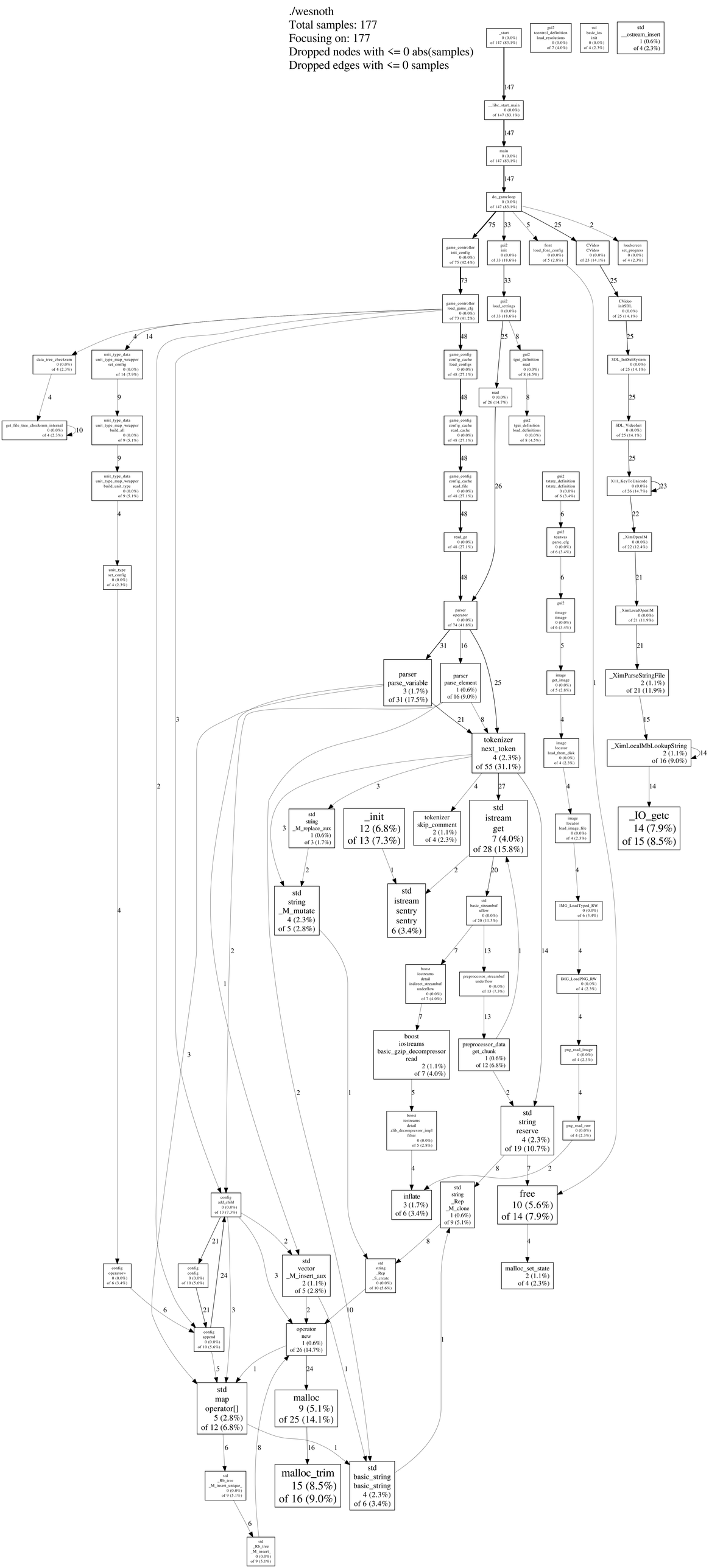
./wesnoth
Total samples: 177
Focusing on: 177
Dropped nodes with <= 0 abs(samples)
Dropped edges with <= 0 samples
_start
0 (0.0%)
of 147 (83.1%)
gui2
tcontrol_definition
load_resolutions
0 (0.0%)
of 7 (4.0%)
std
basic_ios
init
0 (0.0%)
of 4 (2.3%)
std
__ostream_insert
1 (0.6%)
of 4 (2.3%)
__libc_start_main
0 (0.0%)
of 147 (83.1%)
main
0 (0.0%)
of 147 (83.1%)
do_gameloop
0 (0.0%)
of 147 (83.1%)
game_controller
init_config
0 (0.0%)
of 75 (42.4%)
gui2
init
0 (0.0%)
of 33 (18.6%)
font
load_font_config
0 (0.0%)
of 5 (2.8%)
CVideo
CVideo
0 (0.0%)
of 25 (14.1%)
loadscreen
set_progress
0 (0.0%)
of 4 (2.3%)
game_controller
load_game_cfg
0 (0.0%)
of 73 (41.2%)
gui2
load_settings
0 (0.0%)
of 33 (18.6%)
CVideo
initSDL
0 (0.0%)
of 25 (14.1%)
data_tree_checksum
0 (0.0%)
of 4 (2.3%)
unit_type_data
unit_type_map_wrapper
set_config
0 (0.0%)
of 14 (7.9%)
game_config
config_cache
load_configs
0 (0.0%)
of 48 (27.1%)
gui2
tgui_definition
read
0 (0.0%)
of 8 (4.5%)
SDL_InitSubSystem
0 (0.0%)
of 25 (14.1%)
get_file_tree_checksum_internal
0 (0.0%)
of 4 (2.3%)
unit_type_data
unit_type_map_wrapper
build_all
0 (0.0%)
of 9 (5.1%)
read
0 (0.0%)
of 26 (14.7%)
gui2
tgui_definition
load_definitions
0 (0.0%)
of 8 (4.5%)
SDL_VideoInit
0 (0.0%)
of 25 (14.1%)
game_config
config_cache
read_cache
0 (0.0%)
of 48 (27.1%)
unit_type_data
unit_type_map_wrapper
build_unit_type
0 (0.0%)
of 9 (5.1%)
game_config
config_cache
read_file
0 (0.0%)
of 48 (27.1%)
gui2
tstate_definition
tstate_definition
0 (0.0%)
of 6 (3.4%)
X11_KeyToUnicode
0 (0.0%)
of 26 (14.7%)
read_gz
0 (0.0%)
of 48 (27.1%)
gui2
tcanvas
parse_cfg
0 (0.0%)
of 6 (3.4%)
_XimOpenIM
0 (0.0%)
of 22 (12.4%)
unit_type
set_config
0 (0.0%)
of 4 (2.3%)
parser
operator
0 (0.0%)
of 74 (41.8%)
gui2
timage
timage
0 (0.0%)
of 6 (3.4%)
_XimLocalOpenIM
0 (0.0%)
of 21 (11.9%)
parser
parse_variable
3 (1.7%)
of 31 (17.5%)
parser
parse_element
1 (0.6%)
of 16 (9.0%)
image
get_image
0 (0.0%)
of 5 (2.8%)
_XimParseStringFile
2 (1.1%)
of 21 (11.9%)
tokenizer
next_token
4 (2.3%)
of 55 (31.1%)
image
locator
load_from_disk
0 (0.0%)
of 4 (2.3%)
_XimLocalMbLookupString
2 (1.1%)
of 16 (9.0%)
std
string
_M_replace_aux
1 (0.6%)
of 3 (1.7%)
_init
12 (6.8%)
of 13 (7.3%)
tokenizer
skip_comment
2 (1.1%)
of 4 (2.3%)
std
istream
get
7 (4.0%)
of 28 (15.8%)
image
locator
load_image_file
0 (0.0%)
of 4 (2.3%)
_IO_getc
14 (7.9%)
of 15 (8.5%)
std
string
_M_mutate
4 (2.3%)
of 5 (2.8%)
std
istream
sentry
sentry
6 (3.4%)
std
basic_streambuf
uflow
0 (0.0%)
of 20 (11.3%)
IMG_LoadTyped_RW
0 (0.0%)
of 6 (3.4%)
boost
iostreams
detail
indirect_streambuf
underflow
0 (0.0%)
of 7 (4.0%)
preprocessor_streambuf
underflow
0 (0.0%)
of 13 (7.3%)
IMG_LoadPNG_RW
0 (0.0%)
of 4 (2.3%)
boost
iostreams
basic_gzip_decompressor
read
2 (1.1%)
of 7 (4.0%)
preprocessor_data
get_chunk
1 (0.6%)
of 12 (6.8%)
png_read_image
0 (0.0%)
of 4 (2.3%)
boost
iostreams
detail
zlib_decompressor_impl
filter
0 (0.0%)
of 5 (2.8%)
std
string
reserve
4 (2.3%)
of 19 (10.7%)
png_read_row
0 (0.0%)
of 4 (2.3%)
inflate
3 (1.7%)
of 6 (3.4%)
std
string
_Rep
_M_clone
1 (0.6%)
of 9 (5.1%)
free
10 (5.6%)
of 14 (7.9%)
config
add_child
0 (0.0%)
of 13 (7.3%)
config
operator=
0 (0.0%)
of 6 (3.4%)
config
config
0 (0.0%)
of 10 (5.6%)
std
vector
_M_insert_aux
2 (1.1%)
of 5 (2.8%)
std
string
_S_create
0 (0.0%)
of 10 (5.6%)
malloc_set_state
2 (1.1%)
of 4 (2.3%)
config
append
0 (0.0%)
of 10 (5.6%)
operator
new
1 (0.6%)
of 26 (14.7%)
std
map
operator[]
5 (2.8%)
of 12 (6.8%)
malloc
9 (5.1%)
of 25 (14.1%)
std
_Rb_tree
_M_insert_unique_
0 (0.0%)
of 9 (5.1%)
malloc_trim
15 (8.5%)
of 16 (9.0%)
std
basic_string
basic_string
4 (2.3%)
of 6 (3.4%)
std
_Rb_tree
_M_insert_
0 (0.0%)
of 9 (5.1%)