

## Simulation Player

Stop

Step

Play

Reset

Heatmap

0:00:32:24

Time  
Display

Parts Renderer

Vectormap

Parts Renderer

Insulator

☒ Enable WebGL

### FPS Counters:

Model update and rendering: 35.33 fps

### Stats (average time):

Gap between frames: 23.69ms  
Frame (inc. 4 model steps): 4.62ms  
  Core model step: 0.74ms  
    Fluid solver GPU: 0.53ms  
    Heat solver GPU: 0.20ms  
Views update: 1.65ms

Performance Monitor

### WebGL status

Energy2D GPU solvers: **active**

- WebGL context: **available**
- OES\_texture\_float extension: **available**
- FLOAT texture as render target: **available**

WebGL Status