

How to use util::Profiling

See for instance elasticity or liquid demos for example
code

Easy profiling using macros

- The include header `util_profiling.h` contains utilities for profiling your code. For instance during a simulation loop one wants to time a certain computation or monitor say the kinetic energy, then one writes
- `#include <util_profiling.h>`
- `while(true)`
- `{`
 - `START_TIMER("MY_TIMER");`
 - `.... do the computation....`
 - `STOP_TIMER("MY_TIMER");`
 - `RECORD("ENERGY", my_value);`
- `}`
- Notice that all that is needed are the macros `START_TIMER`, `STOP_TIMER` and `RECORD`