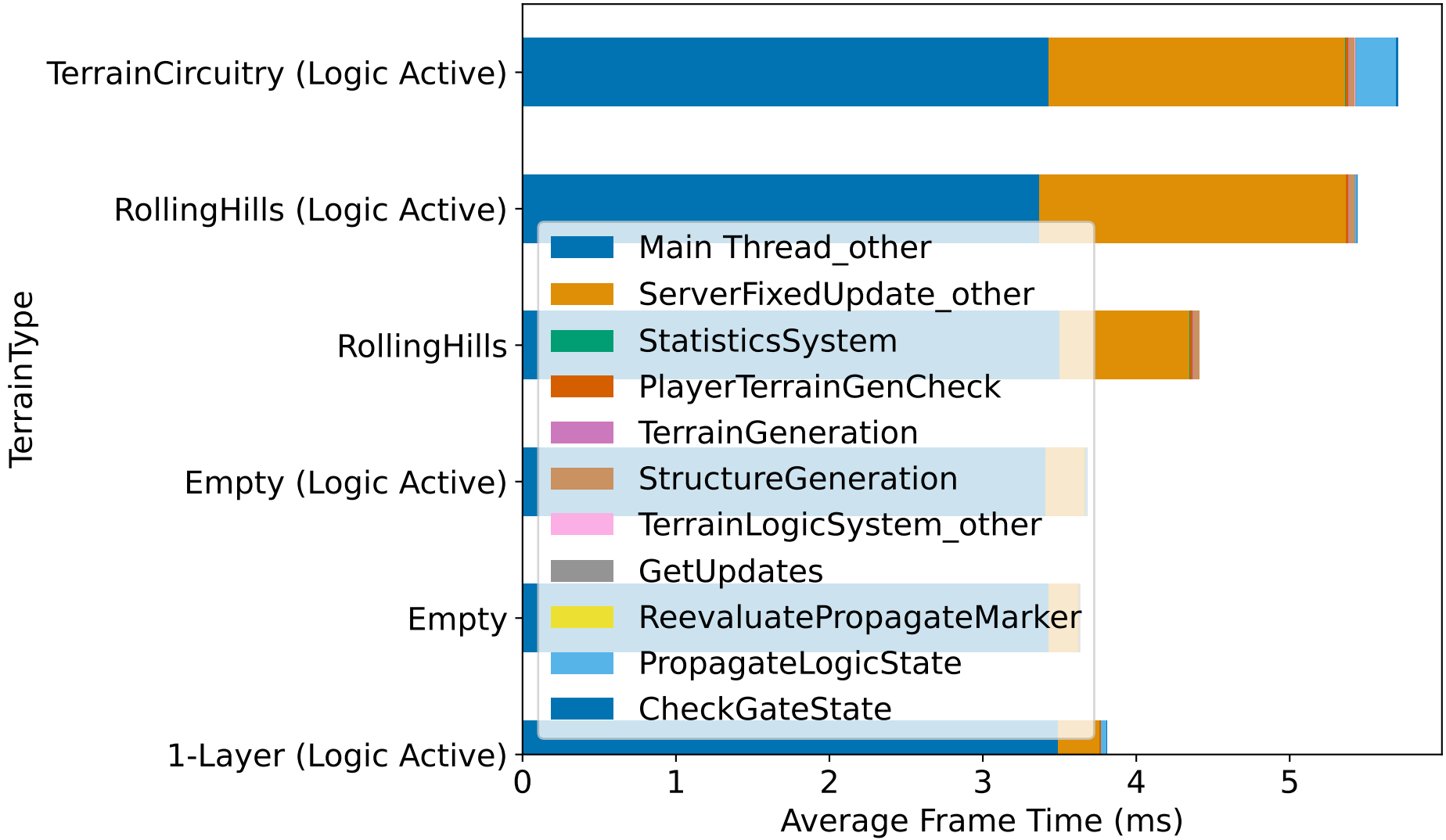
TerrainCircuitry (Logic Active)
RollingHills (Logic Active)
RollingHills
Empty (Logic Active)
Empty
1-Layer (Logic Active)
TerrainType
0
1
2
3
4
5
Average Frame Time (ms)
Main Thread_other
ServerFixedUpdate_other
StatisticsSystem
PlayerTerrainGenCheck
TerrainGeneration
StructureGeneration
TerrainLogicSystem_other
GetUpdates
ReevaluatePropagateMarker
PropagateLogicState
CheckGateState