

[11]	2.3	0.31	0.00	<spontaneous> float b2Min<float>(float, float) [11]
[12]	2.2	0.31	0.00	<spontaneous> b2Vec2::operator-=(b2Vec2 const&) [12]
[13]	2.1	0.29	0.00	<spontaneous> b2World::Solve(b2TimeStep const&) [13]
[14]	2.1	0.28	0.00	<spontaneous> b2Mul(b2Transform const&, b2Vec2 const&) [14]
[15]	2.1	0.28	0.00	<spontaneous> b2Mul(b2Rot const&, b2Vec2 const&) [15]
[16]	1.8	0.24	0.00	<spontaneous> b2ContactSolver::InitializeVelocityConstraints() [16]
[17]	1.7	0.23	0.00	<spontaneous> float b2Max<float>(float, float) [17]