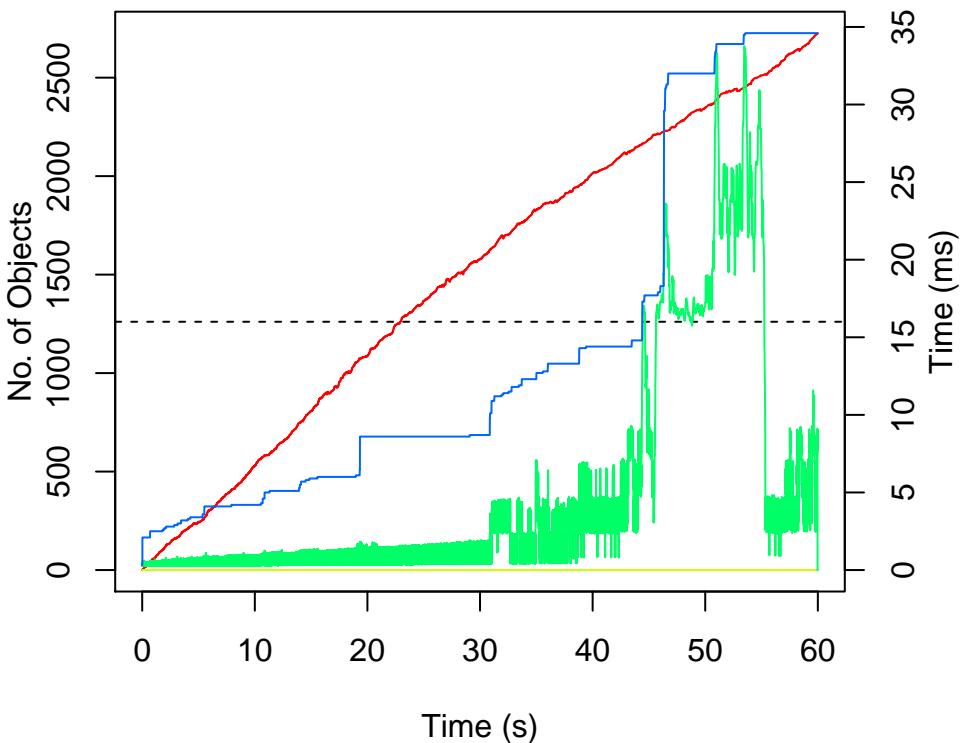


## Optimal – Sim 1



Active.Dynamic.Bodies

Boundary.Objects

AvgFrameTime

MaxFrameTime