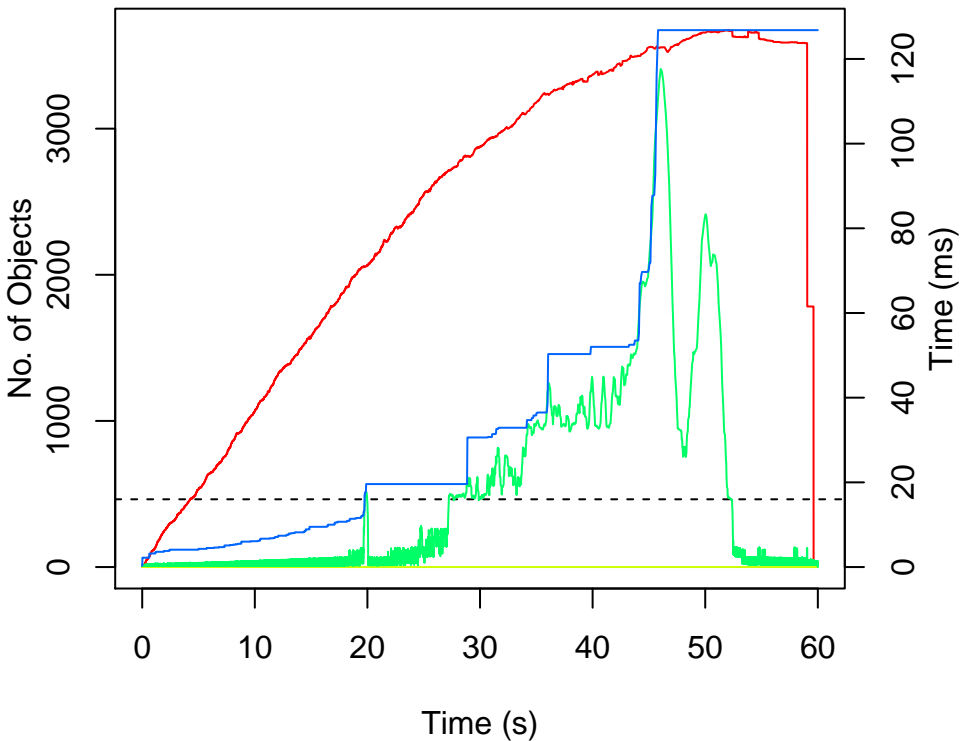


Optimal – Central Sim



Active.Dynamic.Bodies

Boundary.Objects

AvgFrameTime

MaxFrameTime