

b2Vec2::operator=(b2Vec2 const&)

2.26%

(2.26%)

b2World::Solve(b2TimeStep const&)

2.11%

(2.11%)

b2Mul(b2Transform const&, b2Vec2 const&)

2.04%

(2.04%)

b2Mul(b2Rot const&, b2Vec2 const&)

2.04%

(2.04%)