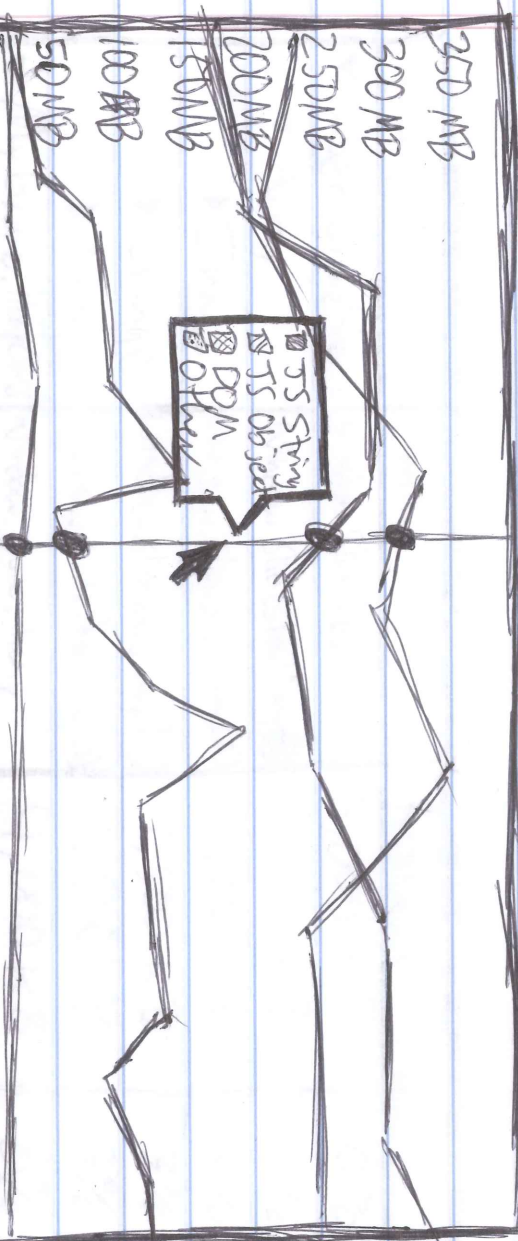
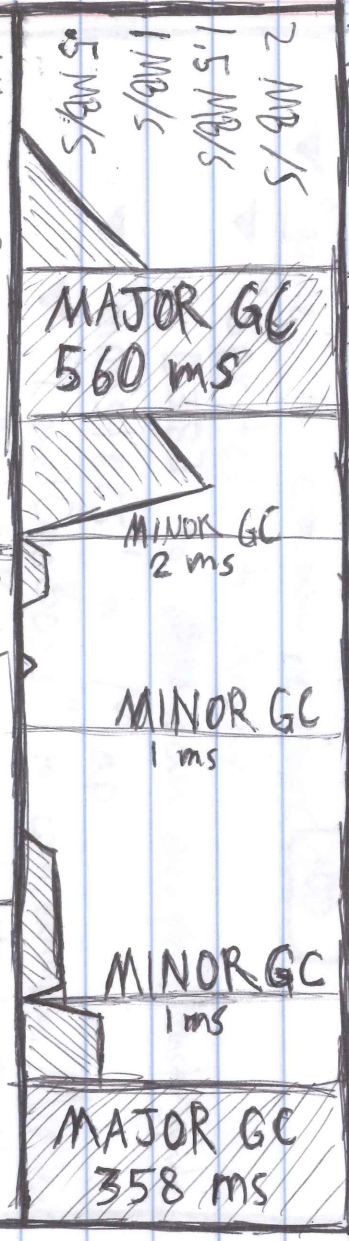


OVERVIEW



Type	Count	Shallow Size
7 min. bwin...	5 min. Quirk ago	3 min ago
2 min ago	1 min ago	
Allocation Site		
foo.js: 53:10	180, 242	18% + 300, 428B + 2%
bar.js: 129:52	75, 429	9% + 151, 984B + 10%
freebook.js: 1:398	5, 321	2% + 20, 510KB + 2%
ads.js: 1:1321	1, 386	.5% - 6, 009KB - 1%

ALLOCATIONS / GC



Allocation Site	Count	Size
foo.js: 321:16	100, 581	15% 900 KB 17%
bar.js: 492: 24	33, 456	5% 50 KB 6%
baz.js: 110: 2	10, 123	2% 10 KB 1%
bang.js: 1:1368	506	.1% 1 KB 0%

Should have
 my own
 and total
 count
 and
 this

Heap Snapshots / Dominator Tree

Name	Path	Retained Size	
▶ widget, SlideShow	window, SlideShow	5,000 KB	10%
▶ Array	Window, SlideShow, imgs	5,000 KB	10%
▶ Image	Window, SlideShow, imgs [2]	2,000 KB	4%
▶ Image	Window, SlideShow, imgs [0]	1,500 KB	3%
▶ Image	Window, SlideShow, imgs [1]	1,500 KB	3%
▶ My Game, HeapClass	Window, game, heap	4,000 KB	8%
▶ Typed Array	Window, game, heap, ary	4,000 KB	8%
▶ My Game, BGImg	Window, game, background	1,000 KB	2%
▶ My Game, SpriteList	Window, game, sprites	500 KB	1%

Heap Snapshots / Retaining Paths

Paths From GC Roots	Display	Shortest Paths
▶ Window	▶ 10	Shortest Paths
▶ "game" to com.example.Game	▶ 50	
▶ "sprites" to Array	▶ 100	
▶ "monsters" to Map		
▶ "LevelOneBoss" to com.example.Monster		
▶ "sprite" to com.example.MonsterSprite		