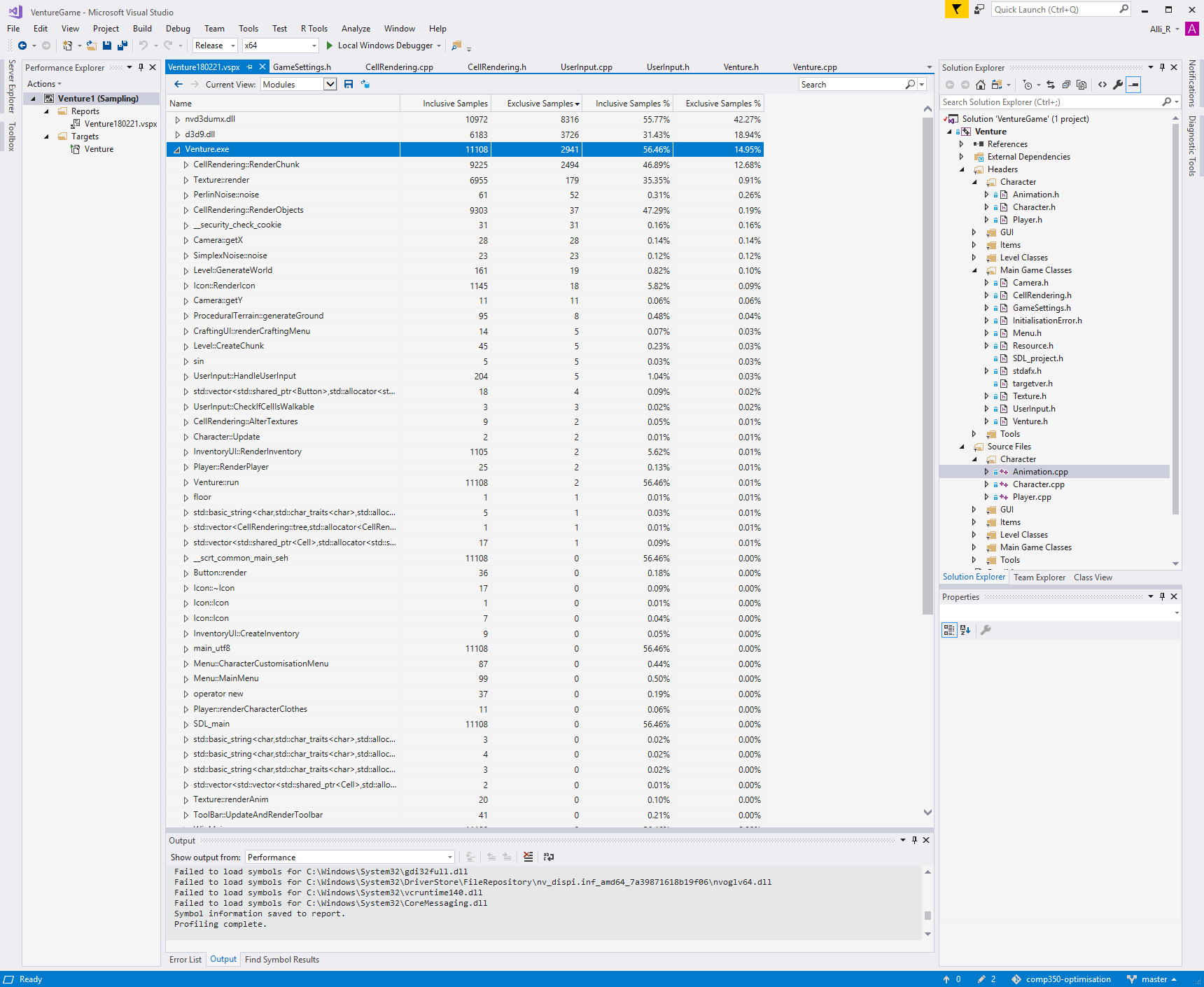
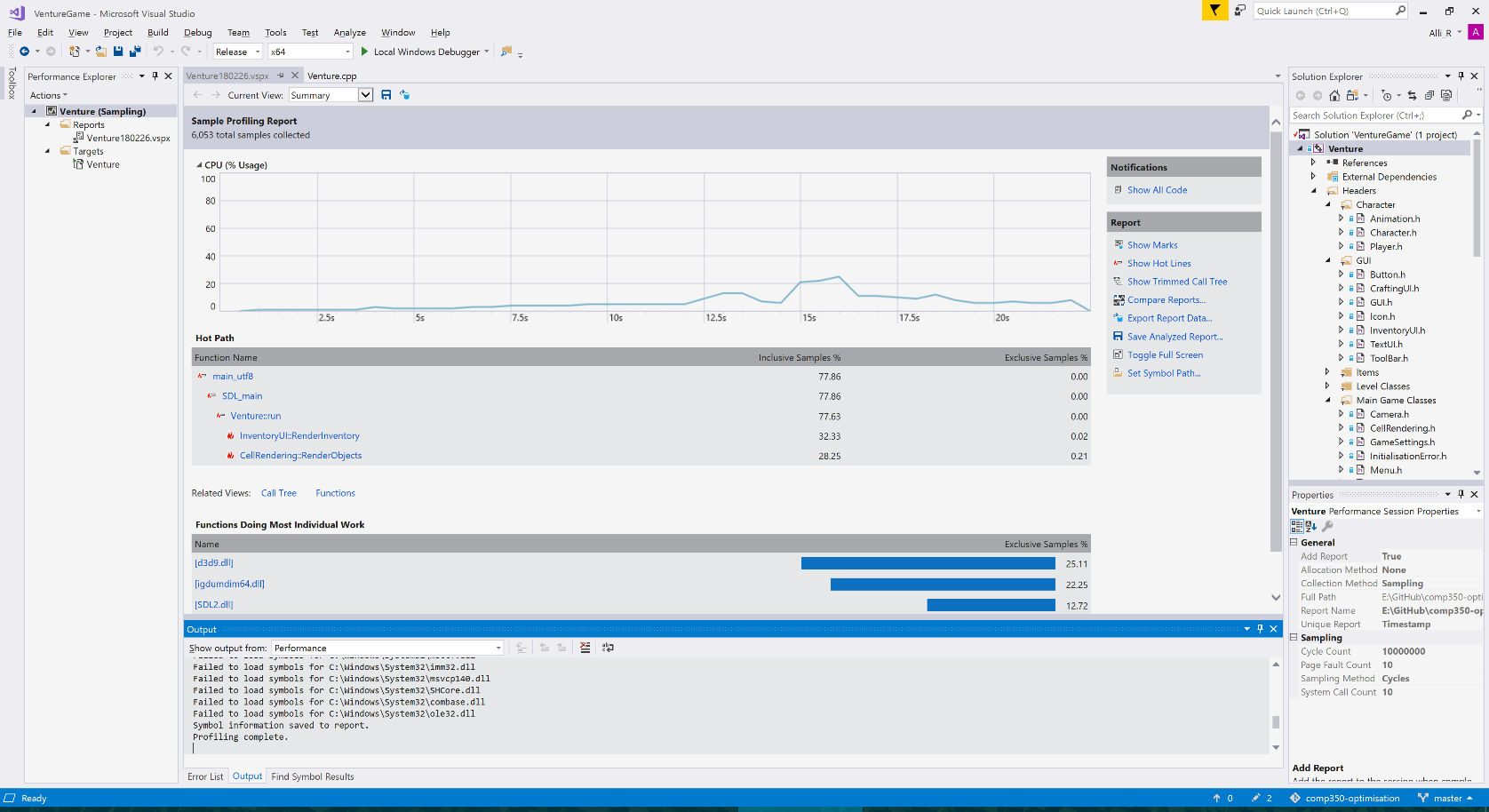
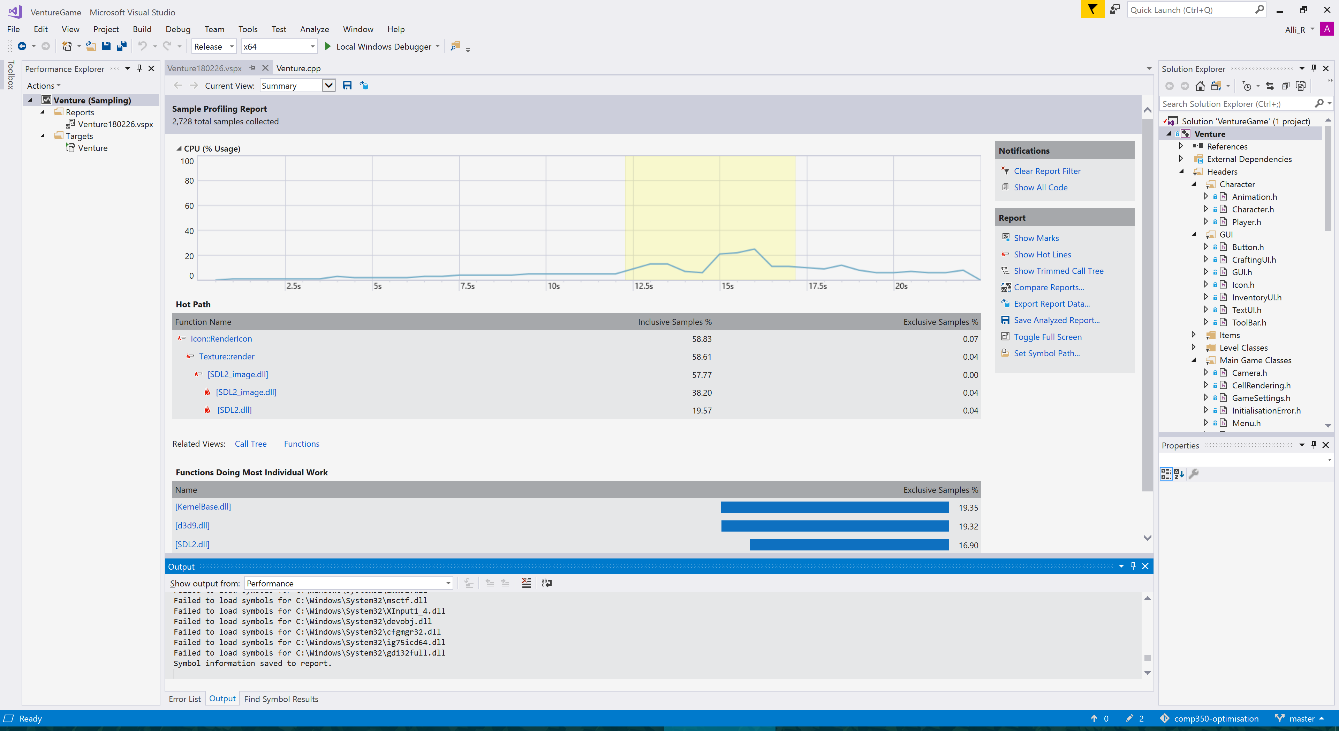
Optimisation task

Initial results:



This shows that a lot of time is dedicated to the rendering of the chunks.

This shows the spikes at where I was opening the inventory in the game.

This shows that the renderIcon function is causing a lot of cpu usage, when it shouldn’t be that costly to render some icons.