

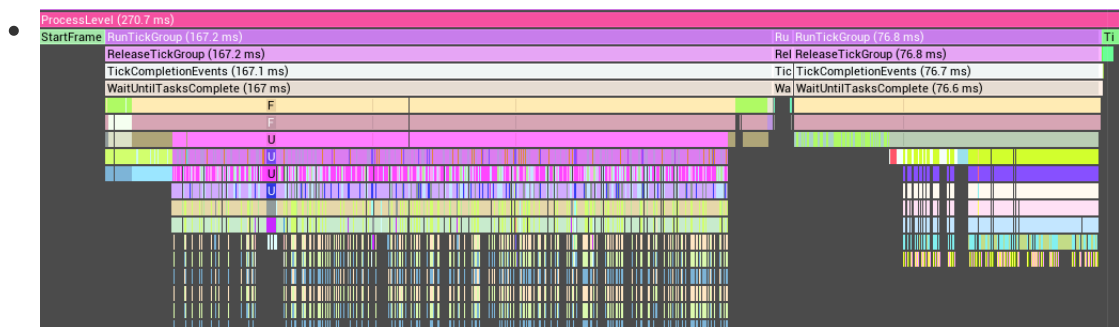
RVOWorldSubSystem

- 总览: 需要占用一定的时间. 内部执行的Trace有部分未知的异常数据, 猜测可能是避障的复杂环境不一样导致的. 可以新增Trace确认下看是否有优化的空间.
- 占比: 2.47%
- 问题: Trace不完整. 漏掉了部分异常的Trace.



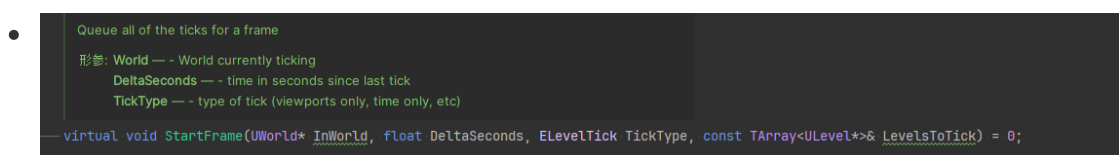
ProcessLevel-1

- 总览: 主要的Tick逻辑环节
- 占比: **89.18%**
- 问题:



StartFrame

- 总览: 主Tick环节的帧首,有挺大的固定消耗
- 占比: **5.4%**
- 问题: Trace内容不完整



RunTickGroup

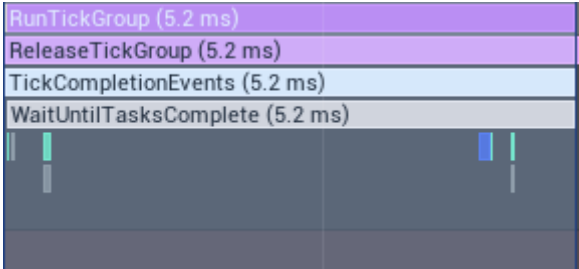
PrePhysics

- 概览: 执行物理前的Tick组, 占比时间为最大头的, 主要执行AbilitySystemComponent_Advance & Movement相关内容
- 占比: **54%**
- Callees



StartPhysics

- 概览: 开始物理的Tick组, 占比较小
- 占比: **1.71%**
- 问题: Trace不全, 只能看到零星的Chaos的Trace\
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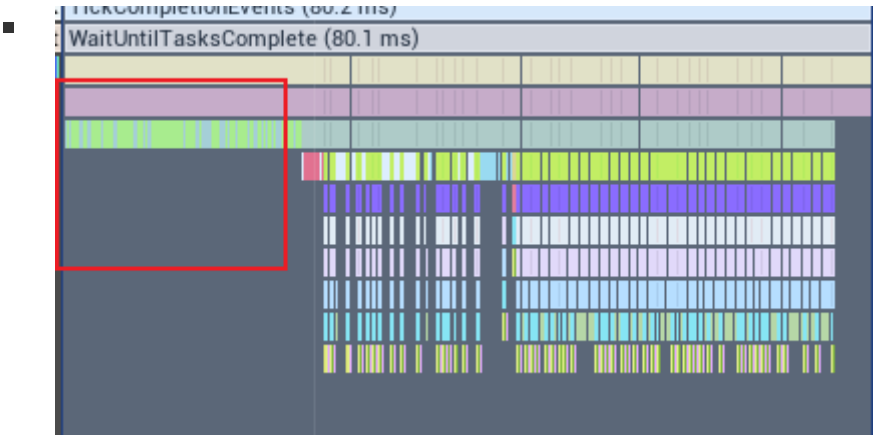
DuringPhysics

- 概览: 物理执行Tick组
- 占比: **26.22%**
- Calleees

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Callees	Count	Incl	Excl
RunTickGroup	1	80.3 ms	100 ms
ReleaseTickGroup	1	80.3 ms	131.1 μs
TickCompletionEvents	1	80.2 ms	80.8 μs
WaitUntilTasksComplete	1	80.1 ms	29.7 ms
FactorComponentTickFunction: ExecuteTick	4417	50.4 ms	162.8 μs
FactorComponentTickFunction: ExecuteTickHelper	4417	50.3 ms	422.7 μs
UBehaviorTreeComponent: TickComponent	458	49.7 ms	12.1 ms
SetUpMoveToTask	107	37.2 ms	2.2 ms
USocAI task_MoveTo: Activate	107	35 ms	1.7 ms
ASocAIController: MoveToSmoothly	106	32.9 ms	768.6 μs
ULighterObject: ExecuteGameplayOperatorArray	106	31.4 ms	2.2 ms
USocInputOperatorManager: TryExecutePreinput	106	29.1 ms	8.4 ms
USocGameplayAbility_Active_ActivateAbility	54	19.6 ms	14.7 ms
AbilityActivatedEvent Broadcast	54	4.8 ms	4.8 ms
MakeUniqueObjectName	270	94.1 μs	94.1 μs
USocTimelineInstance_TryAdvance	108	11.2 μs	11.2 μs
SkillManager_Execost	54	8.7 μs	8.7 μs
USocTimelineInstance_TryStart	61	8.9 μs	6.9 μs
USocGameplayAbilityBase: ActivateAbility	54	3.5 μs	3.5 μs
USocTimelineInstance_TryForecast	63	1.5 μs	1.5 μs
UNavigationSystemV1_FindPathSync	52	647.9 μs	647.9 μs
USocGameplayAbility_Active_PreActivate	54	419.8 μs	403.9 μs
SkillManager_CheckOneCost	54	36.4 μs	36.4 μs
MakeUniqueObjectName	266	83 μs	83 μs
ULighterObject: ClearPreinputList	106	433.8 μs	433.8 μs
AddElementInterface	54	238.5 μs	238.5 μs
ASocAIController: CheckShouldUseTurnAbility	106	45.5 μs	45.5 μs
ASocAIController: PrepareTurnAbility	54	24.9 μs	24.9 μs
ULighterObject: ExecuteGameplayOperatorArray	1	480.2 μs	23.5 μs
ULighterObject: ClearPreinputList	1	8.7 μs	8.7 μs
AddElementInterface	1	5 μs	5 μs
UITask_Activate	107	2.2 μs	2.2 μs
ASocAIController: PrepareTurnAbility	1	500 ms	500 ms
MakeUniqueObjectName	107	36.5 μs	36.5 μs
USocBTTask_ActivateAbility_ExecuteTask	1	304.6 μs	12.1 μs
UBTDecorator: WappedCanExecute	246	37.5 μs	37.5 μs
UBTDecorator: WappedOrNodeProcessed	252	5 μs	5 μs
UBTDecorator: WappedOrNodeActivation	140	3.4 μs	3.4 μs
UBTDecorator: WappedOrNodeDeactivation	146	3 μs	3 μs
UBTTaskNode: ExecuteTask	107	2.5 μs	2.5 μs
MakeUniqueObjectName	2	700 ms	700 ms
UITask_Activate	2	0	0
USocPathFollowingComponent: TickComponent	810	140.4 μs	140.4 μs
ProcessLatentActions	810	12.5 μs	12.5 μs

- 前未知领域, 零星看到一些PathFollowing的内容. 占比大概三分之一



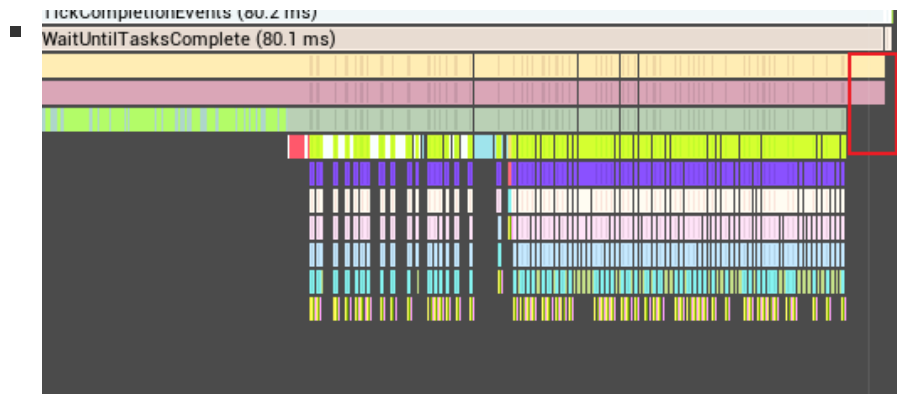
- BehaviorTreeComponent

- 在未发生战斗情况下,大部分消耗来自于Move时调用到转身GA. 技能内部最大的地方为一个全局的技能激活事件

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UBehaviorTreeComponent: TickComponent	458	49.7 ms	12.1 ms
SetUpMoveToTask	107	37.2 ms	2.2 ms
USocAI task_MoveTo: Activate	107	35 ms	1.7 ms
ASocAIController: MoveToSmoothly	106	32.9 ms	768.6 μs
ULighterObject: ExecuteGameplayOperatorArray	106	31.4 ms	2.2 ms
USocInputOperatorManager: TryExecutePreinput	106	29.1 ms	8.4 ms
USocGameplayAbility_Active_ActivateAbility	54	19.6 ms	14.7 ms
AbilityActivatedEvent Broadcast	54	4.8 ms	4.8 ms

- 后未知领域, 占比稍小, 只能看到有ActorComponentTick, 看不到任何信息



EndPhysics

- 占比: 0.17%

PostPhysics

- 占比: 0.01%

PostUpdateWork

- 占比: 0%

LastDemotable

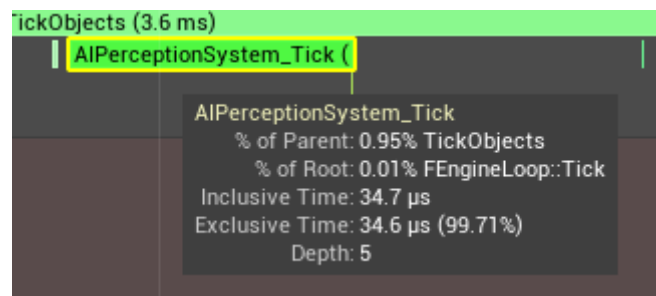
- 占比: 0%

TimerManagerTick

- 占比: 0.02%

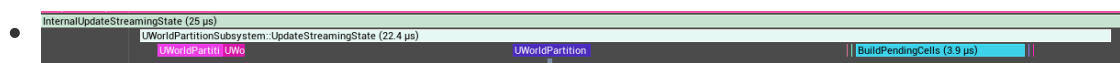
World TickObjects Tick

- 概览: 大部分自己实现TickableObject的对象. Trace不完整
- 占比: 1.19%
 - AI感知系统的Tick位于此处
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UpdateStreamingState

- 占比: 0.01%



NetBroadcastTick

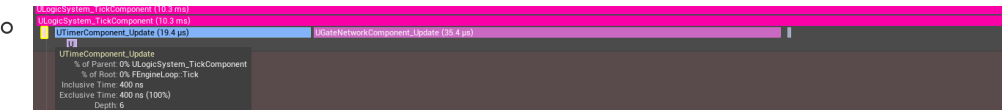
- 占比: 0%
- 没有客户端机器人

GameEngineTick

ULogicSystem_TickComponent

- 总览: 业务逻辑的Tick入口, 调用各个Components的Tick
- 占比: 3.41%
- 问题:

- Trace信息不准确, 大部ComponentTick没有Trace



- 在LogicSystemTick前 有一个LogicSystem_EndTickComponent的调用, 是在WorldTickEnd中调用的. LogicSystem的Tick是划分在了GameEngineTick 整体比WorldTick靠后. 原因可能是USocContext作为EngineSubSystem, 实现TickableObject时不方便返回World, 或本身就不应依赖World.



空白

- 帧尾有一片空白
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