scummvm_sound_thread()
91.67%
(0.00%)
7044×
memset
2.32%
(2.32%)
dbzcat
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fread
1.22%
(1.22%)
memcpy
1.06%
(1.06%)
malloc
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7044×
Audio::MixerImpl::mixCallback(unsigned char*, unsigned int)
91.67%
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7044×
91.50%
6938×
stable for Audio::MidiDriver_Miles_MT32
91.50%
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14163×
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4162×
main
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83828×
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scummvm_main
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10×
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OSystem_AmigaOS3::initBackend()
2.06%
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1×
OSystem_AmigaOS3::updateMouse()
3.37%
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4146×
85.65%
1×
Sci::SciEngine::run()
85.65%
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1×
2.05%
1×
1.18%
1×
1.80%
1×
GUI::Dialog::runModal()
1.18%
(0.00%)
2×
GUI::displayErrorDialog(Common::Error const&, char const*)
1.80%
(0.00%)
1×
AmigaOS3TimerManager::TimerTask()
2.05%
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1.16%
2×
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1×
GUI::GuiManager::runLoop()
1.16%
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2×
GUI::GuiManager::loadNewTheme(Common::String, GUI::ThemeEngine::GraphicsMode, bool)
1.80%
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1×
41.60%
1×
43.46%
1×
Sci::SciEngine::runGame()
41.46%
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1×
1.52%
25254×
Sci::SciMusic::midiTimerCallback(void*)
1.52%
(0.06%)
25254×
0.74%
199×
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1×
Sci::GfxPalette::setDefault()
41.60%
(0.00%)
1×
43.36%
2×
GUI::ThemeEngine::renderDirtyScreen()
0.74%
(0.00%)
202×
GUI::ThemeEngine::init()
1.49%
(0.00%)
1×
41.60%
1×
Sci::GfxPalette::kernelSetFromResource(int, bool)
41.60%
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1×
Sci::run_vm(Sci::EngineState*)
43.36%
(0.07%)
306630×
1.47%
25270×
Sci::SciMusic::onTimer()
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288191×
1.82%
60316×
160693×
0.73%
902×
0.73%
612167×
1.29%
88747×
Graphics::createRenderer(int)
0.78%
(0.34%)
5149×
4405×
GUI::ThemeEngine::loadTheme(Common::String const&)
1.49%
(0.00%)
1×
Sci::kDisplay(Sci::EngineState*, int, Sci::reg_*)
1.94%
(0.00%)
345×
Sci::kFormat(Sci::EngineState*, int, Sci::reg_*)
1.59%
(0.01%)
173×
GUI::Debugger::onFrame()
0.57%
(0.57%)
612167×
Sci::readPMachineInstruction(unsigned char const*, unsigned char&, short*)
2.40%
(2.40%)
612615×
Sci::kDrawCel(Sci::EngineState*, int, Sci::reg_*)
5.31%
(0.00%)
46×
Sci::kDrawPic(Sci::EngineState*, int, Sci::reg_*)
7.04%
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5×
Sci::kDrawControl(Sci::EngineState*, int, Sci::reg_*)
1.11%
(0.00%)
13×
Sci::kDoSoundInit(Sci::EngineState*, int, Sci::reg_*)
1.84%
(0.00%)
33×
Sci::kAnimate(Sci::EngineState*, int, Sci::reg_*)
3.59%
(0.00%)
334×
Sci::Kernel::findSpecificSelectors(Common::Array<Common::String>&)
1.05%
(0.56%)
307229×
Sci::send_selector(Sci::EngineState*, Sci::reg_t, Sci::reg_t, Sci::reg_t*, int, Sci::reg_t*)
1.82%
(0.39%)
69121×
Sci::kBaseSetter(Sci::EngineState*, int, Sci::reg_*)
0.73%
(0.00%)
902×
Sci::SciEngine::checkAddressBreakpoint(Sci::reg32_t const&)
0.73%
(0.73%)
612167×
Sci::MusicEntry::onTimer()
1.29%
(0.11%)
88747×
Sci::Kernel::signatureMatch(unsigned short const*, int, Sci::reg_t const*)
1.27%
(0.08%)
29756×
0.63%
225578×
0.54%
225578×
GUI::ThemeEngine::loadDefaultXML()
1.49%
(0.01%)
1×
Sci::Kernel::lookupText(Sci::reg_t, int)
1.52%
(0.01%)
392×
Sci::GfxPaint16::drawCelAndShow(int, short, short, unsigned short, unsigned short, unsigned char, unsigned short, unsigned short, unsigned short)
5.31%
(0.00%)
47×
Sci::GfxPaint16::kernelDrawPicture(int, short, bool, bool, bool, short)
7.04%
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5×
Sci::_k_GenericDrawControl(Sci::EngineState*, Sci::reg_t, bool)
1.48%
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17×
Sci::SoundCommandParser::kDoSoundInit(Sci::EngineState*, int, Sci::reg_*)
1.84%
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33×
Sci::GfxAnimate::kernelAnimate(Sci::reg_t, bool, int, Sci::reg_t*)
3.59%
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334×
Sci::Kernel::findRegType(Sci::reg_t)
1.19%
(0.19%)
39077×
Sci::GfxCompare::kernelBaseSetter(Sci::reg_t)
0.73%
(0.01%)
902×
Sci::Object::initBaseObject(Sci::SegManager*, Sci::reg_t, bool)
1.11%
(0.06%)
57375×
13862×
MidiParser::onTimer()
0.54%
(0.17%)
22578×
1.47%
1×
Common::XMLParser::parse()
1.47%
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1×
0.54%
6499×
Common::XMLParser::parseToken()
0.54%
(0.13%)
39872×
12479×
Sci::GfxPaint16::drawCelAndShow(int, short, short, unsigned short, unsigned short, unsigned char, unsigned short, unsigned short, unsigned short)
5.31%
(0.01%)
1675×
Sci::GfxPaint16::drawPicture(int, short, bool, bool, int)
7.04%
(0.00%)
5×
Sci::GfxControls16::kernelDrawButton(Common::Rect, Sci::reg_t, char const*, unsigned short, short, short, bool)
1.30%
(0.00%)
11×
Sci::SoundCommandParser::processInitSound(Sci::reg_t)
1.84%
(0.00%)
33×
Sci::GfxAnimate::makeSortedList(Sci::List*)
1.59%
(0.07%)
331×
Sci::GfxAnimate::fill(unsigned char&)
0.52%
(0.03%)
332×
Sci::GfxCompare::isItSkipRect(Sci::reg_t, Common::Rect)
0.68%
(0.06%)
24349×
16536×
Sci::SegManager::derefString(Sci::reg_t, int)
0.88%
(0.00%)
4241×
0.11%
29246×
Sci::GfxView::draw(Common::Rect const&, Common::Rect const&, Common::Rect const&, short, short, unsigned char, unsigned short, bool)
5.28%
(0.01%)
1846×
Sci::GfxPicture::drawVectorData(Sci::SciSpan<unsigned char const> const&)
6.86%
(0.01%)
5×
Sci::GfxPaint16::frameRect(Common::Rect const&)
0.99%
(0.00%)
9×
Sci::SoundCommandParser::initSoundResource(Sci::MusicEntry*)
2.06%
(0.00%)
37×
Sci::GfxPaint16::paintRect(Common::Rect const&)
0.99%
(0.00%)
36×
Sci::SciMusic::soundKillSnd(Sci::MusicEntry*)
1.73%
(0.00%)
35×
Sci::SegManager::lookupNode(Sci::reg_t, bool)
0.84%
(0.08%)
27052×
Sci::lookupSelector(Sci::SegManager*, Sci::reg_t const&, int, Sci::ObjVarRef*, Sci::reg_t*)
6.35%
(0.77%)
161327×
Sci::SegManager::derefInteger(Sci::reg_t)
0.81%
(0.01%)
3621×
10344×
0.39%
758727×
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599889×
1.31%
626258×
5×
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1.73%
35×
0.45%
16166×
0.73%
29966×
1.61%
1×
3.03%
152181×
Sci::GfxPalette::set(Sci::Palette*, bool, bool)
41.59%
(0.00%)
1652×
Sci::GfxView::adjustBackUpscaledCoordinates(short&, short&)
1.79%
(1.79%)
637657×
6271×
Sci::GfxTransitions::diagonalRollToCenter(bool)
1.31%
(1.27%)
626258×
Sci::GfxPicture::vectorFloodFill(short, short, unsigned char, unsigned char, unsigned char)
2.21%
(0.05%)
46×
Sci::GfxPicture::drawCelData(Sci::SciSpan<unsigned char const> const&, int, int, int, short, short, short, bool)
4.56%
(1.52%)
4×
Sci::GfxPaint16::fillRect(Common::Rect const&, short, unsigned char, unsigned char, unsigned char)
0.99%
(0.84%)
33×
Sci::MidiParser_SCI::loadMusic(Sci::SoundResource::Track*, Sci::MusicEntry*, int, Sci::SciVersion)
1.72%
(0.00%)
30×
0.46%
220×
1.12%
452×
0.29%
64877×
1.35%
283×
1.95%
6×
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349×
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377607×
0.36%
124787×
0.89%
242200×
1.40%
487188×
0.37%
243204×
Sci::GfxPaint16::drawLine(int, int, int, int, int, int, int)
1.48%
(1.48%)
992011×
494879×
1.65%
30×
0.18%
39081×
Sci::GfxPalette::merge(Sci::Palette*, bool, bool)
41.54%
(10.29%)
1045×
Sci::GfxScreen::vectorsFillMatch(short, short, unsigned char, unsigned char, unsigned char, unsigned char, bool)
1.00%
(1.00%)
377607×
stable for Sci::GfxPalette
1.10%
(1.10%)
385429×
Common::String::initWithCStr(char const*, unsigned int)
0.61%
(0.61%)
396451×
Sci::GfxPicture::vectorPattern(short, short, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char)
1.48%
(1.48%)
992011×
494879×
Sci::GfxMenu::kernelDrawMenuBar(bool)
2.14%
(2.14%)
745651×
24×
Sci::MidiParser_SCI::midiMixChannels()
1.65%
(0.11%)
30×
Sci::DynMem::dereference(Sci::reg_t)
2.62%
(0.03%)
2259?×
13841×
stable for Sci::SegManager
3.48%
(0.01%)
3631×
43×
Sci::Object::locateVarSelector(Sci::SegManager*, int) const
3.03%
(2.27%)
152181×
31.25%
79798×
Sci::GfxPalette::matchColor(unsigned char, unsigned char, unsigned char)
31.27%
(31.27%)
79859×
0.22%
59281×
0.29%
107494×
Sci::MidiParser_SCI::midiGetNextChannel(long)
0.81%
(0.47%)
75303×
Sci::get_savegame_metadata(Common::SeekableReadStream*, Sci::SavegameMetadata&)
2.63%
(0.03%)
12400×
13444×
0.51%
18×
0.35%
283×
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195819×
0.76%
152181×
Sci::SegManager::uninstantiateScript(Sci::int)
1.49%
(0.01%)
34852×
18×
Sci::Object::getClass(Sci::SegManager*) const
0.76%
(0.10%)
152181×
Common::String::~String()
1.59%
(0.37%)
429702×
0.32%
119621×
Sci::MidiParser_SCI::remapChannel(int, int)
0.63%
(0.52%)
398945×
166897×
2.59%
582×
1.69%
3×
0.65%
345306×
Sci::SegManager::getObject(Sci::reg_t const&) const
2.47%
(1.79%)
549436×
1.22%
429702×
scumm_strncmp(char const*, char const*, unsigned int)
1.24%
(0.70%)
437456×
24×
Sci::Script::saveLoadWithSerializer(Common::Serializer&)
1.69%
(0.00%)
5×
915×
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323×
0.69%
549436×
Sci::SegManager::findSegmentObj(unsigned short) const
0.72%
(0.72%)
577787×
0.54%
433026×
Common::String::decRefCount(int*)
0.58%
(0.58%)
479257×
Sci::Script::saveLoadWithSerializer(Common::Serializer&)
0.90%
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0.90%
35×
605×
Sci::Script::load(int, Sci::ResourceManager*, Sci::ScriptPatcher*)
1.00%
(0.00%)
81×
stable for Sci::Object
0.99%
(0.07%)
2215×
1163×
0.71%
81×
Sci::Script::listObjectReferences() const
0.89%
(0.06%)
498762×
229925×
Sci::ResourceManager::findResource(Sci::ResourceId, bool)
4.65%
(0.00%)
532×
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89×
Sci::ResourceManager::loadResource(Sci::Resource*)
4.65%
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Sci::ResourceSource::loadResource(Sci::ResourceManager*, Sci::Resource*)
4.65%
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Sci::Resource::decompress(Sci::ResVersion, Common::SeekableReadStream*)
4.65%
(0.00%)
89×
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86×
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68×
Sci::DecompressorLZW::unpack(Common::ReadStream*, unsigned char*, unsigned int, unsigned int)
1.09%
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86×
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18×
Sci::DecompressorLZW::unpackLZW1(Common::ReadStream*, unsigned char*, unsigned int, unsigned int)
4.50%
(1.79%)
86×
2.00%
233361×
0.65%
522376×
Sci::Decompressor::getBitsMSB(unsigned int)
2.00%
(0.42%)
233361×
Sci::Decompressor::putByte(unsigned char)
0.65%
(0.65%)
522376×
1.63%
107458×
Sci::Decompressor::fetchBitsMSB()
1.63%
(0.58%)
107458×
1.07%
310153×
stable for Sci::Console
1.07%
(0.37%)
319299×