

```

-----
                                <spontaneous>
[7]      3.6      0.44      0.29      b2ContactSolver::SolvePositionConstraints() [7]
                                operator-(b2Vec2 const&, b2Vec2 const&) [4]
                                0.08      0.07 7996820/119657668
                                0.06      0.05 5997615/133820908
                                0.02      0.00 1999205/35127827
                                float b2Min<float>(float, float) [22]
-----
                                <spontaneous>
[8]      3.2      0.40      0.24      b2Island::Solve(b2Profile*, b2TimeStep const&, b2Vec2 const&, bool) [8]
                                operator*(float, b2Vec2 const&) [3]
                                0.08      0.07 7893245/133820908
                                0.06      0.00 1589473/1985977
                                0.01      0.01 1495557/50758424
                                0.00      0.00 40587/35127827
                                b2Vec2::operator*=(float) [50]
                                operator+(b2Vec2 const&, b2Vec2 const&) [6]
                                float b2Min<float>(float, float) [22]
-----
                                <spontaneous>
[9]      3.1      0.61      0.00      b2Cross(b2Vec2 const&, b2Vec2 const&) [9]
-----
                                <spontaneous>
[10]     3.0      0.22      0.38      b2ContactSolver::InitializeVelocityConstraints() [10]
                                operator-(b2Vec2 const&, b2Vec2 const&) [4]
                                0.12      0.11 11961048/119657668
                                0.03      0.08 1992508/1992508
                                b2WorldManifold::b2WorldManifold() [44]

```