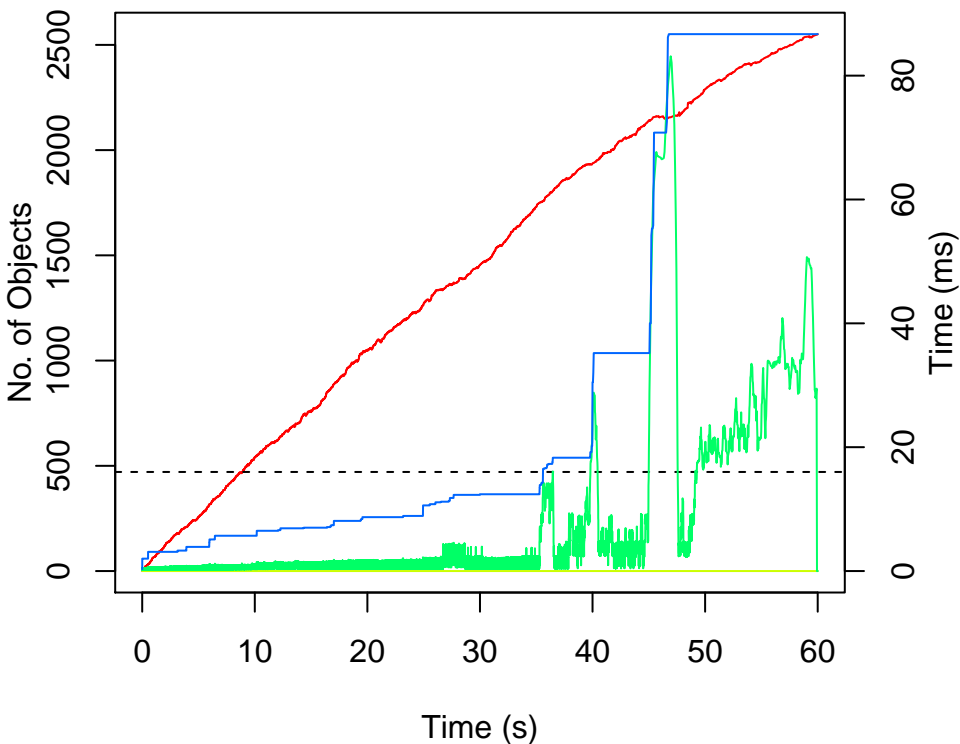


Optimal – Sim 0



Active.Dynamic.Bodies

Boundary.Objects

AvgFrameTime

MaxFrameTime