70.0% x 70.0% (alert)



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Frame: 15.74 ms  
Game: 15.74 ms  
Draw: 13.63 ms  
GPU: 15.76 ms  
DynRes: Unsupported  
Draws: 1577  
Prims: 25668.8K

(Flaw timings)

84.1  
38.9  
83.2  
37.9

33.9 ms (budget)

-100.0% x -100.0% (max)

70.0% x 70.0% (alert)



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Frame: 15.17 ms  
Game: 15.20 ms  
Draw: 6.68 ms  
GPU: 15.15 ms  
DynRes: Unsupported  
Draws: 598  
Prims: 6973.0K

(Flaw timings)

33.9 ms (budget)

-100.0% x 100.0% (max)

70.0% x 70.0% (alert)

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Frame: 13.83 ms

Game: 10.12 ms

Draw: 13.40 ms

GPU: 13.87 ms

DynRes: Unsupported

Draws: 1593

Prims: 25523.7K

(Flaw timings)

72.8

46.3

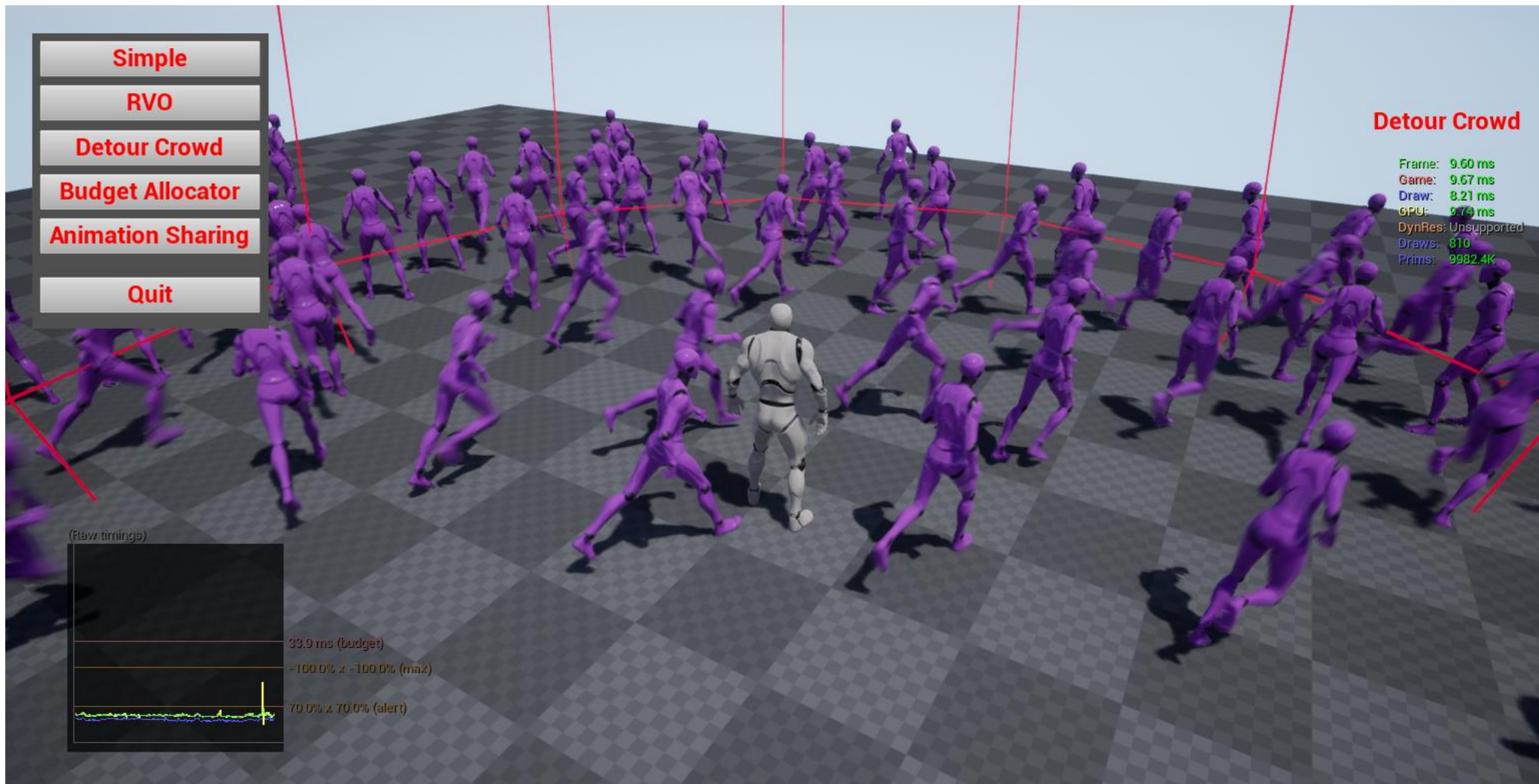
72.1

33.9 ms (budget)

-100.0% x 100.0% (max)

70.0% x 70.0% (alert)





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## Budget Allocator

Frame: 13.29 ms  
Game: 10.00 ms  
Draw: 12.94 ms  
GPU: 13.18 ms  
DynRes: Unsupported  
Draws: 1598  
Prims: 25669.4K

(Raw timings)

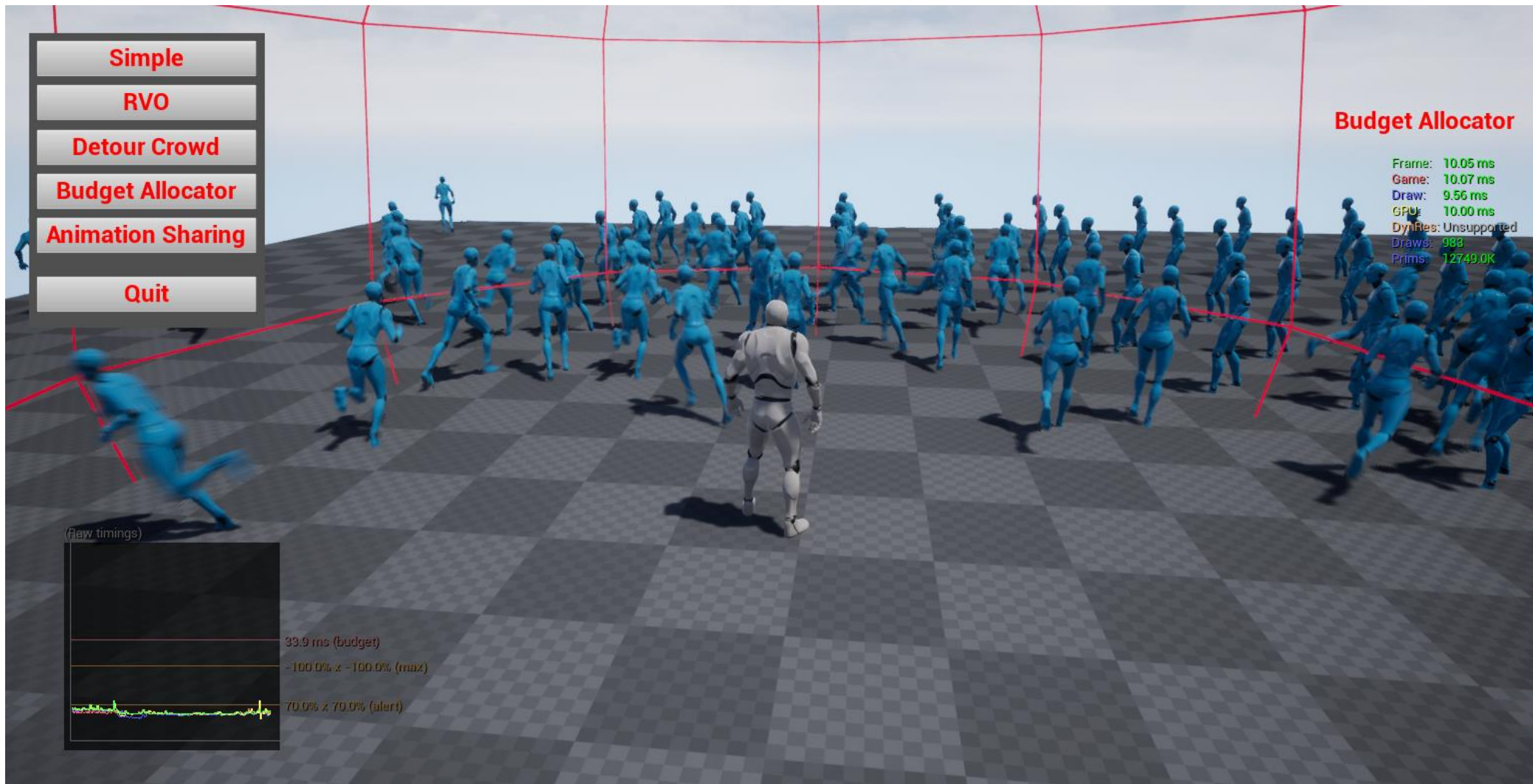


33.9 ms (budget)

-100.0% ~ 100.0% (max)

70.0% ~ 70.0% (alert)





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### Budget Allocator

Frame: 10.05 ms  
Game: 10.07 ms  
Draw: 9.56 ms  
GPU: 10.00 ms  
DynRes: Unsupported  
Draws: 988  
Prims: 12749.0K

(Raw timings)





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## Animation Sharing

Frame: 13.47 ms  
Game: 7.51 ms  
Draw: 13.05 ms  
GPU: 13.48 ms  
DynRes: Unsupported  
Draws: 1588  
Prims: 25596.3K

(Flaw timings)



33.9 ms (budget)

-100.0% x -100.0% (max)

70.0% x 70.0% (alert)

