

dodge +RTS -N -hc -L100

259,538,376 bytes x seconds

Sat Jan 4 15:05 2025

(157629)	ix/updateInv/foldCr.f/foldCr/crUpdate/humanoidAllList/updateHumanoid/updateCreature/dimap/dimap/_...
(163151)	updateCloud/updateObjCatMaybes.(...)/updateObjCatMaybes/updateClouds/functionalUpdate/timeFlowUp...
(159495)	colCrsWalls/functionalUpdate/timeFlowUpdate/updateUniverseMid/updateUniverse/updateRenderSplit/t...
(159485)	ix/crCrSpring/crSpring/simpleCrSprings/functionalUpdate/timeFlowUpdate/updateUniverseMid/updateU...
(158037)	ix/updateInv/foldCr.f/foldCr/crUpdate/defaultImpulsive/updateHumanoid/updateCreature/dimap/dimap...
(165513)	updateCloud.(...)/updateCloud/updateObjCatMaybes.(...)/updateObjCatMaybes/updateClouds/functiona...
(152407)	zonePe.f/zonePe/generateLevelFromRoomList/generateWorldFromSeed/startSeedGameConc/startSeedGame/...
(165546)	updateCloud.finalPos/updateCloud/updateObjCatMaybes.(...)/updateObjCatMaybes/updateClouds/functi...
(165498)	updateCloud.finalVel/updateCloud/updateObjCatMaybes.(...)/updateObjCatMaybes/updateClouds/functi...
(159401)	updateExpBarrel.applyFuseDamage/updateExpBarrel.newCr/#..V#./updateExpBarrel/updateBarreloid/up...
(157577)	chaseCritAwarenessUpdate/chaseCritPerceptionUpdate/chainCreatureUpdates.unf/chainCreatureUpdates...
(157421)	updateHumanoid/updateCreature/dimap/dimap/_Wrapped'/updateIMl'/functionalUpdate/timeFlowUpdate/u...
(157505)	#..V#./performActions/updateHumanoid/updateCreature/dimap/dimap/_Wrapped'/updateIMl'/functional...
(155160)	plLineBlock.makePane/plLineBlock.makeWallAt/plLineBlock.insertBlock/plLineBlock.insertBlocks/plL...
(158890)	updateObjCatMaybes/updateClouds/functionalUpdate/timeFlowUpdate/updateUniverseMid/updateUniverse...
(157596)	#..V#./targetYouWhenCognizant/updateHumanoid/updateCreature/dimap/dimap/_Wrapped'/updateIMl'/fu...
(157478)	ix/#..V#./checkDeath/foldCr.f/foldCr/crUpdate/humanoidAllList/updateHumanoid/updateCreature/dima...
(161858)	#..V#./mcApplyDamage/updateMachine/dimap/dimap/_Wrapped'/updateIMl'/functionalUpdate/timeFlowUp...
(157110)	zoneWall.f/zoneWall/insertWallInZones/initWallZoning/generateLevelFromRoomList/generateWorldFrom...
	OTHER

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