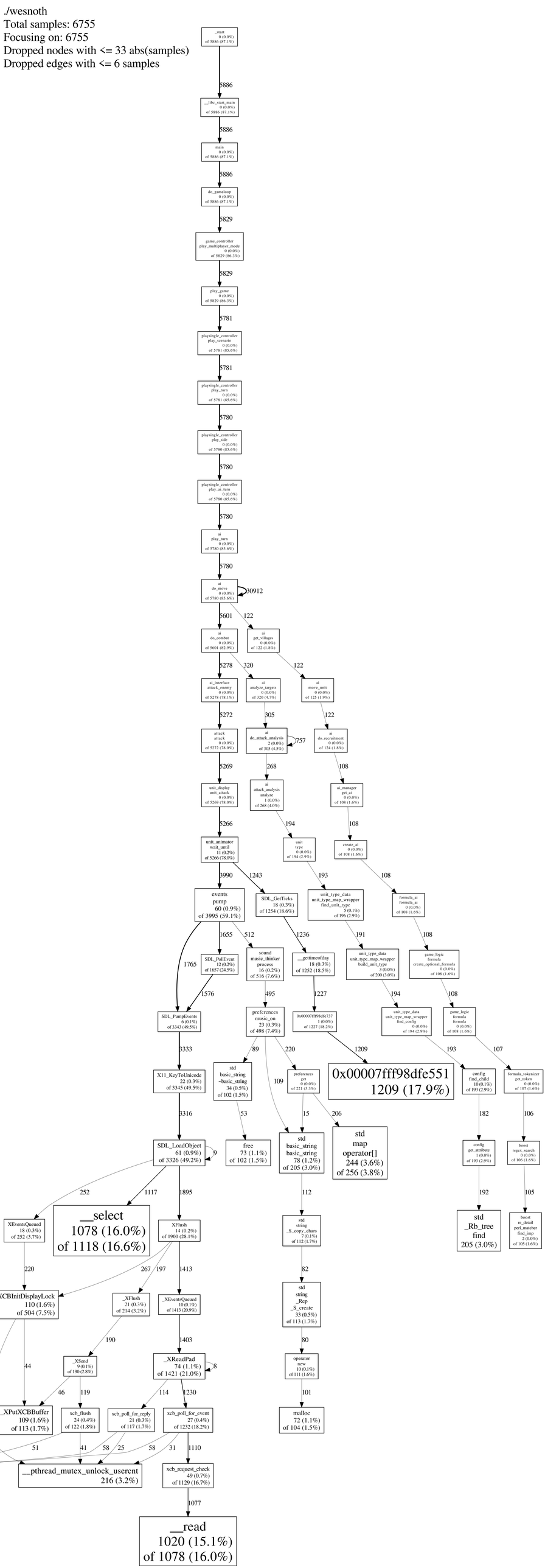
./wesnoth
Total samples: 6755
Focusing on: 6755
Dropped nodes with <= 33 abs(samples)
Dropped edges with <= 6 samples
_start
0 (0.0%)
of 5886 (87.1%)
5886
__libc_start_main
0 (0.0%)
of 5886 (87.1%)
5886
main
0 (0.0%)
of 5886 (87.1%)
5886
do_gameloop
0 (0.0%)
of 5886 (87.1%)
5829
game_controller
play_multiplayer_mode
0 (0.0%)
of 5829 (86.3%)
5829
play_game
0 (0.0%)
of 5829 (86.3%)
5781
playsingle_controller
play_scenario
0 (0.0%)
of 5781 (85.6%)
5781
playsingle_controller
play_turn
0 (0.0%)
of 5781 (85.6%)
5780
playsingle_controller
play_side
0 (0.0%)
of 5780 (85.6%)
5780
playsingle_controller
play_ai_turn
0 (0.0%)
of 5780 (85.6%)
5780
ai
play_turn
0 (0.0%)
of 5780 (85.6%)
5780
ai
do_move
0 (0.0%)
of 5780 (85.6%)
30912
5601
122
ai
do_combat
0 (0.0%)
of 5601 (82.9%)
ai
get_villages
0 (0.0%)
of 122 (1.8%)
5278
320
122
ai_interface
attack_enemy
0 (0.0%)
of 5278 (78.1%)
ai
analyze_targets
0 (0.0%)
of 320 (4.7%)
ai
move_unit
0 (0.0%)
of 125 (1.9%)
5272
305
122
attack
attack
0 (0.0%)
of 5272 (78.0%)
ai
do_attack_analysis
2 (0.0%)
of 305 (4.5%)
757
ai
do_recruitment
0 (0.0%)
of 124 (1.8%)
5269
268
108
unit_display
unit_attack
0 (0.0%)
of 5269 (78.0%)
ai
attack_analysis
analyze
1 (0.0%)
of 268 (4.0%)
ai_manager
get_ai
0 (0.0%)
of 108 (1.6%)
5266
194
108
unit_animator
wait_until
11 (0.2%)
of 5266 (78.0%)
unit
type
0 (0.0%)
of 194 (2.9%)
create_ai
0 (0.0%)
of 108 (1.6%)
3990
1243
193
108
events
pump
60 (0.9%)
of 3995 (59.1%)
SDL_GetTicks
18 (0.3%)
of 1254 (18.6%)
unit_type_data
unit_type_map_wrapper
find_unit_type
5 (0.1%)
of 196 (2.9%)
formula_ai
formula_ai
0 (0.0%)
of 108 (1.6%)
1765
1655
512
1236
191
108
SDL_PollEvent
12 (0.2%)
of 1657 (24.5%)
sound
music_thinker
process
16 (0.2%)
of 516 (7.6%)
__gettimeofday
18 (0.3%)
of 1252 (18.5%)
unit_type_data
unit_type_map_wrapper
build_unit_type
3 (0.0%)
of 200 (3.0%)
game_logic
formula
create_optional_formula
0 (0.0%)
of 108 (1.6%)
1576
495
1227
194
108
SDL_PumpEvents
6 (0.1%)
of 3343 (49.5%)
preferences
music_on
23 (0.3%)
of 498 (7.4%)
0x00007fff98dfe737
1 (0.0%)
of 1227 (18.2%)
unit_type_data
unit_type_map_wrapper
find_config
0 (0.0%)
of 194 (2.9%)
game_logic
formula
formula
0 (0.0%)
of 108 (1.6%)
3333
89
220
1209
193
107
X11_KeyToUnicode
22 (0.3%)
of 3345 (49.5%)
std
basic_string
~basic_string
34 (0.5%)
of 102 (1.5%)
preferences
get
0 (0.0%)
of 221 (3.3%)
0x00007fff98dfe551
1209 (17.9%)
config
find_child
10 (0.1%)
of 193 (2.9%)
formula_tokenizer
get_token
0 (0.0%)
of 107 (1.6%)
3316
53
15
206
109
182
106
SDL_LoadObject
61 (0.9%)
of 3326 (49.2%)
9
free
73 (1.1%)
of 102 (1.5%)
std
basic_string
basic_string
78 (1.2%)
of 205 (3.0%)
std
map
operator[]
244 (3.6%)
of 256 (3.8%)
config
get_attribute
1 (0.0%)
of 193 (2.9%)
boost
regex_search
0 (0.0%)
of 106 (1.6%)
252
1117
1895
112
192
105
XEventsQueued
18 (0.3%)
of 252 (3.7%)
__select
1078 (16.0%)
of 1118 (16.6%)
XFlush
14 (0.2%)
of 1900 (28.1%)
std
string
_S_copy_chars
7 (0.1%)
of 112 (1.7%)
std
_Rb_tree
find
205 (3.0%)
boost
re_detail
perl_matcher
find_imp
2 (0.0%)
of 105 (1.6%)
220
267
197
1413
82
_XCBInitDisplayLock
110 (1.6%)
of 504 (7.5%)
_XFlush
21 (0.3%)
of 214 (3.2%)
_XEventsQueued
10 (0.1%)
of 1413 (20.9%)
std
string
_Rep
_S_create
33 (0.5%)
of 113 (1.7%)
102
118
190
1403
80
xcb_xlib_lock
8 (0.1%)
of 104 (1.5%)
xcb_xlib_unlock
47 (0.7%)
of 125 (1.9%)
0x00007fa190c57d80
0 (0.0%)
of 120 (1.8%)
7440
_XSend
9 (0.1%)
of 190 (2.8%)
_XReadPad
74 (1.1%)
of 1421 (21.0%)
8
operator
new
10 (0.1%)
of 111 (1.6%)
101
44
7
112
46
119
114
1230
96
75
97
_init
131 (1.9%)
of 168 (2.5%)
pthread_cond_broadcast@@GLIBC_2.3.2
112 (1.7%)
_XPutXCBBuffer
109 (1.6%)
of 113 (1.7%)
xcb_flush
24 (0.4%)
of 122 (1.8%)
xcb_poll_for_reply
21 (0.3%)
of 117 (1.7%)
xcb_poll_for_event
27 (0.4%)
of 1232 (18.2%)
malloc
72 (1.1%)
of 104 (1.5%)
20
51
41
58
25
58
31
1110
_xcb_lock_io
102 (1.5%)
of 406 (6.0%)
__pthread_mutex_unlock_usercnt
216 (3.2%)
xcb_request_check
49 (0.7%)
of 1129 (16.7%)
294
1077
pthread_mutex_lock
390 (5.8%)
__read
1020 (15.1%)
of 1078 (16.0%)