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| --- | --- |
| Function | Time (ms) |
| Audio - AudioImplementation Constructor | 0.367 |
| Audio – errorCheck | 0.0 |
| Audio - loadBank | 0.039 |
| Audio – start | 0.373 |
| Audio – loadSound | 0.001 |
| Audio – AudioImplementation update | 0.001 |
| Audio – Update | 0.001 |
| Audio – playSound | 0.005 |
| Audio – dbToVolume | 0.0 |
| Audio – vectorToFmod | 0.0 |
| ModelComponent – Constructor | 0.07 |
| ModelComponent – receiveMessage | 0.0 |
| ModelComponent – setDataElement | 0.0 |
| ModelComponent – getMaterials | 0.0 |
| PhysicsBoxComponent - Constructor | 0.001 |
| PhysicsComponent – setLinearVelocity | 0.0 |
| PhysicsSphereComponent – Constructor | 0.0 |
| PhysicsSphereComponent – onUpdate | 0.0 |
| Application – Constructor | 1.243 |
| Application – onEvent | 0.0 |
| Application – run | 0.0 |
| GameObject – addComponent | 0.0 |
| GameObject - onUpdate | 0.0 |
| LayerStack – start | 0.001 |
| LayerStack – push | 0.185 |
| Physics – constructor | 0.0 |
| Physics – getInstance | 0.0 |
| Physics - start | 0.001 |
| Physics – getInstance | 0.0 |
| Physics – getWorld | 0.0 |
| ParticleComponent – Multiple Param Constructor | 0.006 |
| ParticleComponent – receiveMessage | 0.0 |
| ParticleComponent – onUpdate | 0.0 |
| ParticleComponent – addParticle | 0.0 |
| EditorCameraController – init | 0.0 |
| EditorCameraController – onUpdate | 0.0 |
| EditorImGuiLayer – onAttach | 0.001 |
| EditorImGuiLayer – onUpdate | 0.014 |
| EditorImGuiLayer – onEvent | 0.0 |
| ParticleEditor – Constructor | 0.028 |
| ParticleFileManager – Save | 0.002 |
| ParticleFileManager - Load | 0.002 |
| ParticleLayer – onAttach | 0.017 |
| ParticleLayer – onUpdate | 0.001 |
| WorldGrid – Constructor | 0.0 |
| ImGUILayer – createButton | 0.0 |
| ImGUILayer - onAttach | 0.0 |
| ImGUILayer – loadButton | 0.0 |
| ImGUILayer – onUpdate | 0.0 |