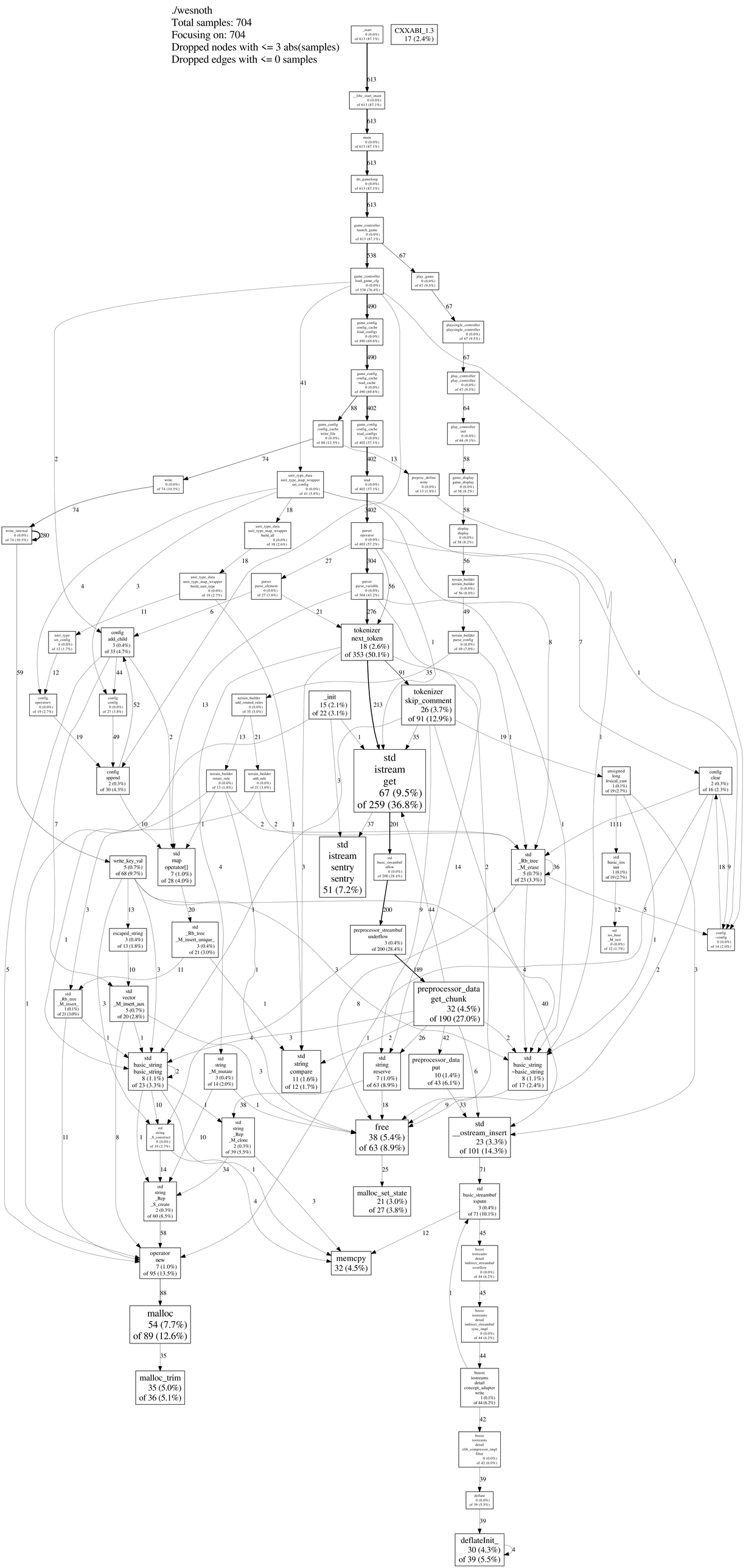
./wesnoth
Total samples: 704
Focusing on: 704
Dropped nodes with <= 3 abs(samples)
Dropped edges with <= 0 samples
_start
0 (0.0%)
of 613 (87.1%)
CXXABI_1.3
17 (2.4%)
__libc_start_main
0 (0.0%)
of 613 (87.1%)
main
0 (0.0%)
of 613 (87.1%)
do_gameloop
0 (0.0%)
of 613 (87.1%)
game_controller
launch_game
0 (0.0%)
of 613 (87.1%)
game_controller
load_game_cfg
0 (0.0%)
of 538 (76.4%)
play_game
0 (0.0%)
of 67 (9.5%)
playsingle_controller
playsingle_controller
0 (0.0%)
of 67 (9.5%)
play_controller
play_controller
0 (0.0%)
of 67 (9.5%)
play_controller
init
0 (0.0%)
of 64 (9.1%)
game_display
game_display
0 (0.0%)
of 58 (8.2%)
display
display
0 (0.0%)
of 58 (8.2%)
terrain_builder
terrain_builder
0 (0.0%)
of 56 (8.0%)
terrain_builder
parse_config
0 (0.0%)
of 49 (7.0%)
game_config
config_cache
load_configs
0 (0.0%)
of 490 (69.6%)
game_config
config_cache
read_cache
0 (0.0%)
of 490 (69.6%)
game_config
config_cache
write_file
0 (0.0%)
of 88 (12.5%)
game_config
config_cache
read_configs
0 (0.0%)
of 402 (57.1%)
write
0 (0.0%)
of 74 (10.5%)
write_internal
0 (0.0%)
of 74 (10.5%)
unit_type_data
unit_type_map_wrapper
set_config
0 (0.0%)
of 41 (5.8%)
read
0 (0.0%)
of 402 (57.1%)
preproc_define
write
0 (0.0%)
of 13 (1.8%)
unit_type_data
unit_type_map_wrapper
build_all
0 (0.0%)
of 18 (2.6%)
parser
operator>>
0 (0.0%)
of 403 (57.2%)
unit_type_data
unit_type_map_wrapper
build_unit_type
0 (0.0%)
of 19 (2.7%)
parser
parse_element
0 (0.0%)
of 27 (3.8%)
parser
parse_variable
0 (0.0%)
of 304 (43.2%)
unit_type
set_config
0 (0.0%)
of 12 (1.7%)
config
add_child
3 (0.4%)
of 33 (4.7%)
tokenizer
next_token
18 (2.6%)
of 353 (50.1%)
config
operator=
0 (0.0%)
of 19 (2.7%)
config
config
0 (0.0%)
of 27 (3.8%)
terrain_builder
add_rotated_rules
0 (0.0%)
of 35 (5.0%)
_init
15 (2.1%)
of 22 (3.1%)
tokenizer
skip_comment
26 (3.7%)
of 91 (12.9%)
config
append
2 (0.3%)
of 30 (4.3%)
terrain_builder
rotate_rule
0 (0.0%)
of 13 (1.8%)
terrain_builder
add_rule
0 (0.0%)
of 21 (3.0%)
std
istream
get
67 (9.5%)
of 259 (36.8%)
unsigned
long
lexical_cast
1 (0.1%)
of 19 (2.7%)
config
clear
2 (0.3%)
of 16 (2.3%)
write_key_val
5 (0.7%)
of 68 (9.7%)
std
map
operator[]
7 (1.0%)
of 28 (4.0%)
std
istream
sentry
sentry
51 (7.2%)
std
basic_streambuf
sflow
0 (0.0%)
of 200 (28.4%)
std
_Rb_tree
_M_erase
5 (0.7%)
of 23 (3.3%)
std
basic_ios
init
1 (0.1%)
of 19 (2.7%)
escaped_string
3 (0.4%)
of 13 (1.8%)
std
_Rb_tree
_M_insert_unique_
3 (0.4%)
of 21 (3.0%)
preprocessor_streambuf
underflow
3 (0.4%)
of 200 (28.4%)
std
ios_base
_M_init
0 (0.0%)
of 12 (1.7%)
config
~config
0 (0.0%)
of 14 (2.0%)
std
Rb_tree
_M_insert_
1 (0.1%)
of 21 (3.0%)
std
vector
_M_insert_aux
5 (0.7%)
of 20 (2.8%)
preprocessor_data
get_chunk
32 (4.5%)
of 190 (27.0%)
std
basic_string
basic_string
8 (1.1%)
of 23 (3.3%)
std
string
_M_mutate
3 (0.4%)
of 14 (2.0%)
std
string
compare
11 (1.6%)
of 12 (1.7%)
std
string
reserve
7 (1.0%)
of 63 (8.9%)
preprocessor_data
put
10 (1.4%)
of 43 (6.1%)
std
basic_string
~basic_string
8 (1.1%)
of 17 (2.4%)
std
string
_S_construct
0 (0.0%)
of 19 (2.7%)
std
string
_Rep
_M_clone
2 (0.3%)
of 39 (5.5%)
free
38 (5.4%)
of 63 (8.9%)
std
__ostream_insert
23 (3.3%)
of 101 (14.3%)
std
string
_Rep
_S_create
2 (0.3%)
of 60 (8.5%)
malloc_set_state
21 (3.0%)
of 27 (3.8%)
std
basic_streambuf
xsputn
3 (0.4%)
of 71 (10.1%)
operator
new
7 (1.0%)
of 95 (13.5%)
memcpy
32 (4.5%)
boost
iostreams
detail
indirect_streambuf
overflow
0 (0.0%)
of 44 (6.2%)
malloc
54 (7.7%)
of 89 (12.6%)
boost
iostreams
detail
indirect_streambuf
sync_impl
0 (0.0%)
of 44 (6.2%)
malloc_trim
35 (5.0%)
of 36 (5.1%)
boost
iostreams
detail
concept_adapter
write
1 (0.1%)
of 44 (6.2%)
boost
iostreams
detail
zlib_compressor_impl
filter
0 (0.0%)
of 42 (6.0%)
deflate
0 (0.0%)
of 39 (5.5%)
deflateInit_
30 (4.3%)
of 39 (5.5%)