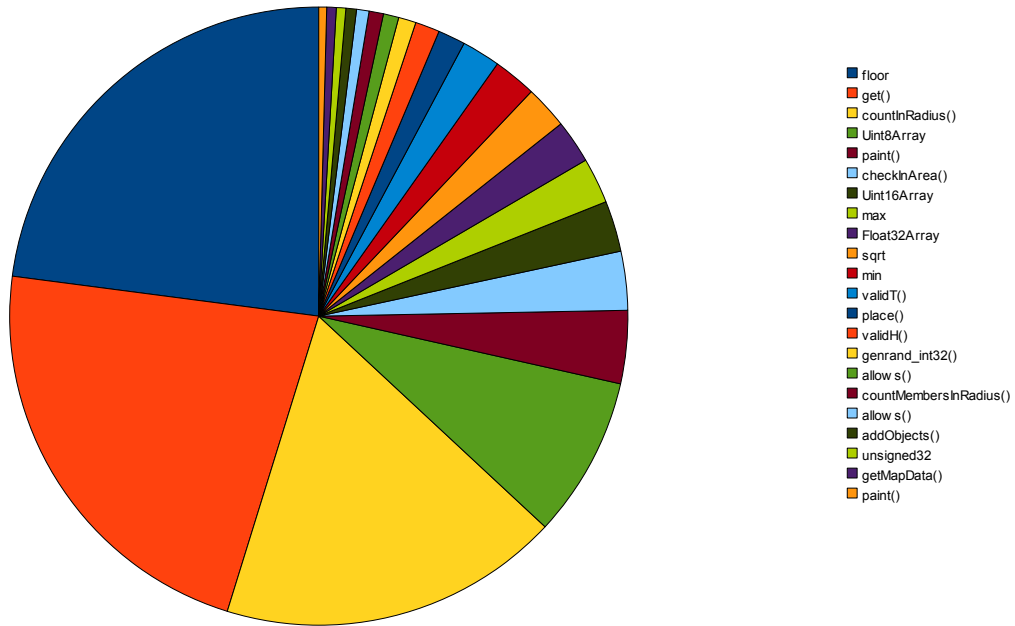


Function	Own Time				Avg (ms)	Min (ms)	Max (ms)	File
	Calls	Percent	(ms)	Time (ms)				
All	44588556	100.00%	261578.4850	261578.4850				test.html
floor	25868393	22.58%	59074.0670	59074.0670	0.0020	0.0010	235.1390	library.js (line 60)
get()	2540816	21.93%	57351.2930	97476.9260	0.0380	0.0140	326.7990	tileclass.js (line 31)
countInRadius()	448190	17.59%	46000.1610	178800.9580	0.3990	0.0410	330.4970	tileclass.js (line 98)
Uint8Array	353052	8.29%	21688.5090	21688.5090	0.0610	0.0490	36.6490	test.html (line 33)
paint()	454	3.75%	9814.9480	48817.6050	107.5280	82.9110	685.7040	painter.js (line 178)
checkInArea()	1711953	3.03%	7927.3290	12075.5030	0.0070	0.0050	42.3170	painter.js (line 166)
Uint16Array	111318	2.61%	6831.3720	6831.3720	0.0610	0.0490	11.0200	test.html (line 17)
max	2541523	2.34%	6126.9520	6126.9520	0.0020	0.0010	218.9150	library.js (line 68)
Float32Array	97216	2.23%	5835.2220	5835.2220	0.0600	0.0030	25.5230	test.html (line 9)
sqrt	2541523	2.23%	5821.0630	5821.0630	0.0020	0.0010	19.1310	library.js (line 52)
min	2540816	2.22%	5812.0730	5812.0730	0.0020	0.0010	94.3700	library.js (line 64)
validT()	2137154	1.98%	5190.5380	5190.5380	0.0020	0.0010	53.9200	map.js (line 90)
place()	905	1.41%	3684.1850	191473.1480	211.5730	0.1580	6853.3880	placer.js (line 17)
validH()	1330881	1.26%	3298.2590	3298.2590	0.0020	0.0010	61.0470	map.js (line 96)
genrand_int32()	86481	0.90%	2362.4260	3597.1000	0.0420	0.0180	64.9140	Mersen...9937.js (line 156)
allows()	447172	0.80%	2084.1340	182665.8700	0.4080	0.0480	330.5090	constraint.js (line 67)
countMembersInRadius()	448190	0.74%	1940.0400	180740.9980	0.4030	0.0450	330.5030	tileclass.js (line 128)
allows()	154223	0.65%	1688.1510	184518.5700	1.1960	0.0540	330.7710	constraint.js (line 21)
addObjects()	3780	0.54%	1425.3640	1457.0820	0.3850	0.0030	1104.4440	map.js (line 160)
unsigned32	538710	0.49%	1274.6220	1274.6220	0.0020	0.0010	16.7810	Mersen...9937.js (line 72)
getMapData()	1	0.49%	1271.9450	1365.8890	1365.8890	1365.8890	1365.8890	map.js (line 240)
paint()	78	0.40%	1034.6170	4275.6030	54.8150	31.6150	213.5270	painter.js (line 48)
Point	138127	0.21%	547.4580	547.4580	0.0040	0.0020	2.1150	point.js (line 2)
add()	10617	0.18%	483.3180	895.6230	0.0840	0.0720	2.5620	tileclass.js (line 22)
Int16Array	3744	0.14%	357.7570	357.7570	0.0960	0.0490	1.8230	test.html (line 25)
placeNew()	52949	0.12%	326.7740	2848.1490	0.0540	0.0330	13.1290	terrain.js (line 55)
place()	55383	0.10%	251.6830	3117.2310	0.0560	0.0090	13.1360	terrain.js (line 8)
randInt	57925	0.09%	246.4960	2429.3360	0.0420	0.0220	10.1130	random.js (line 23)
place()	845	0.09%	233.0990	9708.9610	11.4900	0.2420	110.2540	placer.js (line 180)
placeNew()	55383	0.09%	227.1480	363.7620	0.0070	0.0050	3.0850	terrain.js (line 33)
randFloat	50394	0.07%	174.3560	1719.0090	0.0340	0.0270	64.9280	random.js (line 8)
sin	46523	0.05%	139.7980	139.7980	0.0030	0.0010	1.7580	library.js (line 32)
getID()	55383	0.05%	136.6140	136.6140	0.0020	0.0010	3.0770	map.js (line 68)
genrand_real1()	29401	0.05%	130.3930	1544.6530	0.0530	0.0230	64.9200	Mersen...9937.js (line 216)
cos	46523	0.05%	127.7850	127.7850	0.0030	0.0010	1.4810	library.js (line 28)
initTerrain()	1	0.04%	100.0060	2523.8480	2523.8480	2523.8480	2523.8480	map.js (line 54)
allows()	40822	0.03%	69.0230	69.0230	0.0020	0.0010	0.9980	constraint.js (line 8)
add()	10688	0.02%	56.8180	952.4410	0.0890	0.0020	3.3190	tileclass.js (line 79)
Map	1	0.02%	50.0680	73.3210	73.3210	73.3210	73.3210	map.js (line 6)
createArea()	905	0.02%	47.7340	245625.9780	271.4100	0.1660	7146.6600	map.js (line 165)
multiplication32	623	0.02%	46.2020	121.7860	0.1950	0.1610	3.1360	Mersen...9937.js (line 87)
addition32	9345	0.02%	42.3490	61.7450	0.0070	0.0050	2.7710	Mersen...9937.js (line 82)
Entity	3865	0.01%	38.4400	47.9090	0.0120	0.0070	0.6400	object.js (line 2)
paint()	74	0.01%	35.6590	967.2760	13.0710	1.2550	91.1450	painter.js (line 373)
place()	790	0.01%	34.0120	11222.1540	14.2050	0.6080	1108.5070	placer.js (line 256)
createAreas	10	0.01%	21.5840	240265.3440	24026.5340	1983.2680	80889.0910	library.js (line 98)
RangeOp	1872	0.01%	16.5110	275.9140	0.1470	0.1330	1.8390	tileclass.js (line 6)
getMapSize	4494	0.01%	13.4880	13.4880	0.0030	0.0010	2.2990	library.js (line 200)
createObjectGroups	10	0.01%	13.4180	11251.1830	1125.1180	98.6360	5675.2430	library.js (line 126)
TileClass	9	0.00%	11.8230	386.0910	42.8990	42.2220	44.3860	tileclass.js (line 66)
getEntityID()	3865	0.00%	9.4690	9.4690	0.0020	0.0010	0.2840	map.js (line 84)
createObjectGroup()	790	0.00%	7.6740	11230.1010	14.2150	0.6160	1108.5170	map.js (line 201)
error	22	0.00%	6.7520	6.7520	0.3070	0.1580	2.2270	test.html (line 4)
init_genrand()	1	0.00%	6.6980	135.1970	135.1970	135.1970	135.1970	Mersen...9937.js (line 100)
allows()	1018	0.00%	5.2870	164.5490	0.1620	0.0500	2.6240	constraint.js (line 96)
createObjectGroup	790	0.00%	4.6750	11234.7760	14.2210	0.6190	1108.5230	library.js (line 195)
ceil	707	0.00%	4.1910	4.1910	0.0060	0.0040	0.5430	library.js (line 56)
paint()	37	0.00%	3.9780	39.4840	1.0670	0.1660	11.4680	painter.js (line 354)
Area	552	0.00%	2.9510	2.9510	0.0050	0.0030	0.0380	area.js (line 2)
avoidClasses	23	0.00%	1.3190	2.4990	0.1090	0.0470	0.4810	library.js (line 226)
paint()	74	0.00%	1.3080	10141.5570	137.0480	33.1150	978.7210	painter.js (line 144)
MultiPainter	210	0.00%	0.8380	0.8380	0.0040	0.0020	0.0110	painter.js (line 139)
createTileClass()	9	0.00%	0.6840	386.7750	42.9750	42.2480	44.4030	map.js (line 217)
SimpleObject	72	0.00%	0.6630	0.6630	0.0090	0.0040	0.0260	placer.js (line 160)
AndConstraint	75	0.00%	0.6470	0.6470	0.0090	0.0020	0.3980	constraint.js (line 16)
createTerrain	48	0.00%	0.6160	0.9630	0.0200	0.0060	0.0790	library.js (line 152)
AvoidTileClassConstraint	87	0.00%	0.4890	0.7150	0.0080	0.0050	0.0210	constraint.js (line 61)
SimpleGroup	66	0.00%	0.4580	0.6130	0.0090	0.0050	0.0190	placer.js (line 247)
getTileClass	159	0.00%	0.4340	0.4340	0.0030	0.0010	0.0070	library.js (line 178)
LayeredPainter	14	0.00%	0.3520	1.0380	0.0740	0.0530	0.0960	painter.js (line 36)
ClumpPlacer	26	0.00%	0.3440	0.3440	0.0130	0.0080	0.0340	placer.js (line 7)
round	113	0.00%	0.2650	0.2650	0.0020	0.0010	0.0060	library.js (line 44)
SimpleTerrain	76	0.00%	0.2550	0.2550	0.0030	0.0020	0.0200	terrain.js (line 22)
createTileClass	9	0.00%	0.1330	386.9080	42.9900	42.2550	44.4100	library.js (line 173)
NullConstraint	68	0.00%	0.1220	0.1220	0.0020	0.0010	0.0020	constraint.js (line 6)
createArea	16	0.00%	0.1140	5515.1550	344.6970	31.0870	1138.4220	library.js (line 190)
paintClass	10	0.00%	0.0970	0.1700	0.0170	0.0150	0.0230	library.js (line 220)
InitMapGen	1	0.00%	0.0950	2734.8130	2734.8130	2734.8130	2734.8130	mappgen.js (line 45)

Unoptimized								
RandomTerrain	26	0.00%	0.0920	0.0920	0.0040	0.0020	0.0060	terrain.js (line 45)
TerrainPainter	7	0.00%	0.0810	0.2790	0.0400	0.0180	0.0620	painter.js (line 349)
SmoothElevationPainter	11	0.00%	0.0600	0.0600	0.0050	0.0040	0.0110	painter.js (line 156)
BorderTileClassConstraint	2	0.00%	0.0440	0.0510	0.0260	0.0240	0.0270	constraint.js (line 89)
fractionToTiles	8	0.00%	0.0410	0.0550	0.0070	0.0050	0.0090	library.js (line 12)
MersenneTwister19937	1	0.00%	0.0370	0.0370	0.0370	0.0370	0.0370	Mersenne...9937.js (line 54)
SaveMap	1	0.00%	0.0360	1365.9250	1365.9250	1365.9250	1365.9250	mappen.js (line 68)
TileClassPainter	10	0.00%	0.0290	0.0290	0.0030	0.0020	0.0050	painter.js (line 368)
getCivCode	4	0.00%	0.0260	0.0260	0.0070	0.0050	0.0070	library.js (line 210)
abs	8	0.00%	0.0220	0.0220	0.0030	0.0020	0.0050	library.js (line 40)
seedRand	1	0.00%	0.0090	135.2060	135.2060	135.2060	135.2060	random.js (line 3)
StayInTileClassConstraint	1	0.00%	0.0070	0.0090	0.0090	0.0090	0.0090	constraint.js (line 75)
getNumPlayers	1	0.00%	0.0050	0.0050	0.0050	0.0050	0.0050	library.js (line 205)
Terrain	2	0.00%	0.0040	0.0040	0.0020	0.0010	0.0030	terrain.js (line 6)

Map Generation Function Calls

Unoptimized - FireFox 3.6.11



Own Time								
Function	Calls	Percent	(ms)	Time (ms)	Avg (ms)	Min (ms)	Max (ms)	File
All	11330571	100.00%	104478.1030	104478.1030				test.html
get()	2752706	19.15%	20002.3670	20002.3670	0.0070	0.0030	83.4360	tileclass.js (line 31)
Uint8Array	357628	18.85%	19698.2150	19698.2150	0.0550	0.0480	39.9680	test.html (line 33)
countInRadius()	470062	13.24%	13836.4500	33838.8170	0.0720	0.0100	83.5040	tileclass.js (line 98)
paint()	454	8.35%	8727.4840	43565.7770	95.9600	71.3280	682.6880	painter.js (line 177)
checkInArea()	1686082	6.50%	6787.2720	10458.2410	0.0060	0.0050	59.9340	painter.js (line 165)
Uint16Array	111318	5.96%	6223.8990	6223.8990	0.0560	0.0490	54.2480	test.html (line 17)
Float32Array	97282	5.18%	5414.9720	5414.9720	0.0560	0.0040	70.4440	test.html (line 9)
validT()	2117067	4.40%	4594.2030	4594.2030	0.0020	0.0010	16.0200	map.js (line 90)
validH()	1317205	2.81%	2940.1910	2940.1910	0.0020	0.0010	69.5890	map.js (line 96)
place()	955	2.15%	2250.8440	48819.3920	51.1200	0.0500	1061.6410	placer.js (line 17)
genrand_int32()	86433	1.95%	2035.5060	3126.6390	0.0360	0.0180	27.8210	Mersen...9937.js (line 156)
allows()	469043	1.68%	1760.1300	37276.7420	0.0790	0.0170	83.5150	constraint.js (line 67)
countMembersInRadius()	470008	1.64%	1710.3040	35545.7890	0.0760	0.0130	83.5090	tileclass.js (line 134)
allows()	162683	1.31%	1371.8820	38685.8480	0.2380	0.0210	83.5490	constraint.js (line 21)
unsigned32	538518	1.08%	1128.7370	1128.7370	0.0020	0.0010	1.2760	Mersen...9937.js (line 72)
getMapData()	1	0.90%	940.7960	968.2710	968.2710	968.2710	968.2710	map.js (line 240)
paint()	78	0.87%	913.6900	3801.7830	48.7410	27.7150	218.1650	painter.js (line 48)
addObjects()	3857	0.83%	864.0770	864.5740	0.2240	0.0030	562.5900	map.js (line 160)
Int16Array	3744	0.43%	448.5690	448.5690	0.1200	0.0490	84.8120	test.html (line 25)
Point	137675	0.40%	416.8940	416.8940	0.0030	0.0020	2.1680	point.js (line 2)
placeNew()	52847	0.27%	285.0110	2667.1140	0.0500	0.0320	11.2260	terrain.js (line 55)
place()	55284	0.23%	240.5980	2922.5790	0.0530	0.0090	11.2320	terrain.js (line 8)
randInt	57917	0.22%	228.5620	2254.1960	0.0390	0.0210	11.1970	random.js (line 23)
placeNew()	55284	0.21%	219.2890	345.5130	0.0060	0.0050	1.5330	terrain.js (line 33)
randFloat	50614	0.15%	152.4170	1365.1670	0.0270	0.0260	27.8360	random.js (line 8)
place()	842	0.14%	149.2360	2898.3460	3.4420	0.2270	41.8230	placer.js (line 181)
getID()	55284	0.12%	126.2240	126.2240	0.0020	0.0010	1.2030	map.js (line 68)
genrand_real1()	29358	0.11%	111.7450	1212.7500	0.0410	0.0220	27.8270	Mersen...9937.js (line 216)
add()	10501	0.11%	111.5470	111.5470	0.0110	0.0080	1.7890	tileclass.js (line 22)
cos	48162	0.11%	110.7120	110.7120	0.0020	0.0010	4.2950	library.js (line 28)
sin	48162	0.10%	108.9950	108.9950	0.0020	0.0010	3.0190	library.js (line 32)
initTerrain()	1	0.08%	88.3940	2405.4200	2405.4200	2405.4200	2405.4200	map.js (line 54)
allows()	40822	0.07%	68.1960	68.1960	0.0020	0.0010	1.7550	constraint.js (line 8)
add()	10572	0.05%	48.8470	160.3940	0.0150	0.0020	1.8020	tileclass.js (line 79)
Map	1	0.04%	46.5280	70.7730	70.7730	70.7730	70.7730	map.js (line 6)
multiplication32	623	0.04%	41.4840	109.1710	0.1750	0.1570	0.6230	Mersen...9937.js (line 87)
createArea()	955	0.04%	40.6200	96450.6320	100.9950	0.0550	1327.3850	map.js (line 165)
addition32	9345	0.03%	36.2360	53.8820	0.0060	0.0040	0.4000	Mersen...9937.js (line 82)
Entity	3928	0.03%	27.1630	35.7840	0.0090	0.0070	0.6820	object.js (line 2)
paint()	74	0.02%	25.6590	182.4000	2.4650	0.3170	20.1620	painter.js (line 372)
place()	790	0.02%	22.9440	3789.5170	4.7970	0.3370	563.7680	placer.js (line 257)
createAreas	10	0.02%	16.9350	91583.9850	9158.3990	610.5460	53191.6870	library.js (line 98)
RangeOp	1872	0.01%	14.3720	277.7460	0.1480	0.1310	4.5450	tileclass.js (line 6)
getMapSize	4616	0.01%	13.1030	13.1030	0.0030	0.0010	0.8160	library.js (line 200)
TileClass	9	0.01%	10.9940	473.9350	52.6590	41.2250	127.4910	tileclass.js (line 66)
createObjectGroups	10	0.01%	9.7370	3815.6520	381.5650	46.7170	2022.6790	library.js (line 126)
getEntityID()	3928	0.01%	8.6210	8.6210	0.0020	0.0010	0.1070	map.js (line 84)
init_genrand()	1	0.01%	6.5870	121.9110	121.9110	121.9110	121.9110	Mersen...9937.js (line 100)
error	22	0.01%	6.0100	6.0100	0.2730	0.1060	1.6440	test.html (line 4)
createObjectGroup()	790	0.00%	4.6320	3794.4100	4.8030	0.3420	563.7740	map.js (line 201)
sqrt	729	0.00%	4.5390	4.5390	0.0060	0.0030	0.1300	library.js (line 52)
allows()	965	0.00%	4.4580	36.6810	0.0380	0.0170	0.7880	constraint.js (line 96)
createObjectGroup	790	0.00%	3.7970	3798.2070	4.8080	0.3440	563.7790	library.js (line 195)
ceil	729	0.00%	3.4810	3.4810	0.0050	0.0030	0.0250	library.js (line 56)
paint()	37	0.00%	3.1080	36.5340	0.9870	0.1620	11.0410	painter.js (line 353)
Area	552	0.00%	2.1050	2.1050	0.0040	0.0030	0.1010	area.js (line 2)
paint()	74	0.00%	1.2070	8511.6730	115.0230	28.0720	919.5250	painter.js (line 143)
avoidClasses	23	0.00%	1.1760	1.8650	0.0810	0.0410	0.1050	library.js (line 226)
MultiPainter	248	0.00%	0.7870	0.7870	0.0030	0.0020	0.0300	painter.js (line 138)
getTileClass	159	0.00%	0.7160	0.7160	0.0050	0.0020	0.3130	library.js (line 178)
createTerrain	48	0.00%	0.6060	0.9230	0.0190	0.0060	0.0740	library.js (line 152)
SimpleObject	72	0.00%	0.5750	0.5750	0.0080	0.0050	0.0280	placer.js (line 161)
SimpleGroup	66	0.00%	0.4400	0.9020	0.0140	0.0050	0.3260	placer.js (line 248)
AvoidTileClassConstraint	87	0.00%	0.4290	0.6340	0.0070	0.0060	0.0170	constraint.js (line 61)
ClumpPlacer	26	0.00%	0.3070	0.3070	0.0120	0.0070	0.0260	placer.js (line 7)
LayeredPainter	14	0.00%	0.2490	0.9110	0.0650	0.0430	0.0860	painter.js (line 36)
round	113	0.00%	0.2460	0.2460	0.0020	0.0010	0.0050	library.js (line 44)
AndConstraint	75	0.00%	0.2330	0.2330	0.0030	0.0020	0.0080	constraint.js (line 16)
InitMapGen	1	0.00%	0.2310	2600.0890	2600.0890	2600.0890	2600.0890	mapgen.js (line 45)
SimpleTerrain	76	0.00%	0.2260	0.2260	0.0030	0.0020	0.0200	terrain.js (line 22)
countNonMembersInRadius()	54	0.00%	0.1970	3.5290	0.0650	0.0170	0.0890	tileclass.js (line 139)
createTileClass()	9	0.00%	0.1560	474.0910	52.6770	41.2420	127.5070	map.js (line 217)
createArea	16	0.00%	0.1120	4993.9300	312.1210	27.0780	1040.2550	library.js (line 190)
NullConstraint	68	0.00%	0.1100	0.1100	0.0020	0.0010	0.0020	constraint.js (line 6)
paintClass	10	0.00%	0.1050	0.1930	0.0190	0.0160	0.0300	library.js (line 220)
RandomTerrain	26	0.00%	0.0910	0.0910	0.0040	0.0020	0.0070	terrain.js (line 45)
SmoothElevationPainter	11	0.00%	0.0860	0.0860	0.0080	0.0040	0.0120	painter.js (line 155)
TerrainPainter	7	0.00%	0.0680	0.2550	0.0360	0.0180	0.0530	painter.js (line 348)

				Optimized #1				
createTileClass	9	0.00%	0.0670	474.1580	52.6840	41.2490	127.5150	library.js (line 173)
allows()	15	0.00%	0.0600	0.5430	0.0360	0.0350	0.0390	constraint.js (line 81)
TileClassPainter	10	0.00%	0.0470	0.0470	0.0050	0.0020	0.0070	painter.js (line 367)
SaveMap	1	0.00%	0.0380	968.3090	968.3090	968.3090	968.3090	mappen.js (line 68)
fractionToTiles	8	0.00%	0.0370	0.0590	0.0070	0.0050	0.0100	library.js (line 12)
BorderTileClassConstraint	2	0.00%	0.0370	0.0430	0.0220	0.0170	0.0260	constraint.js (line 89)
MersenneTwister19937	1	0.00%	0.0280	0.0280	0.0280	0.0280	0.0280	Mersenne...9937.js (line 54)
abs	8	0.00%	0.0240	0.0240	0.0030	0.0020	0.0050	library.js (line 40)
getCivCode	4	0.00%	0.0200	0.0200	0.0050	0.0040	0.0070	library.js (line 210)
StayInTileClassConstraint	1	0.00%	0.0080	0.0100	0.0100	0.0100	0.0100	constraint.js (line 75)
seedRand	1	0.00%	0.0080	121.9190	121.9190	121.9190	121.9190	random.js (line 3)
getNumPlayers	1	0.00%	0.0040	0.0040	0.0040	0.0040	0.0040	library.js (line 205)
Terrain	2	0.00%	0.0040	0.0040	0.0020	0.0020	0.0020	terrain.js (line 6)

Map Generation Function Calls

Optimized - FireFox 3.6.11

