

dodge +RTS -N -hc -L100

1,930,830,600 bytes x seconds

Tue Oct 8 18:25 2024

	(159837)updateSection.h/updateSection.tweakfirst/updateSection.shownitems/updateSection/updateSectionsPo...
	(159838)listSelectionColorPicture.f.g/listSelectionColorPicture.f/listSelectionColorPicture/updateSection...
	(153999)zoneCreatures/#..V#./functionalUpdate/timeFlowUpdate/updateUniverseMid/updateUniverse/updateRen...
	(160542)updateCloud/updateObjCatMaybes(...)/updateObjCatMaybes/updateClouds/#..V#./functionalUpdate/ti...
	(153983)#..V#./functionalUpdate/timeFlowUpdate/updateUniverseMid/updateUniverse/updateRenderSplit/theUp...
	(140911)updateSection.shownitems/updateSection/updateSectionsPositioning.ss/updateSectionsPositioning/#....
	(154478)ix/updateInv/foldCr.f/foldCr/crUpdate/humanoidAilist/updateHumanoid/updateCreature/dimap/dimap/_...
	(140830)#..V#./updateInventoryPositioning/updateWorldEventFlags/updateUniverseLast/updateUniverse/updat...
	(162282)updateCloud(...)/updateCloud/updateObjCatMaybes(...)/updateObjCatMaybes/updateClouds/#..V#./f...
	(157430)zoneCloud/zoneClouds/#..V#./functionalUpdate/timeFlowUpdate/updateUniverseMid/updateUniverse/up...
	(156459)#..V#./colCrsWalls/functionalUpdate/timeFlowUpdate/updateUniverseMid/updateUniverse/updateRende...
	(148615)generateLevelFromRoomList/generateWorldFromSeed/startSeedGameConc/startSeedGame/startNewGameInSl...
	(154052)ix/#..V#./functionalUpdate/timeFlowUpdate/updateUniverseMid/updateUniverse/updateRenderSplit/th...
	(154933)ix/updateInv/foldCr.f/foldCr/crUpdate/defaultImpulsive/updateHumanoid/updateCreature/dimap/dimap...
	(155817)updateObjCatMaybes/updateClouds/#..V#./functionalUpdate/timeFlowUpdate/updateUniverseMid/update...
	(148935)zonePe.f/zonePe/generateLevelFromRoomList/generateWorldFromSeed/startSeedGameConc/startSeedGame/...
	(173853)updateDisplaySections.invitems'.VupdateDisplaySections.invitems'/updateDisplaySections/#..V#./I...
	(140933)updateDisplaySections.invitems'/updateDisplaySections/#..V#./updateInventoryPositioning/updateW...
	(156395)updateExpBarrel.applyFuseDamage/updateExpBarrel.newCr/updateExpBarrel/updateBarreloid/updateCrea...
	OTHER

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