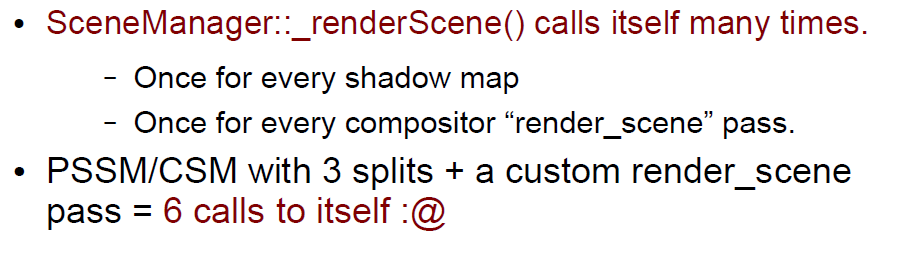
Performance profile for MiniCraft

1. SceneManager::\_renderScene() is being executed by so many times during a frame with the Compositor system.This problem has been point out in the OGRE 2.0 pdf which is published in the below post:

<http://www.ogre3d.org/forums/viewtopic.php?f=25&t=75459>



Below is a debug profile in MiniCraft, when disable all compositors, \_renderScene() would be executed 2 times, but terribly increasing to ~10 with all compositors(that is, 3 post effect) on.This should be optimized on my own in some time!



