**To use LuaJitProfiler**

There is LuaJitProfiler mod (<https://content.minetest.net/packages/jwmhjwmh/jitprofiler/>)

You need to activate this mod while running the app during mod selection phase.

Note:: To run this Profiler, you need to download this mods and place inside mods folder.

(It is done inside the my optimized\_version branch refer this, <https://github.com/MadhavSapkota/MinetestAssign/tree/optimized_version>

)

**To run LuaJitProfiler:**

minetest --config /Users/madhavsapkota/Desktop/MinetestNew/minetest/minetest.conf (Directly open game from android studio terminal)

To use the LuaJitProfiler you can write,`jitprofiler\_start` and `jitprofiler\_stop` chat commands in Minetest, you need to do the following steps while you are in the game:

1. \*\*Open the Chat Window\*\*:

- Press the `T` key (default key) to open the chat window while you are in the game. This is where you can type commands.

2. \*\*Start the Profiler\*\*:

- In the chat window, type the command to start the profiler. For example:

```

/jitprofiler\_start 1000 myfile.txt

```

- Here, `1000` represents the profiling period, and `myfile.txt` is the name of the file where the profiling data will be saved. You can adjust these parameters based on your needs. The file will be saved in the `jitprofiles` directory within your Minetest world folder.

3. \*\*Stop the Profiler\*\*:

- When you want to stop profiling, type the following command in the chat window:

```

/jitprofiler\_stop

```

- This will stop the profiler and close the file in which data was being written.

4. \*\*Check Output\*\*:

- After you stop the profiler, you can check the output file in the `jitprofiles` directory to see the profiling data. This will help you understand the performance characteristics of the game or mod you are profiling.

Using these commands will allow you to start and stop the profiler directly within the game, and it’s a good way to test if the `jitprofiler` is functioning correctly after your configurations. If there are any errors or issues when running these commands, Minetest will generally display error messages in the chat window, which can provide clues for further troubleshooting.

**Note: If the privilege is issue then,**

/grantme server

Great! Now that you have the `server` privilege, you should be able to use the `jitprofiler` commands in Minetest without any issues related to permissions. Here’s how you can proceed with using the profiler:

1. \*\*Start the Profiler\*\*:

- Open the chat window by pressing `T`.

- To start the profiler, type the command with the desired parameters. For example:

```

/jitprofiler\_start 1000 myfile.txt

```

- Replace `1000` with the desired sampling period in milliseconds, and `myfile.txt` with the name of the output file where you want the profiling data to be saved. This file will be located in the `jitprofiles` directory within your world’s folder.

2. \*\*Use the Profiler\*\*:

- Conduct whatever activities or tests in Minetest that you want to profile. The profiler will record performance data during this time.

3. \*\*Stop the Profiler\*\*:

- When you are finished and ready to stop the profiler, open the chat window again and type:

```

/jitprofiler\_stop

```

- This command stops the profiler and ensures that all profiling data is properly written to the file you specified.

4. \*\*Review the Profiling Data\*\*:

- Navigate to the `jitprofiles` directory in your Minetest world’s folder to access the file containing the profiling data.

- Analyze the data to understand the performance characteristics or identify any potential bottlenecks or issues.

Now that everything is set up properly, you should be able to effectively use the profiler to monitor and improve your game's performance. If you encounter any further issues or have questions about interpreting the profiler data, feel free to ask for more guidance.

Finally read by flamegraph::

flamegraph.pl <filename> > graph.svg