

## SE2 Memory Stats 060426

Process Memory: 22.70GiB  
GC: 4.11GiB  
GC Total: 4.11GiB  
GC Committed Total: 6.61GiB  
GC Total Allocated: 54.93GiB  
GC Total Pause Duration: 104.96s  
GC Collection Count 0: 2,973  
GC Collection Count 1: 1,959  
GC Collection Count 2: 46  
Havok Memory: 1,019.50MiB  
Native Allocators: 2.53GiB  
Heap: 2.52GiB  
Heap Allocation Count: unavailable  
Bump: 3.06MiB  
Systems: 10.94GiB  
DCS\_Scenes: 157.05MiB  
Render12: 9.25GiB  
Default: 8.91GiB  
NonStreaming: 1.32GiB  
HeapManager: 288.14MiB  
Free: 288.14MiB  
Bindable Buffers: 124.69MiB  
Persistent Constant Buffers: 1.50MiB  
Read-Write Buffers: 123.19MiB  
Bindable Textures: 820.81MiB  
RO Textures: 7.00MiB  
RO Cube Texture: 10.56MiB  
Render Target Textures: 193.69MiB  
RW Render Target Textures: 385.81MiB  
Depth Stencils: 223.75MiB  
Cube Depth Stencils: 0.00B  
Managed Buffers: 49.44MiB  
Free: 49.44MiB  
Streaming: 3.56GiB  
Textures: 3.56GiB  
Missing: 792.61MiB  
Specific: 3.25GiB  
Borrowing: 749.81MiB  
Flare: 83.69KiB  
Grass: 17.12MiB  
Light Clustering: 176.81MiB  
Material: 814.03KiB  
Mwm: 490.38MiB  
Particle: 40.38MiB  
Raytracing: 412.41MiB  
Runtime Data: 537.52MiB  
Unknown: 2.81KiB  
Armor: 39.77MiB  
Debug: 0.00B  
Flora: 82.28MiB  
Impostor: 0.00B  
UI3D: 99.03KiB  
Voxel: 415.31MiB  
Water: 64.56KiB  
Scene: 626.00MiB  
Unified Index Buffer: 256.00MiB  
Water: 0.00B  
Mix: 5.56MiB  
Clearing Manager: 1.56MiB

Local Shadow Textures: 2.02MiB  
Asset Cache Textures: 15.86MiB  
Managed Generated Textures: 52.00KiB  
  Upload: 334.44MiB  
  Data Uploader: 256.00MiB  
  Bindable Buffers: 77.31MiB  
  Upload Buffers: 61.31MiB  
  Transient Constants: 16.00MiB  
  Bindable Textures: 1.12MiB  
  Upload Textures: 1.12MiB  
  ReadBack: 12.00MiB  
  Bindable Buffers: 12.00MiB  
  Read Back Buffers: 12.00MiB  
  System: 0.00B  
  ShaderFileCache: 0.00B  
  HavokManaged: 960.00B  
  Voxels: 1.54GiB  
  Planet Bitmaps: 820.65MiB  
  Natives: 730.63MiB  
  VrVoxelMesh: 381.53MiB  
  VrShellDataCache: 310.23MiB  
  VrSewGuide: 38.50MiB  
  VrTailor: 382.92KiB  
  NativeDictionary: 28.65MiB  
  Pools: 45.97MiB  
  Default for ParallelWorkTask  
  Pooled Count: 10,945.00  
  Active (borrowed) Count: 0.00  
  Bytes Pooled: 1MiB  
  Default for ThreadPoolContinuation  
  Pooled Count: 2,296.00  
  Active (borrowed) Count: -5,167.00  
  Bytes Pooled: 108KiB  
  Default for BlockingWaiter  
  Pooled Count: 5.00  
  Active (borrowed) Count: 0.00  
  Bytes Pooled: 240B  
  Default for ContinuationQueueContinuation  
  Pooled Count: 1,131.00  
  Active (borrowed) Count: -41,119.00  
  Bytes Pooled: 62KiB  
  Default for DataWork<ValueTuple<DefinitionLoader, Buffer<ValueTuple<Guid, int>>, int, int>>  
  Pooled Count: 249.00  
  Active (borrowed) Count: 0.00  
  Bytes Pooled: 14KiB  
  Default for MultiTaskAwaiter  
  Pooled Count: 1,351.00  
  Active (borrowed) Count: 0.00  
  Bytes Pooled: 106KiB  
  Default for Optional  
  Pooled Count: 5,961.00  
  Active (borrowed) Count: 0.00  
  Bytes Pooled: 279KiB  
  Default for PriorityToken  
  Pooled Count: 12.00  
  Active (borrowed) Count: 167,232.00  
  Bytes Pooled: 480B  
  Default for SkipWaitMonitor  
  Pooled Count: 7,547.00  
  Active (borrowed) Count: 1.00  
  Bytes Pooled: 413KiB  
  Default for DirectContinuationModifier

Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for DirectContinuationModifier  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for DirectContinuationModifier  
Pooled Count: 24.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 960B  
Default for ActionCompletion  
Pooled Count: 284.00  
Active (borrowed) Count: 375.00  
Bytes Pooled: 9KiB  
Func Filters  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 24B  
Format Params Filters  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 32B  
Default for PromiseTask  
Pooled Count: 934.00  
Active (borrowed) Count: 3.00  
Bytes Pooled: 66KiB  
AnimationsUsageTracker  
Pooled Count: 37.00  
Active (borrowed) Count: 13.00  
Bytes Pooled: unavailable  
OctreeRegionSubSystem  
Pooled Count: 9.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 288B  
Default for PriorityToken  
Pooled Count: 22.00  
Active (borrowed) Count: 78,787.00  
Bytes Pooled: 2KiB  
PlanetCubemapSubSystem  
Pooled Count: 24.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 768B  
Default for PriorityToken  
Pooled Count: 1,762.00  
Active (borrowed) Count: 65,494.00  
Bytes Pooled: 165KiB  
PlanetBitmapSubSystem  
Pooled Count: 21.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 672B  
Default for ForLoopWork  
Pooled Count: 3.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 120B  
Default for WorkBlocker  
Pooled Count: 3.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 96B  
Render Update Frames  
Pooled Count: 291.00  
Active (borrowed) Count: 2.00

Bytes Pooled: 9KiB  
Render Frame Replay Tokens  
Pooled Count: 2.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 80B  
ResourcePool-AllocationRecord  
Pooled Count: 16,174.00  
Active (borrowed) Count: 134,248.00  
Bytes Pooled: 1MiB  
SlugWorkspaceBuffers  
Pooled Count: 4.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 3MiB  
CopyCommandList  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 128B  
ComputeCommandList  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 128B  
DirectCommandList  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 128B  
PresentCommandList  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 128B  
ResourcePool-TransientUploadMemory  
Pooled Count: 14.00  
Active (borrowed) Count: 2.00  
Bytes Pooled: 1KiB  
GPUResourcePool-RWBuffer  
Pooled Count: 52.00  
Active (borrowed) Count: 303.00  
Bytes Pooled: 4KiB  
GPUResourcePool-AutoResourceState  
Pooled Count: 5.00  
Active (borrowed) Count: 651.00  
Bytes Pooled: 1KiB  
GPUResourcePool-DepthStencilTexture  
Pooled Count: 2.00  
Active (borrowed) Count: 19.00  
Bytes Pooled: 208B  
Default for Texture2DSlice  
Pooled Count: 2.00  
Active (borrowed) Count: 19.00  
Bytes Pooled: 128B  
Default for DepthStencilSlice  
Pooled Count: 4.00  
Active (borrowed) Count: 38.00  
Bytes Pooled: 256B  
GPUResourcePool-ROCubeTexture  
Pooled Count: 0.00  
Active (borrowed) Count: 135.00  
Bytes Pooled: 0B  
Default for Slice  
Pooled Count: 0.00  
Active (borrowed) Count: 810.00  
Bytes Pooled: 0B  
ResourcePool-Texture2DTable

Pooled Count: 13.00  
Active (borrowed) Count: 3.00  
Bytes Pooled: 2KiB  
ResourcePool-TextureCubeTable  
Pooled Count: 13.00  
Active (borrowed) Count: 3.00  
Bytes Pooled: 2KiB  
GPUResourcePool-QueryHeap  
Pooled Count: 1.00  
Active (borrowed) Count: 16.00  
Bytes Pooled: 48B  
GPUResourcePool-ReadbackBuffer  
Pooled Count: 9.00  
Active (borrowed) Count: 120.00  
Bytes Pooled: 576B  
GPUResourcePool-RWCountedBuffer  
Pooled Count: 8.00  
Active (borrowed) Count: 8.00  
Bytes Pooled: 1KiB  
ResourcePool-Record  
Pooled Count: 46,940.00  
Active (borrowed) Count: 9,057.00  
Bytes Pooled: 3MiB  
GPUResourcePool-ResizableRWBuffer  
Pooled Count: 1.00  
Active (borrowed) Count: 131.00  
Bytes Pooled: 48B  
GPUResourcePool-ResizableDepthStencilTexture  
Pooled Count: 4.00  
Active (borrowed) Count: 12.00  
Bytes Pooled: 672B  
Default for Texture2DSlice  
Pooled Count: 0.00  
Active (borrowed) Count: 24.00  
Bytes Pooled: 0B  
Default for DepthStencilSlice  
Pooled Count: 0.00  
Active (borrowed) Count: 24.00  
Bytes Pooled: 0B  
GPUResourcePool-ResizableRWRenderTargetTexture  
Pooled Count: 1.00  
Active (borrowed) Count: 56.00  
Bytes Pooled: 328B  
Default for Slice  
Pooled Count: 1.00  
Active (borrowed) Count: 67.00  
Bytes Pooled: 104B  
GPUResourcePool-UploadBuffer  
Pooled Count: 97.00  
Active (borrowed) Count: 147.00  
Bytes Pooled: 6KiB  
ResourcePool-StructuredBufferTable  
Pooled Count: 14.00  
Active (borrowed) Count: 2.00  
Bytes Pooled: 2KiB  
GPUResourcePool-RenderTargetCubeTexture  
Pooled Count: 4.00  
Active (borrowed) Count: 12.00  
Bytes Pooled: 704B  
Default for Face  
Pooled Count: 0.00  
Active (borrowed) Count: 72.00

Bytes Pooled: 0B  
GPUResourcePool-RenderTargetTexture  
Pooled Count: 1.00  
Active (borrowed) Count: 18.00  
Bytes Pooled: 144B  
GPUResourcePool-NonpooledHelper`1  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 896B  
ResourcePool-ComputePSO  
Pooled Count: 0.00  
Active (borrowed) Count: 281.00  
Bytes Pooled: 0B  
ResourcePool-ManagedTexturePin  
Pooled Count: 46.00  
Active (borrowed) Count: 219.00  
Bytes Pooled: 2KiB  
AudioEventInstance  
Pooled Count: 217.00  
Active (borrowed) Count: 39.00  
Bytes Pooled: 32KiB  
OneShotAudioEventInstance3D  
Pooled Count: 228.00  
Active (borrowed) Count: 28.00  
Bytes Pooled: 50KiB  
LoopingAudioEventInstance3D  
Pooled Count: 124.00  
Active (borrowed) Count: 132.00  
Bytes Pooled: 28KiB  
Default for MaterialGPUDataConvertor  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 32B  
Default for ResourceCollectorGPUDataConverter  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 88B  
Sprite Batches  
Pooled Count: 83.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 8KiB  
Vector Font Batches  
Pooled Count: 169.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 17KiB  
Vector Draw batches  
Pooled Count: 429.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 40KiB  
Vector Image batches  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Video batches  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
GPUResourcePool-UploadTexture  
Pooled Count: 10.00  
Active (borrowed) Count: 6.00  
Bytes Pooled: 1KiB  
ResourcePool-GraphicsPSO

Pooled Count: 0.00  
Active (borrowed) Count: 1,554.00  
Bytes Pooled: 0B  
Default for ParallelMonitor  
Pooled Count: 26.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 1KiB  
Default for MulticastCompletion  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for MulticastCompletion  
Pooled Count: 3,098.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 97KiB  
GPUResourcePool-SinglePlacedTextureContainer  
Pooled Count: 0.00  
Active (borrowed) Count: 3,773.00  
Bytes Pooled: 0B  
GPUResourcePool-CommandSignature  
Pooled Count: 0.00  
Active (borrowed) Count: 45.00  
Bytes Pooled: 0B  
GPUResourcePool-ResizableRenderTargetTexture  
Pooled Count: 0.00  
Active (borrowed) Count: 40.00  
Bytes Pooled: 0B  
GPUResourcePool-PersistentConstantBuffer  
Pooled Count: 4.00  
Active (borrowed) Count: 26.00  
Bytes Pooled: 288B  
ResourcePool-ScreenQuadJob  
Pooled Count: 21.00  
Active (borrowed) Count: 98.00  
Bytes Pooled: 504B  
ResourcePool-CommonJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 600B  
ResourcePool-SimpleJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 480B  
ResourcePool-JobSnapshot  
Pooled Count: 9.00  
Active (borrowed) Count: 7.00  
Bytes Pooled: 360B  
ResourcePool-LightJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 600B  
ResourcePool-ShadowJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 960B  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 4KiB  
ResourcePool-LightJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00

Bytes Pooled: 600B  
ResourcePool-LocalLightsJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 1KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 1KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 5KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 10KiB  
ResourcePool-OITJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 480B  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 2KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 4KiB  
ResourcePool-ParticleRenderingJobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 480B  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 2KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 3KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 480B  
ResourcePool-JobSnapshot  
Pooled Count: 10.00  
Active (borrowed) Count: 6.00  
Bytes Pooled: 400B  
ResourcePool-SignalGPURecord  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 512B  
ResourcePool-Segment  
Pooled Count: 6,834.00  
Active (borrowed) Count: 43,113.00  
Bytes Pooled: 320KiB  
ResourcePool-MicroChunk  
Pooled Count: 298.00  
Active (borrowed) Count: 5,094.00  
Bytes Pooled: 23KiB  
GPUResourcePool-MicroBuffer

Pooled Count: 15,959.00  
Active (borrowed) Count: 118,464.00  
Bytes Pooled: 997KiB  
GPUResourcePool-ROTexture  
Pooled Count: 2.00  
Active (borrowed) Count: 14.00  
Bytes Pooled: 304B  
GPUResourcePool-TransientConstantBuffer  
Pooled Count: 1,718.00  
Active (borrowed) Count: 5,443.00  
Bytes Pooled: 81KiB  
GPUResourcePool-RWRenderTargetTexture  
Pooled Count: 12.00  
Active (borrowed) Count: 4.00  
Bytes Pooled: 3KiB  
Default for Slice  
Pooled Count: 3.00  
Active (borrowed) Count: 11.00  
Bytes Pooled: 312B  
GPUResourcePool-ChunkBuffer  
Pooled Count: 1,170.00  
Active (borrowed) Count: 4,990.00  
Bytes Pooled: 91KiB  
ResourcePool-WaitGPURecord  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 512B  
ResourcePool-ResourceStateMonitorRecord  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 384B  
Default for  
AsyncStateMachinePooledTask<<Keen-VRage-Render12-SceneSystem-Components-ManagedTextureStreamingCo  
mponent-IListener-RequestUpdateTier>d\_\_38>  
Pooled Count: 2,636.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 1MiB  
AudioEventPool event:/SFX/Explosions/DestroyMetalBlock  
Pooled Count: 32.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: unavailable  
AudioEventPool event:/SFX/Explosions/DestroyMetalBlockSmall  
Pooled Count: 1.00  
Active (borrowed) Count: 31.00  
Bytes Pooled: unavailable  
AudioEventPool event:/SFX/Impacts/ImpactMetalRock  
Pooled Count: 32.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: unavailable  
AudioEventPool event:/SFX/Impacts/ImpactMetalMetal  
Pooled Count: 32.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: unavailable  
AudioEventPool event:/SFX/Explosions/DamageIncrementalMetal  
Pooled Count: 15.00  
Active (borrowed) Count: 17.00  
Bytes Pooled: unavailable  
AudioEventPool event:/SFX/Explosions/ExpMetalMetal  
Pooled Count: 32.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: unavailable  
AudioEventPool event:/SFX/Explosions/ExpMetalRock

Pooled Count: 32.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: unavailable  
AudioEventPool event:/SFX/Explosions/DestroyMetalBlockDetail  
Pooled Count: 32.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: unavailable  
Default for SystemTaskCompletion  
Pooled Count: 2.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 96B  
Default for SendOrPostCompletion  
Pooled Count: 2.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 80B  
Default for ExternalHandlersVersion  
Pooled Count: 450.00  
Active (borrowed) Count: 1,058.00  
Bytes Pooled: 14KiB  
Default for PooledList<Delegate>  
Pooled Count: 450.00  
Active (borrowed) Count: 1,058.00  
Bytes Pooled: 14KiB  
Default for DataWork<object>  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 32B  
Default for HashSet<InputId>  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 64B  
Default for DrawingContextImpl  
Pooled Count: 270.00  
Active (borrowed) Count: 247.00  
Bytes Pooled: 42KiB  
Default for RenderDrawCommandBuffer  
Pooled Count: 1,721.00  
Active (borrowed) Count: 252.00  
Bytes Pooled: 108KiB  
Default for PersistentDrawBatch  
Pooled Count: 271.00  
Active (borrowed) Count: 247.00  
Bytes Pooled: 13KiB  
Default for Predicates  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 48B  
Default for PooledList<RenderDrawCommandBuffer>  
Pooled Count: 1.00  
Active (borrowed) Count: 2.00  
Bytes Pooled: 32B  
GPUResourcePool-NonpooledHelper`1  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 512B  
Default for AsyncStateMachinePooledTask<<LoadTextureDDS>d\_\_10>  
Pooled Count: 768.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 3MiB  
Default for AsyncStateMachinePooledTask<<LoadTextureDDS>d\_\_10>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00

Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<LoadTextureDDS>d\_\_10>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 768.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 168KiB  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<WaitFence>d\_\_15>  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<TryLoadDDSAsync>d\_\_45>  
Pooled Count: 768.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 582KiB  
Default for AsyncStateMachinePooledTask<<TryLoadDDSAsync>d\_\_45>



Bytes Pooled: 0B  
GPUResourcePool-D3DHelper`1  
Pooled Count: 32.00  
Active (borrowed) Count: 6.00  
Bytes Pooled: 1,024B  
Default for UIBatchRecorder  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 40B  
ResourcePool-RASPool  
Pooled Count: 7.00  
Active (borrowed) Count: 9.00  
Bytes Pooled: 448B  
GPUResourcePool-RASBuffer  
Pooled Count: 3,436.00  
Active (borrowed) Count: 17,357.00  
Bytes Pooled: 268KiB  
GPUResourcePool-SingleCommittedTextureContainer  
Pooled Count: 330.00  
Active (borrowed) Count: 893.00  
Bytes Pooled: 31KiB  
Default for TrackingTokenHolder  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 48B  
Default for DataWork<ValueTuple<DefinitionLoader, Guid>>  
Pooled Count: 26.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 1KiB  
Default for ForEachLoopWork<MemberReference>  
Pooled Count: 2.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 96B  
Default for FaceMips  
Pooled Count: 48.00  
Active (borrowed) Count: 480.00  
Bytes Pooled: 5KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 1KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 4KiB  
ResourcePool-JobSnapshot  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 8KiB  
ResourcePool-RayTracingPSO  
Pooled Count: 2.00  
Active (borrowed) Count: 14.00  
Bytes Pooled: 320B  
GPUResourcePool-FSR3\_1Context  
Pooled Count: 15.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 480B  
GPUResourcePool-ResizableRenderTargetArrayTexture  
Pooled Count: 14.00  
Active (borrowed) Count: 2.00  
Bytes Pooled: 3KiB  
Default for Slice

Pooled Count: 0.00  
Active (borrowed) Count: 32.00  
Bytes Pooled: 0B  
ResourcePool-RWTexture2DTable  
Pooled Count: 16.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 2KiB  
Default for AsyncStateMachinePooledTask<<UploadAsync>d\_\_11>  
Pooled Count: 7,275.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 1MiB  
Default for ServerToClientEntityReplicationData  
Pooled Count: 4.00  
Active (borrowed) Count: 1.00  
Bytes Pooled: 224B  
ResourcePool-LOD  
Pooled Count: 6,834.00  
Active (borrowed) Count: 40,724.00  
Bytes Pooled: 801KiB  
Default for ForEachLoopWork<CachedAccessor>  
Pooled Count: 5.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 240B  
Default for ReplicationCommandBuffer  
Pooled Count: 0.00  
Active (borrowed) Count: 3.00  
Bytes Pooled: 0B  
Default for SectoredTrigger  
Pooled Count: 6,796.00  
Active (borrowed) Count: 27,545.00  
Bytes Pooled: 4MiB  
Default for EntityTrigger  
Pooled Count: 964.00  
Active (borrowed) Count: 283.00  
Bytes Pooled: 362KiB  
Default for List<ArmorBlockInfo>  
Pooled Count: 14.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 448B  
Default for EncounterSector  
Pooled Count: 0.00  
Active (borrowed) Count: 2.00  
Bytes Pooled: 0B  
Default for AsyncStateMachinePooledTask<<LoadMapAsync>d\_\_15>  
Pooled Count: 5.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 1KiB  
Default for VoxelLoadingTaskCompletion  
Pooled Count: 10.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 800B  
Default for AsyncStateMachinePooledTask<<UpdateChunkAsync>d\_\_31>  
Pooled Count: 7,392.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 3MiB  
Default for ResourceLoadingTask  
Pooled Count: 108.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 10KiB  
Default for ResourceLoadingTask  
Pooled Count: 5,653.00  
Active (borrowed) Count: 0.00

Bytes Pooled: 530KiB  
Default for Sector  
Pooled Count: 12.00  
Active (borrowed) Count: 501.00  
Bytes Pooled: 768B  
Default for PlanetEnvironmentSector  
Pooled Count: 28.00  
Active (borrowed) Count: 531.00  
Bytes Pooled: 4KiB  
Default for SizeEstimatorData  
Pooled Count: 14.00  
Active (borrowed) Count: 826.00  
Bytes Pooled: 448B  
Default for ResourceLoadingTask  
Pooled Count: 9.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 792B  
Default for Dictionary<int, VoluntaryThrustData>  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 80B  
Object Pair List  
Pooled Count: 8.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 1MiB  
Default for AccumulatingGPUConverter  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 48B  
GPUResourcePool-ManagedRuntimeBuffer  
Pooled Count: 1,681.00  
Active (borrowed) Count: 14,931.00  
Bytes Pooled: 66KiB  
Default for ResourceLoadingTask  
Pooled Count: 371.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 29KiB  
Default for VoxelClipmapRing  
Pooled Count: 38,052.00  
Active (borrowed) Count: 156,648.00  
Bytes Pooled: 8MiB  
Default for DCSContinuation  
Pooled Count: 10.00  
Active (borrowed) Count: -130,126.00  
Bytes Pooled: 560B  
Default for RelativeTransformRootContext  
Pooled Count: 5.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 280B  
Default for TransformContext  
Pooled Count: 8.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 512B  
Default for UpdateBoundsContext  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for UpdateBoundsContext  
Pooled Count: 3.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 312B  
Default for UpdateBoundsContext

Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for StitchOperation  
Pooled Count: 4,456.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 453KiB  
Default for CompoundStitchOperation  
Pooled Count: 1,937.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 212KiB  
Default for VoxelUpdateBatchTracker  
Pooled Count: 2,906.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 114KiB  
Default for CellData  
Pooled Count: 86,679.00  
Active (borrowed) Count: 366,962.00  
Bytes Pooled: 5MiB  
Default for ClipmapMeshJob  
Pooled Count: 5,989.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 795KiB  
Default for ClipmapResourceLoadingJob  
Pooled Count: 1,562.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 244KiB  
Skipped Object List  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 256B  
Animation Clip Requests  
Pooled Count: 27.00  
Active (borrowed) Count: 16.00  
Bytes Pooled: 3KiB  
Animation Layers Requests  
Pooled Count: 2.00  
Active (borrowed) Count: 14.00  
Bytes Pooled: unavailable  
Animation Group Requests  
Pooled Count: 10.00  
Active (borrowed) Count: 5.00  
Bytes Pooled: unavailable  
Animator Requests  
Pooled Count: 0.00  
Active (borrowed) Count: 4.00  
Bytes Pooled: unavailable  
Default for List<LineSegmentOverlapResult<object>>  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 32B  
Default for ResourceLoadingCompletion  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for ResourceLoadingCompletion  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for ResourceLoadingCompletion  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00

Bytes Pooled: 0B  
Default for ResourceLoadingCompletion  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for ResourceLoadingCompletion  
Pooled Count: 0.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 0B  
Default for ResourceLoadingCompletion  
Pooled Count: 66.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 2KiB  
Default for ImmediateDrawBatch  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 32B  
Default for ClipmapSewJob  
Pooled Count: 4,632.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 688KiB  
ResourcePool-InstanceBatch  
Pooled Count: 594.00  
Active (borrowed) Count: 32,928.00  
Bytes Pooled: 102KiB  
ResourcePool-FloraSubSectorModelBatch  
Pooled Count: 2,413.00  
Active (borrowed) Count: 141,610.00  
Bytes Pooled: 113KiB  
Default for VoxelCell  
Pooled Count: 6,835.00  
Active (borrowed) Count: 29,244.00  
Bytes Pooled: 2MiB  
Default for AsyncStateMachinePooledTask<<DisposeAsync>d\_\_71>  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 176B  
Default for AsyncStateMachineOptional  
Pooled Count: 1,502.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 82KiB  
Default for List<object>  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 32B  
Default for SynchronizationContextContinuation  
Pooled Count: 1.00  
Active (borrowed) Count: 0.00  
Bytes Pooled: 48B