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COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE
GENERATOR) ANALYSIS AND (U) SCIENCE APPLICATIONS INC
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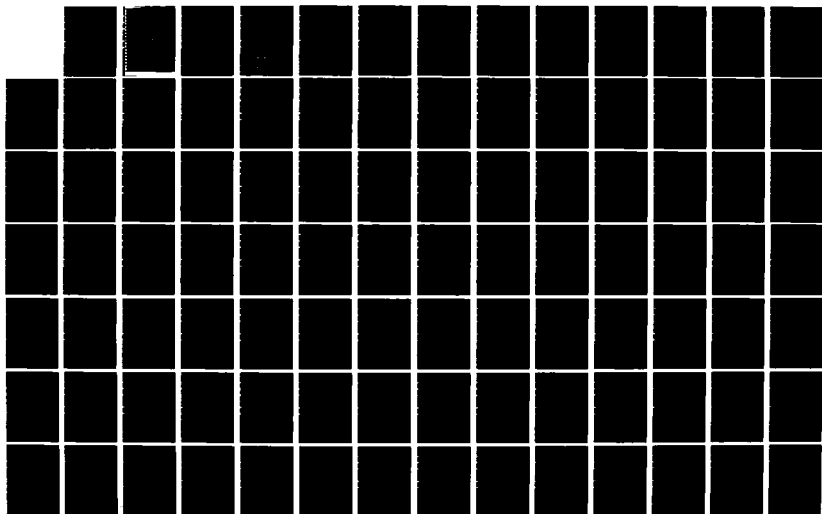
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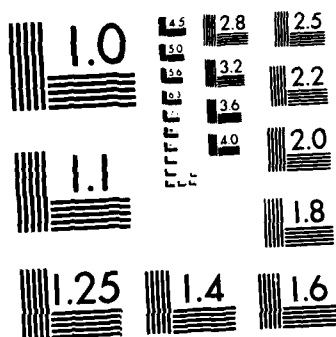
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MICROCOPY RESOLUTION TEST CHART
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AD-A148 350

FINAL DESIGN REPORT
FOR THE
STUDY ENTITLED
"COSAGE ANALYSIS AND DESIGN REPORT"
VOLUME III
(APPENDICES)

science applications, inc.

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Hugh Jones

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FINAL DESIGN REPORT
FOR THE
STUDY ENTITLED
"COSAGE ANALYSIS AND DESIGN REPORT"
VOLUME III
(APPENDICES)

Contract No.
MDA903-83-C-0424

Contract Expiration Date:
April 29, 1984

Prepared For:
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Ms. Diane K. Graham

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APPENDICES

This volume contains miscellaneous information and reports which supported SAI's analyses and recommended changes. Contents of the various appendices are listed below:

- Appendix A contains referenced materials.
- Appendix B presents the module invocation report for all COSAGE routines, using random number seed 3.
- Appendix C includes analyses results for random number seed 10.
- Appendix D has analyses results for random number seed 6.

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APPENDIX A

REFERENCES

- [1] McCabe, T., "A Complexity Measure", IEEE Transactions on Software Engineering, December, 1979, pp 308-320.
- [2] Halstead, M., "Elements of Software Science", Elsevier North-Holland Inc., N.Y., 1977.
- [3] Fitzsimmons, A., and T. Love, "A Review and Evaluation of Software Science", ACM Computing Surveys, March, 1978, pp 3-18.



SCIENCE APPLICATIONS, INC.

APPENDIX B

COSAGE HOURLY INVOCATION REPORT
(random number seed 3)



COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 1.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	10042	59.891	59.891
2 ROUTINE_EXPONENTIAL.F	2048	12.214	72.106
3 ROUTINE_GAMMA.F	1756	10.473	82.579
4 ROUTINE_LOCATE_SECTOR	680	4.056	86.634
5 PROCESS_FORWARD_OBSERVER	421	2.511	89.145
6 ROUTINE_LOCATE_SEARCH_AREA	421	2.511	91.656
7 ROUTINE_ORD_DEF	267	1.592	93.249
8 ROUTINE_ORD_MOVCOR	235	1.402	94.650
9 ROUTINE_FA_BN_MOVEMENT	132	.787	95.437
10 ROUTINE_ORD_MOVDIS	106	.632	96.070
11 EVENT_ACT_DEF	100	.596	96.666
12 ROUTINE_ORD_ATK	90	.537	97.203
13 ROUTINE_FORM_TF_LIST	76	.453	97.656
14 ROUTINE_CHECK_PROX	74	.441	98.097
15 ROUTINE_DEQ_FEBA.SET	74	.441	98.539
16 ROUTINE_ENQ_FEBA.SET	74	.441	98.980
17 EVENT_UPDATE_LOC	71	.423	99.404
18 ROUTINE_RESET_FEBA_SECTOR	29	.173	99.577
19 ROUTINE_CREATE_TEAMS	17	.101	99.678
20 EVENT_ACT_MOVCOR	3	.018	99.696
21 EVENT_START_MOVE	3	.018	99.714
22 ROUTINE_CHECK_FOR_MINES	3	.018	99.732
23 ROUTINE_GET_TERRAIN	3	.018	99.750
24 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.012	99.761
25 **PROGRAM** MAIN	1	.006	99.767
26 EVENT_POSITION_REPORT	1	.006	99.773
27 ROUTINE_BTRY_INPUT	1	.006	99.779
28 ROUTINE_CAT_TU_INPUT	1	.006	99.785
29 ROUTINE_DECISION_INPUT	1	.006	99.791
30 ROUTINE_EQ_TE_INPUT	1	.006	99.797
31 ROUTINE_FARRP_INPUT	1	.006	99.803
32 ROUTINE_FBN_FD_INPUT	1	.006	99.809
33 ROUTINE_FEBA_INITIAL	1	.006	99.815
34 ROUTINE_FORPOSITION_OUT	1	.006	99.821
35 ROUTINE_HE_LA_INPUT	1	.006	99.827
36 ROUTINE_ILLUM_INPUT	1	.006	99.833
37 ROUTINE_KV_INPUT	1	.006	99.839
38 ROUTINE_MAIN1	1	.006	99.845
39 ROUTINE_MAIN2	1	.006	99.851
40 ROUTINE_MAIN3	1	.006	99.857
41 ROUTINE_MAO_INPUT	1	.006	99.863
42 ROUTINE_MCFR_INPUT	1	.006	99.869
43 ROUTINE_MFO_INPUT	1	.006	99.875
44 ROUTINE_MINE_INPUT	1	.006	99.881
45 ROUTINE_MPDB_INPUT	1	.006	99.887
46 ROUTINE_MUNS_INPUT	1	.006	99.893
47 ROUTINE_OPEN_INPUT_OUTPUT_FILES	1	.006	99.899
48 ROUTINE_P_E_M_INPUT	1	.006	99.905
49 ROUTINE_PGM_INPUT	1	.006	99.911
50 ROUTINE_PK_INPUT	1	.006	99.917
51 ROUTINE_READ_ORDERS	1	.006	99.922
52 ROUTINE_RUL_EN_INPUT	1	.006	99.928
53 ROUTINE_SENSOR_INPUT	1	.006	99.934

	PAGE	2
54 ROUTINE_SMOKE.INPUT	.006	93 940
55 ROUTINE_ST.INPUT	.006	99 946
56 ROUTINE_SUBM.INPUT	.006	99 952
57 ROUTINE_SYS.INPUT	.006	99 958
58 ROUTINE_TACAIR.INPUT	.006	99 964
59 ROUTINE_TB.INPUT	.006	99 970
60 ROUTINE_TBF.INPUT	.006	99 976
61 ROUTINE_TT.FACTORS.INPUT	.006	99 982
62 ROUTINE_TYPE.WEAPON.INPUT	.006	99 988
63 ROUTINE_UNIT.INPUT	.006	99 994
64 ROUTINE_VIS.INPUT	.006	100 000
65 EVENT_ACT.ATK	0.	100 000
66 EVENT_ACT.MOVDIS	0.	100 000
67 EVENT_ACT.REINF	0.	100 000
68 EVENT_AD.ENGAGEMENT	0.	100 000
69 EVENT_ARTY.OCCUPATION	0.	100 000
70 EVENT_BTL.ENDED	0.	100 000
71 EVENT_CFR.ACTIVATION	0.	100 000
72 EVENT_CFR.OFF	0.	100 000
73 EVENT_CFR.ON	0.	100 000
74 EVENT_CFR.OPERATOR	0.	100 000
75 EVENT_CHANGE.LITE	0.	100 000
76 EVENT_CHANGE.WEATHER	0.	100 000
77 EVENT_DQ.OLD.SORTIE.QUEUE	0.	100 000
78 EVENT_END.SIMULATION	0.	100 000
79 EVENT_ENGAGEMENT	0.	100 000
80 EVENT_FEBA.SORTIE	0.	100 000
81 EVENT_GET.NX.ORD	0.	100 000
82 EVENT_HC.DEPART.BATTLE	0.	100 000
83 EVENT_HEL0.ENGAGEMENT	0.	100 000
84 EVENT_INIT.PREPLAN.CAS	0.	100 000
85 EVENT_MOVE	0.	100 000
86 EVENT_OFF.LINE.ATTRITION	0.	100 000
87 EVENT_PDB.ACTIVATOR	0.	100 000
88 EVENT_PDB.OPERATOR	0.	100 000
89 EVENT_SEND.TEAM	0.	100 000
90 EVENT_SET.DEBUG	0.	100 000
91 EVENT_START.ARTY.MOVEMENT	0.	100 000
92 EVENT_START.BATTLE	0.	100 000
93 EVENT_STOP.ARTY.MOVEMENT	0.	100 000
94 FUNCTION_AR.PROB.DETECT	0.	100 000
95 FUNCTION_BTRY.AVAILABLE	0.	100 000
96 FUNCTION_COLLISION	0.	100 000
97 FUNCTION_COMBINATIONS	0.	100 000
98 FUNCTION_EST.RANGE	0.	100 000
99 FUNCTION_EST.TR.RANGE	0.	100 000
100 FUNCTION_FEBA.BAND	0.	100 000
101 FUNCTION_HE.WLA	0.	100 000
102 FUNCTION_ICM.WLA	0.	100 000
103 FUNCTION_STAY.TIME	0.	100 000
104 PROCESS_AC.ATK.TGT	0.	100 000
105 PROCESS_AIR.OBSERVER	0.	100 000
106 PROCESS_AIRBORNE.RADAR	0.	100 000
107 PROCESS_ARTY.ASSESS	0.	100 000
108 PROCESS_ASSESSMENT	0.	100 000
109 PROCESS_CAS.MISSION	0.	100 000
110 PROCESS_FIRE.MISSION	0.	100 000
111 PROCESS_HC.ARRIVE.BATTLE	0.	100 000
112 PROCESS_HC.RETURN.FARRP	0.	100 000

113	PROCESS_HEL_TARGET_ACQUISITION	0	0	100.000
114	PROCESS_HELICOPTER_FIRE	0	0	100.000
115	PROCESS_HOW_REPAIR	0	0	100.000
116	PROCESS_MINE_ASSES	0	0	100.000
117	PROCESS_PHOTO_IR_FLIGHT	0	0	100.000
118	PROCESS_REMOTE_PILOT_VEHICLE	0	0	100.000
119	PROCESS_SHOOT_OUT	0	0	100.000
120	PROCESS_TARGET_REPORT	0	0	100.000
121	PROCESS_WITH_DRAW	0	0	100.000
122	ROUTINE_AC_BOMB_EFFECTS	0	0	100.000
123	ROUTINE_AC_DF_EFFECTS	0	0	100.000
124	ROUTINE_AC_MUNS_INPUT	0	0	100.000
125	ROUTINE_AD_SHOOT	0	0	100.000
126	ROUTINE_ADJUST	0	0	100.000
127	ROUTINE_AMMO_RPT	0	0	100.000
128	ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
129	ROUTINE_ANGLE_COMPUTE	0	0	100.000
130	ROUTINE_AO_DETECTION	0	0	100.000
131	ROUTINE_AR_DETECTION	0	0	100.000
132	ROUTINE_ATTRIT_SENSOR	0	0	100.000
133	ROUTINE_BETWEEN_ROUTINE	0	0	100.000
134	ROUTINE_BLOCK_LOS	0	0	100.000
135	ROUTINE_BTL_CHECK	0	0	100.000
136	ROUTINE_BTRY_EFFECTS	0	0	100.000
137	ROUTINE_BTRY_FM_DEQ	0	0	100.000
138	ROUTINE_BTRY_FM_ENQ	0	0	100.000
139	ROUTINE_CAS_EVAL	0	0	100.000
140	ROUTINE_CFR_DEGRADE	0	0	100.000
141	ROUTINE_CFR_DETECTION	0	0	100.000
142	ROUTINE_CHANGE_LOC	0	0	100.000
143	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
144	ROUTINE_CHECK_DEAD	0	0	100.000
145	ROUTINE_CHECK_ENGAGEMENT	0	0	100.000
146	ROUTINE_CHECK_FORCE	0	0	100.000
147	ROUTINE_CHECK_LIST	0	0	100.000
148	ROUTINE_CHECK_STREN	0	0	100.000
149	ROUTINE_CHK_COMP_TR	0	0	100.000
150	ROUTINE_CHK_FD_TR	0	0	100.000
151	ROUTINE_COMBINE_TRS	0	0	100.000
152	ROUTINE_COMPARE_TRS	0	0	100.000
153	ROUTINE_COMPUTE_D	0	0	100.000
154	ROUTINE_COMPUTE_WD	0	0	100.000
155	ROUTINE_CONTRAST_TO_FREQ	0	0	100.000
156	ROUTINE_COPY	0	0	100.000
157	ROUTINE_CREATE_FORCE	0	0	100.000
158	ROUTINE_DEAD_UNIT	0	0	100.000
159	ROUTINE_DECIDE	0	0	100.000
160	ROUTINE_DESTROY_ORD	0	0	100.000
161	ROUTINE_DQ_CMSN_QUEUE	0	0	100.000
162	ROUTINE_DUST_EFFECTS	0	0	100.000
163	ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
164	ROUTINE_EMPTY	0	0	100.000
165	ROUTINE_END_CAS_MISSION	0	0	100.000
166	ROUTINE_END_MOVE	0	0	100.000
167	ROUTINE_ERROR_STOP	0	0	100.000
168	ROUTINE_EST_COVERAGE	0	0	100.000
169	ROUTINE_EST_MIL_WORTH	0	0	100.000
170	ROUTINE_FA_BN_ASGN	0	0	100.000
171	ROUTINE_FARRP_CHECK	0	0	100.000

172	ROUTINE_FASCAM.COMPUTATION	0	0	100.000	PAGE
173	ROUTINE_FD_EFFECTS.REQ	0	0	100.000	
174	ROUTINE_FDC.TR.DEG	0	0	100.000	
175	ROUTINE_FDC.TR.ENQ	0	0	100.000	
176	ROUTINE_FILE.FD.SCHD	0	0	100.000	
177	ROUTINE_FILE.KAD.SENSOR	0	0	100.000	
178	ROUTINE_FIN.BATTLE	0	0	100.000	
179	ROUTINE_FINAL.COVERAGE	0	0	100.000	
180	ROUTINE_FIND.START.TIME	0	0	100.000	
181	ROUTINE_FINISH.COMPUTATION	0	0	100.000	
182	ROUTINE_FLIGHT.PATH	0	0	100.000	
183	ROUTINE_FO.DETECTION	0	0	100.000	
184	ROUTINE_FRAC.COMPUTE	0	0	100.000	
185	ROUTINE_GENERAL.BATTLE	0	0	100.000	
186	ROUTINE_HC.COMPUTE.TIMES	0	0	100.000	
187	ROUTINE_HC.DISENGAGE	0	0	100.000	
188	ROUTINE_HC.EMPTY	0	0	100.000	
189	ROUTINE_HE.OR.ICM.COMPUTATION	0	0	100.000	
190	ROUTINE_HEADING	0	0	100.000	
191	ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000	
192	ROUTINE_ILUM.COMPUTATION	0	0	100.000	
193	ROUTINE_ILUM.EFFECTS	0	0	100.000	
194	ROUTINE_INIT.REINF	0	0	100.000	
195	ROUTINE_INITIAL.DETECT	0	0	100.000	
196	ROUTINE_INITIAL.MOVE	0	0	100.000	
197	ROUTINE_INTER.BATTLE	0	0	100.000	
198	ROUTINE_INTER.HELO	0	0	100.000	
199	ROUTINE_JOHNSON.CRITERIA	0	0	100.000	
200	ROUTINE_KV.PRINT	0	0	100.000	
201	ROUTINE_KV.SCOREBOARD	0	0	100.000	
202	ROUTINE_LINE.CIRCLE	0	0	100.000	
203	ROUTINE_LINE.OF.SIGHT	0	0	100.000	
204	ROUTINE_LOS.CHECK	0	0	100.000	
205	ROUTINE_MADS.INPUT	0	0	100.000	
206	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0	100.000	
207	ROUTINE_MIN.MOVE	0	0	100.000	
208	ROUTINE_MINE.DELAY	0	0	100.000	
209	ROUTINE_MINE.EFFECTS	0	0	100.000	
210	ROUTINE_MRT.TO.FREQ	0	0	100.000	
211	ROUTINE_NEW.SEGMENT	0	0	100.000	
212	ROUTINE_NOISE.DEGRADE	0	0	100.000	
213	ROUTINE_NORMAL.F	0	0	100.000	
214	ROUTINE_ORD.REINF	0	0	100.000	
215	ROUTINE_ORIENTATION	0	0	100.000	
216	ROUTINE_OUTPUT.ATTRITION	0	0	100.000	
217	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000	
218	ROUTINE_PDB.DETECTION	0	0	100.000	
219	ROUTINE_PGM.MSN.ASGN	0	0	100.000	
220	ROUTINE_PIR.DETECTION	0	0	100.000	
221	ROUTINE_PK.COMPUTE	0	0	100.000	
222	ROUTINE_PLAT.COUNT	0	0	100.000	
223	ROUTINE_POSITION	0	0	100.000	
224	ROUTINE_PRED.POS	0	0	100.000	
225	ROUTINE_PREP.WITHDRAW	0	0	100.000	
226	ROUTINE_PREPARE.LIST	0	0	100.000	
227	ROUTINE_PROB.INFO	0	0	100.000	
228	ROUTINE_PROB.TIME	0	0	100.000	
229	ROUTINE_PROX.CHECK	0	0	100.000	
230	ROUTINE_PROX.POS	0	0	100.000	

	PAGE	5							
231 ROUTINE_PROXIMITY.REQ	100.000	0	0	0	0	0	0	0	0
232 ROUTINE_RANGE.COMPUTE	100.000	0	0	0	0	0	0	0	0
233 ROUTINE_RETN.APPIVE	100.000	0	0	0	0	0	0	0	0
234 ROUTINE_RELV.LISTS.COMPUTATION	100.000	0	0	0	0	0	0	0	0
235 ROUTINE_REPLACE.HC	100.000	0	0	0	0	0	0	0	0
236 ROUTINE_REQUEST.DEF.FASCAM	100.000	0	0	0	0	0	0	0	0
237 ROUTINE_REQUEST.FASCAM	100.000	0	0	0	0	0	0	0	0
238 ROUTINE_REQUEST.ILLUM	100.000	0	0	0	0	0	0	0	0
239 ROUTINE_REQUEST.SMOKE	100.000	0	0	0	0	0	0	0	0
240 ROUTINE_REQUEST.WD.FASCAM	100.000	0	0	0	0	0	0	0	0
241 ROUTINE_RPV.DETECTION	100.000	0	0	0	0	0	0	0	0
242 ROUTINE_SEARCH	100.000	0	0	0	0	0	0	0	0
243 ROUTINE_SEARCH_COVERAGE	100.000	0	0	0	0	0	0	0	0
244 ROUTINE_SEGMENT.ADJUST	100.000	0	0	0	0	0	0	0	0
245 ROUTINE_SIZE.ESTIMATE	100.000	0	0	0	0	0	0	0	0
246 ROUTINE_SMOKE.COMPUTATION	100.000	0	0	0	0	0	0	0	0
247 ROUTINE_SMOKE.EFFECTS	100.000	0	0	0	0	0	0	0	0
248 ROUTINE_SNAP.R	100.000	0	0	0	0	0	0	0	0
249 ROUTINE_SNAP2	100.000	0	0	0	0	0	0	0	0
250 ROUTINE_SWITCH.FO	100.000	0	0	0	0	0	0	0	0
251 ROUTINE_TACAIR.DATA.REPORT	100.000	0	0	0	0	0	0	0	0
252 ROUTINE_TARGET.ANALYSIS	100.000	0	0	0	0	0	0	0	0
253 ROUTINE_TEMPERATURE.ATTENUATION	100.000	0	0	0	0	0	0	0	0
254 ROUTINE_TERM.CHECK	100.000	0	0	0	0	0	0	0	0
255 ROUTINE_TIME.REQ	100.000	0	0	0	0	0	0	0	0
256 ROUTINE_TIME.TO.DETECT	100.000	0	0	0	0	0	0	0	0
257 ROUTINE_TR.INPUT	100.000	0	0	0	0	0	0	0	0
258 ROUTINE_UNIT.ASSIGNMENT	100.000	0	0	0	0	0	0	0	0
259 ROUTINE_UNIT.ENVIR	100.000	0	0	0	0	0	0	0	0
260 ROUTINE_UNIT.PRIORITY	100.000	0	0	0	0	0	0	0	0
261 ROUTINE_VOLLEY	100.000	0	0	0	0	0	0	0	0
262 ROUTINE_WEIBULL.F	100.000	0	0	0	0	0	0	0	0
263 ROUTINE_WEIGHTED.VOLLEYS	100.000	0	0	0	0	0	0	0	0
264 ROUTINE_WHAT.NEXT	100.000	0	0	0	0	0	0	0	0

TOTAL INVOCATIONS = 16767

CPU USAGE FOR SIMULATED HOUR 1. = 227.38 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 2.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	11892	90.799	90.799
2 ROUTINE_LOCATE_SECTOR	438	3.344	94.144
3 ROUTINE_FA_BN_MOVEMENT	161	1.229	95.373
4 ROUTINE_CHECK_PROX	93	.710	96.083
5 ROUTINE_DEQ_FEB_A SET	93	.710	96.793
6 ROUTINE_ENQ_FEB_A SET	93	.710	97.503
7 EVENT_UPDATE_LOC	92	.702	98.206
8 ROUTINE_CHECK_FOR_MINES	49	.374	98.580
9 ROUTINE_GET_TERRAIN	49	.374	98.954
10 EVENT_START_ARTY_MOVEMENT	48	.366	99.320
11 EVENT_STOP_ARTY_MOVEMENT	38	.290	99.611
12 EVENT_ARTY_OCCUPATION	33	.252	99.863
13 EVENT_ACT_DEF	3	.023	99.885
14 EVENT_GET_NX_ORD	3	.023	99.908
15 ROUTINE_CHECK_STRN	3	.023	99.931
16 ROUTINE_PROX_POS	3	.023	99.954
17 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.015	99.969
18 EVENT_ACT_MOVCOR	1	.008	99.977
19 EVENT_CHANGE_WEATHER	1	.008	99.985
20 EVENT_START_MOVE	1	.008	99.992
21 ROUTINE_DQ_CMSN_QUEUE	1	.008	100.
22 'PROGRAM' MAIN	0	0.	100.
23 EVENT_ACT_ATK	0	0.	100.
24 EVENT_ACT_MOVDIS	0	0.	100.
25 EVENT_ACT_REINF	0	0.	100.
26 EVENT_AD_ENGAGEMENT	0	0.	100.
27 EVENT_BTL_ENDED	0	0.	100.
28 EVENT_CFR_ACTIVATION	0	0.	100.
29 EVENT_CFR_OFF	0	0.	100.
30 EVENT_CFR_ON	0	0.	100.
31 EVENT_CFR_OPERATOR	0	0.	100.
32 EVENT_CHANGE_LITE	0	0.	100.
33 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.
34 EVENT_END_SIMULATION	0	0.	100.
35 EVENT_ENGAGEMENT	0	0.	100.
36 EVENT_FEB_A_SORTIE	0	0.	100.
37 EVENT_HC_DEPART_BATTLE	0	0.	100.
38 EVENT_HELLO_ENGAGEMENT	0	0.	100.
39 EVENT_INIT_PREPLAN_CAS	0	0.	100.
40 EVENT_MOVE	0	0.	100.
41 EVENT_OFF_LINE_ATTRITION	0	0.	100.
42 EVENT_PDB_ACTIVATION	0	0.	100.
43 EVENT_PDB_OPERATOR	0	0.	100.
44 EVENT_POSITION_REPORT	0	0.	100.
45 EVENT_SEND_TEAM	0	0.	100.
46 EVENT_SET_DEBUG	0	0.	100.
47 EVENT_START_BATTLE	0	0.	100.
48 FUNCTION_AR_PROB_DETECT	0	0.	100.
49 FUNCTION_BTRY_AVAILABLE	0	0.	100.
50 FUNCTION_COLLISION	0	0.	100.
51 FUNCTION_COMBINATIONS	0	0.	100.
52 FUNCTION_EST_RANGE	0	0.	100.
53 FUNCTION_EST_TR_RANGE	0	0.	100.

54 FUNCTION_FERA_BAND	0	0	100
55 FUNCTION_HE_WLA	0	0	100
56 FUNCTION_ICM_WLA	0	0	100
57 FUNCTION_STAY_TIME	0	0	100
58 PROCESS_AC_ATK_TGT	0	0	100
59 PROCESS_AIR_OBSERVER	0	0	100
60 PROCESS_AIRBORNE_RADAR	0	0	100
61 PROCESS_ARTY_ASSESS	0	0	100
62 PROCESS_ASSESSMENT	0	0	100
63 PROCESS_CAS_MISSION	0	0	100
64 PROCESS_FIRE_MISSION	0	0	100
65 PROCESS_FORWARD_OBSERVER	0	0	100
66 PROCESS_HC_ARRIVE_BATTLE	0	0	100
67 PROCESS_HC_RETURN_FARRP	0	0	100
68 PROCESS_HEL_TARGET_ACQUISITION	0	0	100
69 PROCESS_HELICOPTER_FIRE	0	0	100
70 PROCESS_HOW_REPAIR	0	0	100
71 PROCESS_MINE_ASSESS	0	0	100
72 PROCESS_PHOTO_IR_FLIGHT	0	0	100
73 PROCESS_REMOTE_PILOT_VEHICLE	0	0	100
74 PROCESS_SHOOT_OUT	0	0	100
75 PROCESS_TARGET_REPORT	0	0	100
76 PROCESS_WITHDRAW	0	0	100
77 ROUTINE_AC_BOMB_EFFECTS	0	0	100
78 ROUTINE_AC_DF_EFFECTS	0	0	100
79 ROUTINE_AC_MUNS_INPUT	0	0	100
80 ROUTINE_AD_SHOOT	0	0	100
81 ROUTINE_ADJUST	0	0	100
82 ROUTINE_AMMO_RPT	0	0	100
83 ROUTINE_ANALYSIS_OUTPUT	0	0	100
84 ROUTINE_ANGLE_COMPUTE	0	0	100
85 ROUTINE_AR_DETECTION	0	0	100
86 ROUTINE_AR_DETECTION	0	0	100
87 ROUTINE_ATTRIT_SENSOR	0	0	100
88 ROUTINE_BETWEEN_ROUTINE	0	0	100
89 ROUTINE_BLOCK_LOS	0	0	100
90 ROUTINE_BTIL_CHECK	0	0	100
91 ROUTINE_BTRY_EFFECTS	0	0	100
92 ROUTINE_BTRY_FM_DEQ	0	0	100
93 ROUTINE_BTRY_FM_ENQ	0	0	100
94 ROUTINE_BTRY_INPUT	0	0	100
95 ROUTINE_CAS_EVAL	0	0	100
96 ROUTINE_CAT_TU_INPUT	0	0	100
97 ROUTINE_CFR_DEGRADE	0	0	100
98 ROUTINE_CFR_DETECTION	0	0	100
99 ROUTINE_CHANGE_LOC	0	0	100
100 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100
101 ROUTINE_CHECK_DEAD	0	0	100
102 ROUTINE_CHECK_ENGAGEMENT	0	0	100
103 ROUTINE_CHECK_FORCE	0	0	100
104 ROUTINE_CHECK_LIST	0	0	100
105 ROUTINE_CHK_COMP_TR	0	0	100
106 ROUTINE_CHK_FD_TR	0	0	100
107 ROUTINE_COMBINE_TRS	0	0	100
108 ROUTINE_COMPARE_TRS	0	0	100
109 ROUTINE_COMPUTE_D	0	0	100
110 ROUTINE_COMPUTE_WD	0	0	100
111 ROUTINE_CONTRAST_TO_FREQ	0	0	100
112 ROUTINE_COPY	0	0	100

113 ROUTINE_CREATE.FORCE	0.	0.	100.
114 ROUTINE_CREATE.TEAMS	0	0	100.
115 ROUTINE_DEAD.UNIT	0	0	100.
116 ROUTINE_DECIDE	0	0	100.
117 ROUTINE_DECISION.INPUT	0	0	100.
118 ROUTINE_DESTROY.ORD	0	0	100.
119 ROUTINE_DUST.EFFECTS	0	0	100.
120 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.
121 ROUTINE_EMPTY	0	0	100.
122 ROUTINE_END.CAS.MISSION	0	0	100.
123 ROUTINE_END.MOVE	0	0	100.
124 ROUTINE_EQ.TE.INPUT	0	0	100.
125 ROUTINE_ERROR.STOP	0	0	100.
126 ROUTINE_EST.COVERAGE	0	0	100.
127 ROUTINE_EST.MIL.WORTH	0	0	100.
128 ROUTINE_EXPONENTIAL.F	0	0	100.
129 ROUTINE_FA.BN.ASGN	0	0	100.
130 ROUTINE_FARRP.CHECK	0	0	100.
131 ROUTINE_FARRP.INPUT	0	0	100.
132 ROUTINE_FASCAM.COMPUTATION	0	0	100.
133 ROUTINE_FBN.FD.INPUT	0	0	100.
134 ROUTINE_FD.EFFECTS.REQ	0	0	100.
135 ROUTINE_FDC.TR.DEQ	0	0	100.
136 ROUTINE_FDC.TR.ENG	0	0	100.
137 ROUTINE_FEBA.INITIAL	0	0	100.
138 ROUTINE_FILE.FD.SCHD	0	0	100.
139 ROUTINE_FILE.KAD.SENSOR	0	0	100.
140 ROUTINE_FIN.BATTLE	0	0	100.
141 ROUTINE_FINAL.COVERAGE	0	0	100.
142 ROUTINE_FIND.START.TIME	0	0	100.
143 ROUTINE_FINISH.COMPUTATION	0	0	100.
144 ROUTINE_FLIGHT.PATH	0	0	100.
145 ROUTINE_FO.DETECTION	0	0	100.
146 ROUTINE_FORM.TF.LIST	0	0	100.
147 ROUTINE_FORPOSITION.OUT	0	0	100.
148 ROUTINE_FRAC.COMPUTE	0	0	100.
149 ROUTINE_GAMMA.F	0	0	100.
150 ROUTINE_GENERAL.BATTLE	0	0	100.
151 ROUTINE_HC.COMPUTE.TIMES	0	0	100.
152 ROUTINE_HC.DISENGAGE	0	0	100.
153 ROUTINE_HC.EMPTY	0	0	100.
154 ROUTINE_HE.LA.INPUT	0	0	100.
155 ROUTINE_HE.OR.ICM.COMPUTATION	0	0	100.
156 ROUTINE_HEADING	0	0	100.
157 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.
158 ROUTINE_ILUM.COMPUTATION	0	0	100.
159 ROUTINE_ILUM.EFFECTS	0	0	100.
160 ROUTINE_ILUM.INPUT	0	0	100.
161 ROUTINE_INIT.REINF	0	0	100.
162 ROUTINE_INITIAL.DETECT	0	0	100.
163 ROUTINE_INITIAL.MOVE	0	0	100.
164 ROUTINE_INTER.BATTLE	0	0	100.
165 ROUTINE_INTER.HELLO	0	0	100.
166 ROUTINE_JOHNSON.CRITERIA	0	0	100.
167 ROUTINE_KV.INPUT	0	0	100.
168 ROUTINE_KV.PRINT	0	0	100.
169 ROUTINE_KV.SCOREBOARD	0	0	100.
170 ROUTINE_LINE.CIRCLE	0	0	100.
171 ROUTINE_LINE.OF.SIGHT	0	0	100.

172 ROUTINE_LOCATE_SEARCH_AREA	0	0	100
173 ROUTINE_LOS_CHECK	0	0	100
174 ROUTINE_MAOS_INPUT	0	0	100
175 ROUTINE_MAIN1	0	0	100
176 ROUTINE_MAIN2	0	0	100
177 ROUTINE_MAIN3	0	0	100
178 ROUTINE_MAO_INPUT	0	0	100
179 ROUTINE_MARGINAL_EFFECTS_ADJ	0	0	100
180 ROUTINE_MCFR_INPUT	0	0	100
181 ROUTINE_MFO_INPUT	0	0	100
182 ROUTINE_MIN_MOVE	0	0	100
183 ROUTINE_MINE_DELAY	0	0	100
184 ROUTINE_MINE_EFFECTS	0	0	100
185 ROUTINE_MINE_INPUT	0	0	100
186 ROUTINE_MPOB_INPUT	0	0	100
187 ROUTINE_MRT_TO_FREQ	0	0	100
188 ROUTINE_MUNS_INPUT	0	0	100
189 ROUTINE_NEW_SEGMENT	0	0	100
190 ROUTINE_NOISE_DEGRADE	0	0	100
191 ROUTINE_NORMAL_F	0	0	100
192 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100
193 ROUTINE_ORD_ATK	0	0	100
194 ROUTINE_ORD_DEF	0	0	100
195 ROUTINE_ORD_MOVCOR	0	0	100
196 ROUTINE_ORD_MOVDIS	0	0	100
197 ROUTINE_ORD_REINF	0	0	100
198 ROUTINE_ORIENTATION	0	0	100
199 ROUTINE_OUTPUT_ATTRITION	0	0	100
200 ROUTINE_OUTPUT_EXPENDITURES	0	0	100
201 ROUTINE_P_E_M_INPUT	0	0	100
202 ROUTINE_POB_DETECTION	0	0	100
203 ROUTINE_PGM_INPUT	0	0	100
204 ROUTINE_PGM_MSN_ASGN	0	0	100
205 ROUTINE_PIR_DETECTION	0	0	100
206 ROUTINE_PK_COMPUTE	0	0	100
207 ROUTINE_PK_INPUT	0	0	100
208 ROUTINE_PLAT_COUNT	0	0	100
209 ROUTINE_POSITION	0	0	100
210 ROUTINE_PRED_POS	0	0	100
211 ROUTINE_PREP_WITHDRAW	0	0	100
212 ROUTINE_PREPARE_LIST	0	0	100
213 ROUTINE_PROB_INF	0	0	100
214 ROUTINE_PROB_TIME	0	0	100
215 ROUTINE_PROX_CHECK	0	0	100
216 ROUTINE_PROXIMITY_REQ	0	0	100
217 ROUTINE_RANGE_COMPUTE	0	0	100
218 ROUTINE_READ_ORDERS	0	0	100
219 ROUTINE_REIN_ARRIVE	0	0	100
220 ROUTINE_REM_EFFECTS_COMPUTATION	0	0	100
221 ROUTINE_REPLACE_HC	0	0	100
222 ROUTINE_REQUEST_DEF_FASCAM	0	0	100
223 ROUTINE_REQUEST_FASCAM	0	0	100
224 ROUTINE_REQUEST_ILUM	0	0	100
225 ROUTINE_REQUEST_SMOKE	0	0	100
226 ROUTINE_REQUEST_WO_FASCAM	0	0	100
227 ROUTINE_RESET_FEBA_SECTOR	0	0	100
228 ROUTINE_RPV_DETECTION	0	0	100
229 ROUTINE_RUL_EN_INPUT	0	0	100
230 ROUTINE_SEARCH	0	0	100

231 ROUTINE_SEARCH_COVERAGE	0.	0.	100.
232 ROUTINE_SEGMENT_ADJUST	0	0	100.
233 ROUTINE_SENSOR_INPUT	0	0	100.
234 ROUTINE_SIZE_ESTIMATE	0	0	100.
235 ROUTINE_SMOKE_COMPUTATION	0	0	100.
236 ROUTINE_SMOKE_EFFECTS	0	0	100.
237 ROUTINE_SMOKE_INPUT	0	0	100.
238 ROUTINE_SMOKE_R	0	0	100.
239 ROUTINE_SNAP2	0	0	100.
240 ROUTINE_ST_INPUT	0	0	100.
241 ROUTINE_SUBM_INPUT	0	0	100.
242 ROUTINE_SWITCH_FO	0	0	100.
243 ROUTINE_SYS_INPUT	0	0	100.
244 ROUTINE_TACAIR_DATA_REPORT	0	0	100.
245 ROUTINE_TACAIR_INPUT	0	0	100.
246 ROUTINE_TARGET_ANALYSIS	0	0	100.
247 ROUTINE_TB_INPUT	0	0	100.
248 ROUTINE_TBF_INPUT	0	0	100.
249 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.
250 ROUTINE_TERM_CHECK	0	0	100.
251 ROUTINE_TIME_REQ	0	0	100.
252 ROUTINE_TIME_TO_DETECT	0	0	100.
253 ROUTINE_TR_INPUT	0	0	100.
254 ROUTINE_TT_FACTORS_INPUT	0	0	100.
255 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.
256 ROUTINE_UNIT_ASSIGNMENT	0	0	100.
257 ROUTINE_UNIT_ENVIR	0	0	100.
258 ROUTINE_UNIT_INPUT	0	0	100.
259 ROUTINE_UNIT_PRIORITY	0	0	100.
260 ROUTINE_VIS_INPUT	0	0	100.
261 ROUTINE_VOLLEY	0	0	100.
262 ROUTINE_WEIBULL_F	0	0	100.
263 ROUTINE_WEIGHTED_VOLLEYS	0	0	100.
264 ROUTINE_WHAT_NEXT	0	0	100.

TOTAL INVOCATIONS = 13097

CPU USAGE FOR SIMULATED HOUR 2. = 7.94 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 3.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	1204	62.094	62.094
2 ROUTINE_LOCATE_SECTOR	375	19.340	81.434
3 ROUTINE_FA.BN.MOVEMENT	144	7.427	88.860
4 ROUTINE_DEQ.FEBA.SET	41	2.114	90.975
5 ROUTINE_ENQ.FEBA.SET	41	2.114	93.089
6 ROUTINE_CHECK_PROX	40	2.063	95.152
7 EVENT_UPDATE.LOC	37	1.908	97.060
8 EVENT_ARTY.OCCUPATION	16	.825	97.886
9 EVENT_STOP_ARTY.MOVEMENT	11	.567	98.453
10 ROUTINE_CHECK.FOR.MINES	6	.309	98.762
11 ROUTINE_GET.TERRAIN	6	.309	99.072
12 EVENT_ACT.MOVCOR	3	.155	99.226
13 EVENT_START_ARTY.MOVEMENT	3	.155	99.381
14 EVENT_START.MOVE	3	.155	99.536
15 EVENT_GET.NX.ORD	2	.103	99.639
16 EVENT_SCHEDULE_ARTY.MOVEMENT	2	.103	99.742
17 EVENT_ACT.DEF	1	.052	99.794
18 ROUTINE_CHECK.STREN	1	.052	99.845
19 ROUTINE_END.MOVE	1	.052	99.897
20 ROUTINE_HEADING	1	.052	99.948
21 ROUTINE_PROX.POS	1	.052	100.000
22 **PROGRAM**MAIN	0	0.	100.000
23 EVENT_ACT.ATK	0	0.	100.000
24 EVENT_ACT.MOVDIS	0	0.	100.000
25 EVENT_ACT.REINF	0	0.	100.000
26 EVENT_AD.ENGAGEMENT	0	0.	100.000
27 EVENT_BTLEND	0	0.	100.000
28 EVENT_CFR.ACTIVATION	0	0.	100.000
29 EVENT_CFR.OFF	0	0.	100.000
30 EVENT_CFR.ON	0	0.	100.000
31 EVENT_CFR.OPERATOR	0	0.	100.000
32 EVENT_CHANGE.LITE	0	0.	100.000
33 EVENT_CHANGE.WEATHER	0	0.	100.000
34 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
35 EVENT_END.SIMULATION	0	0.	100.000
36 EVENT_ENGAGEMENT	0	0.	100.000
37 EVENT_FEBA.SORTIE	0	0.	100.000
38 EVENT_HC.DEPART.BATTLE	0	0.	100.000
39 EVENT_HELLO.ENGAGEMENT	0	0.	100.000
40 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
41 EVENT_MOVE	0	0.	100.000
42 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
43 EVENT_PDB.ACTIVATION	0	0.	100.000
44 EVENT_PDB.OPERATOR	0	0.	100.000
45 EVENT_POSITION.REPORT	0	0.	100.000
46 EVENT_SEND.TEAM	0	0.	100.000
47 EVENT_SET.DEBUG	0	0.	100.000
48 EVENT_START.BATTLE	0	0.	100.000
49 FUNCTION_AR.PROB.DETECT	0	0.	100.000
50 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
51 FUNCTION_COLLISION	0	0.	100.000
52 FUNCTION_COMBINATIONS	0	0.	100.000
53 FUNCTION_EST.RANGE	0	0.	100.000

54 FUNCTION_EST_IR_RANGE	0	0	0	100.000
55 FUNCTION_FERA_BAND	0	0	0	100.000
56 FUNCTION_HE_WLA	0	0	0	100.000
57 FUNCTION_ICM_WLA	0	0	0	100.000
58 FUNCTION_STAY_TIME	0	0	0	100.000
59 PROCESS_AC_ATK_TGT	0	0	0	100.000
60 PROCESS_AIR_OBSERVER	0	0	0	100.000
61 PROCESS_AIRBORNE_RADAR	0	0	0	100.000
62 PROCESS_ARTY_ASSESS	0	0	0	100.000
63 PROCESS_ASSESSMENT	0	0	0	100.000
64 PROCESS_GAS_MISSION	0	0	0	100.000
65 PROCESS_FIRE_MISSION	0	0	0	100.000
66 PROCESS_FORWARD_OBSERVER	0	0	0	100.000
67 PROCESS_HC_ARRIVE_BATTLE	0	0	0	100.000
68 PROCESS_HC_RETURN_FARRP	0	0	0	100.000
69 PROCESS_HEL_TARGET_ACQUISITION	0	0	0	100.000
70 PROCESS_HELICOPTER_FIRE	0	0	0	100.000
71 PROCESS_HOW_REPAIR	0	0	0	100.000
72 PROCESS_MINE_ASSESS	0	0	0	100.000
73 PROCESS_PHOTO_IR_FLIGHT	0	0	0	100.000
74 PROCESS_REMOTE_PILOT_VEHICLE	0	0	0	100.000
75 PROCESS_SHOOT_OUT	0	0	0	100.000
76 PROCESS_TARGET_REPORT	0	0	0	100.000
77 PROCESS_WITHDRAW	0	0	0	100.000
78 ROUTINE_AC_BOMB_EFFECTS	0	0	0	100.000
79 ROUTINE_AC_DF_EFFECTS	0	0	0	100.000
80 ROUTINE_AC_MUNS_INPUT	0	0	0	100.000
81 ROUTINE_AD_SHOOT	0	0	0	100.000
82 ROUTINE_ADJUST	0	0	0	100.000
83 ROUTINE_AMMO_RPT	0	0	0	100.000
84 ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
85 ROUTINE_ANGLE_COMPUTE	0	0	0	100.000
86 ROUTINE_AD_DETECTION	0	0	0	100.000
87 ROUTINE_AR_DETECTION	0	0	0	100.000
88 ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
89 ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
90 ROUTINE_BLOCK_LOS	0	0	0	100.000
91 ROUTINE_BTL_CHECK	0	0	0	100.000
92 ROUTINE_BTRY_EFFECTS	0	0	0	100.000
93 ROUTINE_BTRY_FM_DEQ	0	0	0	100.000
94 ROUTINE_BTRY_FM_ENQ	0	0	0	100.000
95 ROUTINE_BTRY_INPUT	0	0	0	100.000
96 ROUTINE_CAS_EVAL	0	0	0	100.000
97 ROUTINE_CAT_TU_INPUT	0	0	0	100.000
98 ROUTINE_CFR_DEGRADE	0	0	0	100.000
99 ROUTINE_CFR_DETECTION	0	0	0	100.000
100 ROUTINE_CHANGE_LOC	0	0	0	100.000
101 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
102 ROUTINE_CHECK_DEAD	0	0	0	100.000
103 ROUTINE_CHECK_ENGAGEMENT	0	0	0	100.000
104 ROUTINE_CHECK_FORCE	0	0	0	100.000
105 ROUTINE_CHECK_LIST	0	0	0	100.000
106 ROUTINE_CHK_COMP_TR	0	0	0	100.000
107 ROUTINE_CHK_FD_TR	0	0	0	100.000
108 ROUTINE_COMBINE_TRS	0	0	0	100.000
109 ROUTINE_COMPARE_TRS	0	0	0	100.000
110 ROUTINE_COMPUTE_D	0	0	0	100.000
111 ROUTINE_COMPUTE_WD	0	0	0	100.000
112 ROUTINE_CONTRAST_TO_FREQ	0	0	0	100.000

	PAGE	1
113 ROUTINE_COPY	0	0.
114 ROUTINE_CREATE_FORCE	0	0.
115 ROUTINE_CREATE_TEAMS	0	0.
116 ROUTINE_DEAD_UNIT	0	0.
117 ROUTINE_DECIDE	0	0.
118 ROUTINE_DECISION_INPUT	0	0.
119 ROUTINE_DESTROY_ORD	0	0.
120 ROUTINE_DO_CMDSN_QUEUE	0	0.
121 ROUTINE_DUST_EFFECTS	0	0.
122 ROUTINE_EMPLOY_HELICOPTERS	0	0.
123 ROUTINE_EMPTY	0	0.
124 ROUTINE_END_CAS_MISSION	0	0.
125 ROUTINE_EQ_TE_INPUT	0	0.
126 ROUTINE_ERROR_STOP	0	0.
127 ROUTINE_EST_COVERAGE	0	0.
128 ROUTINE_EST_MIL_WORTH	0	0.
129 ROUTINE_EXPONENTIAL_F	0	0.
130 ROUTINE_FA_BN_ASGN	0	0.
131 ROUTINE_FARRP_CHECK	0	0.
132 ROUTINE_FARRP_INPUT	0	0.
133 ROUTINE_FASCAM_COMPUTATION	0	0.
134 ROUTINE_FBN_FD_INPUT	0	0.
135 ROUTINE_FD_EFFECTS_REQ	0	0.
136 ROUTINE_FDC_TR_DEQ	0	0.
137 ROUTINE_FDC_TR_ENO	0	0.
138 ROUTINE_FEBA_INITIAL	0	0.
139 ROUTINE_FILE_FD_SCHD	0	0.
140 ROUTINE_FILE_KAD_SENSOR	0	0.
141 ROUTINE_FIN_BATTLE	0	0.
142 ROUTINE_FINAL_COVERAGE	0	0.
143 ROUTINE_FIND_START_TIME	0	0.
144 ROUTINE_FINISH_COMPUTATION	0	0.
145 ROUTINE_FLIGHT_PATH	0	0.
146 ROUTINE_FO_DETECTION	0	0.
147 ROUTINE_FORM_TF_LIST	0	0.
148 ROUTINE_FORPOSITION_OUT	0	0.
149 ROUTINE_FRAC_COMPUTE	0	0.
150 ROUTINE_GAMMA_F	0	0.
151 ROUTINE_GENERAL_BATTLE	0	0.
152 ROUTINE_HC_COMPUTE_TIMES	0	0.
153 ROUTINE_HC_DISENGAGE	0	0.
154 ROUTINE_HC_EMPTY	0	0.
155 ROUTINE_HE_LA_INPUT	0	0.
156 ROUTINE_HE_OR_ICM_COMPUTATION	0	0.
157 ROUTINE_HEL_RANGE_COMPUTE	0	0.
158 ROUTINE_ILUM_COMPUTATION	0	0.
159 ROUTINE_ILUM_EFFECTS	0	0.
160 ROUTINE_ILUM_INPUT	0	0.
161 ROUTINE_INIT_REINF	0	0.
162 ROUTINE_INITIAL_DETECT	0	0.
163 ROUTINE_INITIAL_MOVE	0	0.
164 ROUTINE_INTER_BATTLE	0	0.
165 ROUTINE_INTER_HEL0	0	0.
166 ROUTINE_JOHNSON_CRITERIA	0	0.
167 ROUTINE_KV_INPUT	0	0.
168 ROUTINE_KV_PRINT	0	0.
169 ROUTINE_KV_SCOREBOARD	0	0.
170 ROUTINE_LINE_CIRCLE	0	0.
171 ROUTINE_LINE_OF_SIGHT	0	0.

172	ROUTINE	LOCATE	SEARCH	AREA	0	0	100.000
173	ROUTINE	LOS	CHECK		0	0	100.000
174	ROUTINE	MADS	INPUT		0	0	100.000
175	ROUTINE	MAIN1			0	0	100.000
176	ROUTINE	MAIN2			0	0	100.000
177	ROUTINE	MAIN3			0	0	100.000
178	ROUTINE	MAO	INPUT		0	0	100.000
179	ROUTINE	MARGINAL	EFFECTS	ADJ	0	0	100.000
180	ROUTINE	MCFR	INPUT		0	0	100.000
181	ROUTINE	MFO	INPUT		0	0	100.000
182	ROUTINE	MIN	MOVE		0	0	100.000
183	ROUTINE	MINE	DELAY		0	0	100.000
184	ROUTINE	MINE	EFFECTS		0	0	100.000
185	ROUTINE	MINE	INPUT		0	0	100.000
186	ROUTINE	MPDB	INPUT		0	0	100.000
187	ROUTINE	MRT	TO	FREQ	0	0	100.000
188	ROUTINE	MUNS	INPUT		0	0	100.000
189	ROUTINE	NEW	SEGMENT		0	0	100.000
190	ROUTINE	NOISE	DEGRADE		0	0	100.000
191	ROUTINE	NORMAL	F		0	0	100.000
192	ROUTINE	OPEN	INPUT	OUTPUT	FILES	0	100.000
193	ROUTINE	ORD	ATK		0	0	100.000
194	ROUTINE	ORD	DEF		0	0	100.000
195	ROUTINE	ORD	MOV	COR		0	100.000
196	ROUTINE	ORD	MOV	DIS		0	100.000
197	ROUTINE	ORD	REINF		0	0	100.000
198	ROUTINE	ORIENTATION			0	0	100.000
199	ROUTINE	OUTPUT	ATTRITION		0	0	100.000
200	ROUTINE	OUTPUT	EXPENDITURES		0	0	100.000
201	ROUTINE	P	E	M	INPUT	0	100.000
202	ROUTINE	PDB	DETECTION		0	0	100.000
203	ROUTINE	PGM	INPUT		0	0	100.000
204	ROUTINE	PGM	MSN	ASN		0	100.000
205	ROUTINE	PIR	DETECTION		0	0	100.000
206	ROUTINE	PK	COMPUTE		0	0	100.000
207	ROUTINE	PK	INPUT		0	0	100.000
208	ROUTINE	PLAT	COUNT		0	0	100.000
209	ROUTINE	POSITION			0	0	100.000
210	ROUTINE	PRED	POS		0	0	100.000
211	ROUTINE	PREP	WITHDRAW		0	0	100.000
212	ROUTINE	PREPARE	LIST		0	0	100.000
213	ROUTINE	PROB	INF		0	0	100.000
214	ROUTINE	PROB	TIME		0	0	100.000
215	ROUTINE	PROX	CHECK		0	0	100.000
216	ROUTINE	PROXIMITY	REQ		0	0	100.000
217	ROUTINE	RANGE	COMPUTE		0	0	100.000
218	ROUTINE	READ	ORDERS		0	0	100.000
219	ROUTINE	REIN	ARRIVE		0	0	100.000
220	ROUTINE	REM	EFFECTS	COMPUTATION	0	0	100.000
221	ROUTINE	REPLACE	HC		0	0	100.000
222	ROUTINE	REQUEST	DEF	FASCAM	0	0	100.000
223	ROUTINE	REQUEST	FASCAM		0	0	100.000
224	ROUTINE	REQUEST	ILLUM		0	0	100.000
225	ROUTINE	REQUEST	SMOKE		0	0	100.000
226	ROUTINE	REQUEST	WD	FASCAM	0	0	100.000
227	ROUTINE	RESET	FEB	SECTOR	0	0	100.000
228	ROUTINE	RPV	DETECTION		0	0	100.000
229	ROUTINE	RUL	EN	INPUT	0	0	100.000
230	ROUTINE	SEARCH			0	0	100.000

231 ROUTINE_SEARCH_COVERAGE	0	100.000
232 ROUTINE_SEGMENT_ADJUST	0	100.000
233 ROUTINE_SENSOR_INPUT	0	100.000
234 ROUTINE_SIZE_ESTIMATE	0	100.000
235 ROUTINE_SMOKE_COMPUTATION	0	100.000
236 ROUTINE_SMOKE_EFFECTS	0	100.000
237 ROUTINE_SMOKE_INPUT	0	100.000
238 ROUTINE_SNAP_R	0	100.000
239 ROUTINE_SNAP2	0	100.000
240 ROUTINE_ST_INPUT	0	100.000
241 ROUTINE_SUBM_INPUT	0	100.000
242 ROUTINE_SWITCH_FO	0	100.000
243 ROUTINE_SYS_INPUT	0	100.000
244 ROUTINE_TACAIR_DATA_REPORT	0	100.000
245 ROUTINE_TACAIR_INPUT	0	100.000
246 ROUTINE_TARGET_ANALYSIS	0	100.000
247 ROUTINE_TB_INPUT	0	100.000
248 ROUTINE_TBF_INPUT	0	100.000
249 ROUTINE_TEMPERATURE_ATTENUATION	0	100.000
250 ROUTINE_TERM_CHECK	0	100.000
251 ROUTINE_TIME_REQ	0	100.000
252 ROUTINE_TIME_TO_DETECT	0	100.000
253 ROUTINE_TR_INPUT	0	100.000
254 ROUTINE_TT_FACTORS_INPUT	0	100.000
255 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
256 ROUTINE_UNIT_ASSIGNMENT	0	100.000
257 ROUTINE_UNIT_ENVIR	0	100.000
258 ROUTINE_UNIT_INPUT	0	100.000
259 ROUTINE_UNIT_PRIORITY	0	100.000
260 ROUTINE_VIS_INPUT	0	100.000
261 ROUTINE_VOLLEY	0	100.000
262 ROUTINE_WEIBULL_F	0	100.000
263 ROUTINE_WEIGHTED_VOLLEYS	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

TOTAL INVOCATIONS = 1939

CPU USAGE FOR SIMULATED HOUR 3. = 2.06 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 4.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	13022	92.015	92.015
2 ROUTINE_LOCATE_SECTOR	519	3.667	95.683
3 ROUTINE_FA_BN_MOVEMENT	134	.947	96.629
4 ROUTINE_DEQ_FEBAS_SET	109	.770	97.400
5 ROUTINE_ENQ_FEBAS_SET	109	.770	98.170
6 ROUTINE_CHECK_PROX	107	.756	98.926
7 EVENT_UPDATE_LOC	99	.700	99.625
8 EVENT_ACT_MOVCOR	8	.057	99.682
9 EVENT_START_MOVE	8	.057	99.739
10 ROUTINE_CHECK_FOR_MINES	8	.057	99.795
11 ROUTINE_GET_TERRAIN	8	.057	99.852
12 EVENT_GET_NX_ORD	4	.028	99.880
13 EVENT_ACT_DEF	2	.014	99.894
14 EVENT_ARTY_OCCUPATION	2	.014	99.908
15 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.014	99.922
16 EVENT_STOP_ARTY_MOVEMENT	2	.014	99.936
17 ROUTINE_CHECK_STREN	2	.014	99.951
18 ROUTINE_END_MOVE	2	.014	99.965
19 ROUTINE_PROX_POS	2	.014	99.979
20 EVENT_CHANGE_WEATHER	1	.007	99.986
21 ROUTINE_DQ_CMSN_QUEUE	1	.007	99.993
22 ROUTINE_HEADING	1	.007	100.000
23 'PROGRAM' MAIN	0	0.	100.000
24 EVENT_ACT_ATK	0	0.	100.000
25 EVENT_ACT_MOVDIS	0	0.	100.000
26 EVENT_ACT_REINF	0	0.	100.000
27 EVENT_AD_ENGAGEMENT	0	0.	100.000
28 EVENT_BTL_ENDED	0	0.	100.000
29 EVENT_CFR_ACTIVATION	0	0.	100.000
30 EVENT_CFR_OFF	0	0.	100.000
31 EVENT_CFR_ON	0	0.	100.000
32 EVENT_CFR_OPERATOR	0	0.	100.000
33 EVENT_CHANGE_LITE	0	0.	100.000
34 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
35 EVENT_END_SIMULATION	0	0.	100.000
36 EVENT_ENGAGEMENT	0	0.	100.000
37 EVENT_FEBAS_SORTIE	0	0.	100.000
38 EVENT_HC_DEPART_BATTLE	0	0.	100.000
39 EVENT_HELLO_ENGAGEMENT	0	0.	100.000
40 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
41 EVENT_MOVE	0	0.	100.000
42 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
43 EVENT_PDB_ACTIVATION	0	0.	100.000
44 EVENT_PDB_OPERATOR	0	0.	100.000
45 EVENT_POSITION_REPORT	0	0.	100.000
46 EVENT_SEND_TEAM	0	0.	100.000
47 EVENT_SET_DEBUG	0	0.	100.000
48 EVENT_START_ARTY_MOVEMENT	0	0.	100.000
49 EVENT_START_BATTLE	0	0.	100.000
50 FUNCTION_AR_PROB_DETECT	0	0.	100.000
51 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
52 FUNCTION_COLLISION	0	0.	100.000
53 FUNCTION_COMBINATIONS	0	0.	100.000

54 FUNCTION_EST_RANGE	0	0	0	100.000
55 FUNCTION_EST_TR_RANGE	0	0	0	100.000
56 FUNCTION_FEBA_BAND	0	0	0	100.000
57 FUNCTION_HE_WLA	0	0	0	100.000
58 FUNCTION_ICM_WLA	0	0	0	100.000
59 FUNCTION_STAY_TIME	0	0	0	100.000
60 PROCESS_AC_ATK_TGT	0	0	0	100.000
61 PROCESS_AIR_OBSERVER	0	0	0	100.000
62 PROCESS_AIRBORNE_RADAR	0	0	0	100.000
63 PROCESS_ARTY_ASSESS	0	0	0	100.000
64 PROCESS_ASSESSMENT	0	0	0	100.000
65 PROCESS_CAS_MISSION	0	0	0	100.000
66 PROCESS_FIRE_MISSION	0	0	0	100.000
67 PROCESS_FORWARD_OBSERVER	0	0	0	100.000
68 PROCESS_HC_ARRIVE_BATTLE	0	0	0	100.000
69 PROCESS_HC_RETURN_FARRP	0	0	0	100.000
70 PROCESS_HEL_TARGET_ACQUISITION	0	0	0	100.000
71 PROCESS_HELICOPTER_FIRE	0	0	0	100.000
72 PROCESS_HOW_REPAIR	0	0	0	100.000
73 PROCESS_MINE_ASSESS	0	0	0	100.000
74 PROCESS_PHOTO_IR_FLIGHT	0	0	0	100.000
75 PROCESS_REMOTE_PILOT_VEHICLE	0	0	0	100.000
76 PROCESS_SHOOT_OUT	0	0	0	100.000
77 PROCESS_TARGET_REPORT	0	0	0	100.000
78 PROCESS_WITH_DRAW	0	0	0	100.000
79 ROUTINE_AC_BOMB_EFFECTS	0	0	0	100.000
80 ROUTINE_AC_DF_EFFECTS	0	0	0	100.000
81 ROUTINE_AC_MUNS_INPUT	0	0	0	100.000
82 ROUTINE_AD_SHOOT	0	0	0	100.000
83 ROUTINE_ADJUST	0	0	0	100.000
84 ROUTINE_AMMO_RPT	0	0	0	100.000
85 ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
86 ROUTINE_ANGLE_COMPUTE	0	0	0	100.000
87 ROUTINE_AD_DETECTION	0	0	0	100.000
88 ROUTINE_AR_DETECTION	0	0	0	100.000
89 ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
90 ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
91 ROUTINE_BLOCK_LOS	0	0	0	100.000
92 ROUTINE_BTL_CHECK	0	0	0	100.000
93 ROUTINE_BTRY_EFFECTS	0	0	0	100.000
94 ROUTINE_BTRY_FM_DEQ	0	0	0	100.000
95 ROUTINE_BTRY_FM_ENQ	0	0	0	100.000
96 ROUTINE_BTRY_INPUT	0	0	0	100.000
97 ROUTINE_CAS_EVAL	0	0	0	100.000
98 ROUTINE_CAT_TU_INPUT	0	0	0	100.000
99 ROUTINE_CFR_DEGRADE	0	0	0	100.000
100 ROUTINE_CFR_DETECTION	0	0	0	100.000
101 ROUTINE_CHANGE_LOC	0	0	0	100.000
102 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
103 ROUTINE_CHECK_DEAD	0	0	0	100.000
104 ROUTINE_CHECK_ENGAGEMENT	0	0	0	100.000
105 ROUTINE_CHECK_FORCE	0	0	0	100.000
106 ROUTINE_CHECK_LIST	0	0	0	100.000
107 ROUTINE_CHK_COMP_TR	0	0	0	100.000
108 ROUTINE_CHK_FD_TR	0	0	0	100.000
109 ROUTINE_COMBINE_TRS	0	0	0	100.000
110 ROUTINE_COMPARE_TRS	0	0	0	100.000
111 ROUTINE_COMPUTE_D	0	0	0	100.000
112 ROUTINE_COMPUTE_WD	0	0	0	100.000

	PAGE	18
113 ROUTINE_CONTRAST_TO_FREQ	0	100.000
114 ROUTINE_COPY	0	100.000
115 ROUTINE_CREATE_FORCE	0	100.000
116 ROUTINE_CREATE_TEAMS	0	100.000
117 ROUTINE_DEAD_UNIT	0	100.000
118 ROUTINE_DECIDE	0	100.000
119 ROUTINE_DECISION_INPUT	0	100.000
120 ROUTINE_DESTROY_ORD	0	100.000
121 ROUTINE_DUST_EFFECTS	0	100.000
122 ROUTINE_EMPLOY_HELICOPTERS	0	100.000
123 ROUTINE_EMPTY	0	100.000
124 ROUTINE_END_CAS_MISSION	0	100.000
125 ROUTINE_EQ_TE_INPUT	0	100.000
126 ROUTINE_ERROR_STOP	0	100.000
127 ROUTINE_EST_COVERAGE	0	100.000
128 ROUTINE_EST_MIL_WORTH	0	100.000
129 ROUTINE_EXPONENTIAL_F	0	100.000
130 ROUTINE_FA_BN_ASSIGN	0	100.000
131 ROUTINE_FARRP_CHECK	0	100.000
132 ROUTINE_FARRP_INPUT	0	100.000
133 ROUTINE_FASCAM_COMPUTATION	0	100.000
134 ROUTINE_FBN_FD_INPUT	0	100.000
135 ROUTINE_FD_EFFECTS_REQ	0	100.000
136 ROUTINE_FDC_TR_DEQ	0	100.000
137 ROUTINE_FDC_TR_ENO	0	100.000
138 ROUTINE_FEBI_INITIAL	0	100.000
139 ROUTINE_FILE_FD_SCHD	0	100.000
140 ROUTINE_FILE_KAD_SENSOR	0	100.000
141 ROUTINE_FIN_BATTLE	0	100.000
142 ROUTINE_FINAL_COVERAGE	0	100.000
143 ROUTINE_FIND_START_TIME	0	100.000
144 ROUTINE_FINISH_COMPUTATION	0	100.000
145 ROUTINE_FLIGHT_PATH	0	100.000
146 ROUTINE_FO_DETECTION	0	100.000
147 ROUTINE_FORM_TF_LIST	0	100.000
148 ROUTINE_FORPOSITION_OUT	0	100.000
149 ROUTINE_FRAC_COMPUTE	0	100.000
150 ROUTINE_GAMMA_F	0	100.000
151 ROUTINE_GENERAL_BATTLE	0	100.000
152 ROUTINE_HC_COMPUTE_TIMES	0	100.000
153 ROUTINE_HC_DISENGAGE	0	100.000
154 ROUTINE_HC_EMPTY	0	100.000
155 ROUTINE_HE_LA_INPUT	0	100.000
156 ROUTINE_HE_OR_ICM_COMPUTATION	0	100.000
157 ROUTINE_HEL_RANGE_COMPUTE	0	100.000
158 ROUTINE_ILLUM_COMPUTATION	0	100.000
159 ROUTINE_ILLUM_EFFECTS	0	100.000
160 ROUTINE_ILLUM_INPUT	0	100.000
161 ROUTINE_INIT_REINF	0	100.000
162 ROUTINE_INITIAL_DETECT	0	100.000
163 ROUTINE_INITIAL_MOVE	0	100.000
164 ROUTINE_INTER_BATTLE	0	100.000
165 ROUTINE_INTER_HELO	0	100.000
166 ROUTINE_JOHNSON_CRITERIA	0	100.000
167 ROUTINE_KV_INPUT	0	100.000
168 ROUTINE_KV_PRINT	0	100.000
169 ROUTINE_KV_SCOREBOARD	0	100.000
170 ROUTINE_LINE_CIRCLE	0	100.000
171 ROUTINE_LINE_OF_SIGHT	0	100.000

172 ROUTINE_LOCATE_SEARCH_AREA	0	0	100.000
173 ROUTINE_LOS_CHECK	0	0	100.000
174 ROUTINE_MADS_INPUT	0	0	100.000
175 ROUTINE_MAIN1	0	0	100.000
176 ROUTINE_MAIN2	0	0	100.000
177 ROUTINE_MAIN3	0	0	100.000
178 ROUTINE_MAO_INPUT	0	0	100.000
179 ROUTINE_MARGINAL_EFFECTS_ADJ	0	0	100.000
180 ROUTINE_MCFR_INPUT	0	0	100.000
181 ROUTINE_MFO_INPUT	0	0	100.000
182 ROUTINE_MIN_MOVE	0	0	100.000
183 ROUTINE_MINE_DELAY	0	0	100.000
184 ROUTINE_MINE_EFFECTS	0	0	100.000
185 ROUTINE_MINE_INPUT	0	0	100.000
186 ROUTINE_MFDB_INPUT	0	0	100.000
187 ROUTINE_MRT_TO_FREQ	0	0	100.000
188 ROUTINE_MUNS_INPUT	0	0	100.000
189 ROUTINE_NEW_SEGMENT	0	0	100.000
190 ROUTINE_NOISE_DEGRADE	0	0	100.000
191 ROUTINE_NORMAL_F	0	0	100.000
192 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.000
193 ROUTINE_ORD_ATK	0	0	100.000
194 ROUTINE_ORD_DEF	0	0	100.000
195 ROUTINE_ORD_MOVCOR	0	0	100.000
196 ROUTINE_ORD_MOVDIS	0	0	100.000
197 ROUTINE_ORD_REINF	0	0	100.000
198 ROUTINE_ORIENTATION	0	0	100.000
199 ROUTINE_OUTPUT_ATTRITION	0	0	100.000
200 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
201 ROUTINE_P_E_M_INPUT	0	0	100.000
202 ROUTINE_PDB_DETECTION	0	0	100.000
203 ROUTINE_PGM_INPUT	0	0	100.000
204 ROUTINE_PGM_MSN_ASGN	0	0	100.000
205 ROUTINE_PIR_DETECTION	0	0	100.000
206 ROUTINE_PK_COMPUTE	0	0	100.000
207 ROUTINE_PK_INPUT	0	0	100.000
208 ROUTINE_PLAT_COUNT	0	0	100.000
209 ROUTINE_POSITION	0	0	100.000
210 ROUTINE_PRED_POS	0	0	100.000
211 ROUTINE_PREP_WITHDRAW	0	0	100.000
212 ROUTINE_PREPARE_LIST	0	0	100.000
213 ROUTINE_PROB_INF	0	0	100.000
214 ROUTINE_PROB_TIME	0	0	100.000
215 ROUTINE_PROX_CHECK	0	0	100.000
216 ROUTINE_PROXIMITY_REQ	0	0	100.000
217 ROUTINE_RANGE_COMPUTE	0	0	100.000
218 ROUTINE_READ_ORDERS	0	0	100.000
219 ROUTINE_REIN_ARRIVE	0	0	100.000
220 ROUTINE_REM_EFFECTS_COMPUTATION	0	0	100.000
221 ROUTINE_REPLACE_HC	0	0	100.000
222 ROUTINE_REQUEST_DEF_FASCAM	0	0	100.000
223 ROUTINE_REQUEST_FASCAM	0	0	100.000
224 ROUTINE_REQUEST_ILUM	0	0	100.000
225 ROUTINE_REQUEST_SMOKE	0	0	100.000
226 ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
227 ROUTINE_RESET_FEBA_SECTOR	0	0	100.000
228 ROUTINE_RPV_DETECTION	0	0	100.000
229 ROUTINE_RUL_EN_INPUT	0	0	100.000
230 ROUTINE_SEARCH	0	0	100.000

231 ROUTINE_SEARCH_COVERAGE	0	0	100.000
232 ROUTINE_SEGMENT_ADJUST	0	0	100.000
233 ROUTINE_SENSOR_INPUT	0	0	100.000
234 ROUTINE_SIZE_ESTIMATE	0	0	100.000
235 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
236 ROUTINE_SMOKE_EFFECTS	0	0	100.000
237 ROUTINE_SMOKE_INPUT	0	0	100.000
238 ROUTINE_SNAPE_R	0	0	100.000
239 ROUTINE_SNAP2	0	0	100.000
240 ROUTINE_ST_INPUT	0	0	100.000
241 ROUTINE_SUBM_INPUT	0	0	100.000
242 ROUTINE_SWITCH_FO	0	0	100.000
243 ROUTINE_SYS_INPUT	0	0	100.000
244 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
245 ROUTINE_TACAIR_INPUT	0	0	100.000
246 ROUTINE_TARGET_ANALYSIS	0	0	100.000
247 ROUTINE_TB_INPUT	0	0	100.000
248 ROUTINE_TBF_INPUT	0	0	100.000
249 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.000
250 ROUTINE_TERM_CHECK	0	0	100.000
251 ROUTINE_TIME_REC	0	0	100.000
252 ROUTINE_TIME_TO_DETECT	0	0	100.000
253 ROUTINE_TR_INPUT	0	0	100.000
254 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
255 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
256 ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
257 ROUTINE_UNIT_ENVIR	0	0	100.000
258 ROUTINE_UNIT_INPUT	0	0	100.000
259 ROUTINE_UNIT_PRIORITY	0	0	100.000
260 ROUTINE_VIS_INPUT	0	0	100.000
261 ROUTINE_VOLLEY	0	0	100.000
262 ROUTINE_WEIBULL_F	0	0	100.000
263 ROUTINE_WEIGHTED_VOLLEYS	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 14152

CPU USAGE FOR SIMULATED HOUR 4. = 7.84 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 5.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	FCT HPLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	32956	73.492	73.492
2 ROUTINE_LOCATE_SECTOR	1820	4.059	77.551
3 ROUTINE_GAMMA_F	1770	3.947	81.498
4 ROUTINE_PK_COMPUTE	962	2.145	83.643
5 ROUTINE_DEQ_FEBA_SET	745	1.661	85.304
6 ROUTINE_ENQ_FEBA_SET	743	1.657	86.961
7 ROUTINE_RANGE_COMPUTE	728	1.623	88.585
8 ROUTINE_PROX_CHECK	641	1.429	90.014
9 ROUTINE_LOCATE_SEARCH_AREA	429	.957	90.971
10 ROUTINE_JOHNSON_CRITERIA	299	.667	91.637
11 ROUTINE_PROB_INF	299	.667	92.304
12 ROUTINE_PROB_TIME	299	.667	92.971
13 ROUTINE_SEARCH	299	.667	93.638
14 PROCESS_ASSESSMENT	272	.607	94.244
15 EVENT_UPDATE_LOC	271	.604	94.849
16 ROUTINE_CHECK_PROX	178	.397	95.246
17 ROUTINE_MRT_TO_FREQ	174	.388	95.634
18 ROUTINE_TEMPERATURE_ATTENUATION	174	.388	96.022
19 ROUTINE_FA_BN_MOVEMENT	145	.323	96.345
20 ROUTINE_SIZE_ESTIMATE	136	.303	96.648
21 ROUTINE_CONTRAST_TO_FREQ	125	.279	96.927
22 ROUTINE_FRAC_COMPUTE	120	.268	97.195
23 ROUTINE_ANGLE_COMPUTE	81	.181	97.375
24 PROCESS_SHOOT_OUT	79	.176	97.551
25 FUNCTION_COMBINATIONS	66	.147	97.699
26 FUNCTION_EST_RANGE	50	.112	97.810
27 ROUTINE_GET_TERRAIN	50	.112	97.922
28 ROUTINE_CHECK_FOR_MINES	48	.107	98.029
29 FUNCTION_HE_WLA	45	.100	98.129
30 ROUTINE_WEIBULL_F	39	.087	98.216
31 ROUTINE_CHECK_ENGAGEMENT	32	.071	98.287
32 ROUTINE_TIME_TO_DETECT	32	.071	98.359
33 FUNCTION_FEBA_BAND	31	.069	98.428
34 EVENT_START_MOVE	28	.062	98.490
35 ROUTINE_GAS_EVAL	28	.062	98.553
36 ROUTINE_EST_COVERAGE	28	.062	98.615
37 ROUTINE_MIN_MOVE	28	.062	98.678
38 ROUTINE_WEIGHTED_VOLLEYS	28	.062	98.740
39 EVENT_ACT_MOVCOR	24	.054	98.794
40 ROUTINE_FO_DETECTION	24	.054	98.847
41 ROUTINE_HE_OR_ICM_COMPUTATION	23	.051	98.898
42 ROUTINE_MARGINAL_EFFECTS_ADJ	21	.047	98.945
43 EVENT_START_ARTY_MOVEMENT	20	.045	98.990
44 EVENT_GET_NX_ORD	17	.038	99.028
45 ROUTINE_NORMAL_F	14	.031	99.059
46 ROUTINE_REQUEST_SMOKE	14	.031	99.090
47 EVENT_ARTY_OCCUPATION	13	.029	99.119
48 EVENT_STOP_ARTY_MOVEMENT	13	.029	99.148
49 ROUTINE_REM_EFFECTS_COMPUTATION	13	.029	99.177
50 ROUTINE_TARGET_ANALYSIS	13	.029	99.206
51 EVENT_PDB_ACTIVATION	12	.027	99.233
52 ROUTINE_PDB_DETECTION	12	.027	99.260
53 ROUTINE_CHECK_STREN	11	.025	99.284

	PAGE	22
54 EVENT_ENGAGEMENT	10	.022
55 ROUTINE_CHECK_DEAD	10	99.306
56 ROUTINE_CREATE_FORCE	10	.022
57 ROUTINE_PROX_POS	10	99.351
58 ROUTINE_REQUEST_ILLUM	10	.022
59 ROUTINE_SWITCH_FO	10	99.373
60 ROUTINE_UNIT_ASSIGNMENT	10	.022
61 EVENT_ACT_DEF	8	99.396
62 FUNCTION_ICM_WLA	8	99.418
63 ROUTINE_COMPUTE_WD	8	.022
64 ROUTINE_FA_BN_ASSIGN	8	99.440
65 ROUTINE_UNIT_PRIORITY	8	.018
66 PROCESS_TARGET_REPORT	8	99.458
67 ROUTINE_CHK_COMP_TR	7	.018
68 ROUTINE_CHK_FD_TR	7	99.476
69 ROUTINE_FDC_TR_ENQ	7	.018
70 PROCESS_FIRE_MISSION	6	99.494
71 ROUTINE_BTRY_FM_ENQ	6	.018
72 ROUTINE_NOISE_DEGRADE	6	99.512
73 ROUTINE_VOLLEY	6	.016
74 EVENT_CFR_ACTIVATION	5	99.529
75 EVENT_MOVE	5	.016
76 EVENT_START_BATTLE	5	99.545
77 ROUTINE_ADJUST	5	.016
78 ROUTINE_CHANGE_LOC	5	99.561
79 ROUTINE_EMPTY	5	.016
80 ROUTINE_GENERAL_BATTLE	5	99.576
81 ROUTINE_HEADING	5	.013
82 ROUTINE_INITIAL_DETECT	5	99.592
83 ROUTINE_INITIAL_MOVE	5	.013
84 ROUTINE_LINE_OF_SIGHT	5	99.605
85 ROUTINE_LOS_CHECK	5	.013
86 ROUTINE_ORIENTATION	5	99.619
87 ROUTINE_REQUEST_DEF_FASCAM	5	.013
88 EVENT_ACT_ATK	4	99.632
89 EVENT_ACT_MOVDIS	4	.013
90 EVENT_BTL_ENDED	4	99.645
91 PROCESS_WITHDRAW	4	.011
92 ROUTINE_CHECK_FORCE	4	99.657
93 ROUTINE_CHECK_LIST	4	.011
94 ROUTINE_DEAD_UNIT	4	99.679
95 ROUTINE_DESTROY_ORD	4	.011
96 ROUTINE_EST_MIL_WORTH	4	99.701
97 ROUTINE_FIN_BATTLE	4	.011
98 ROUTINE_PREP_WITHDRAW	4	99.712
99 ROUTINE_PREPARE_LIST	4	.011
100 ROUTINE_REQUEST_WD_FASCAM	4	99.723
101 ROUTINE_SEGMENT_ADJUST	4	.011
102 ROUTINE_TERM_CHECK	4	99.735
103 ROUTINE_WHAT_NEXT	4	.011
104 ROUTINE_FD_EFFECTS_REQ	3	99.746
105 ROUTINE_FINAL_COVERAGE	3	.011
106 EVENT_SCHEDULE_ARTY_MOVEMENT	2	99.757
107 ROUTINE_COPY	2	.011
108 ROUTINE_END_MOVE	2	99.768
109 ROUTINE_FDC_TR_DEQ	2	.011
110 ROUTINE_FINISH_COMPUTATION	2	99.779
111 EVENT_CFR_ON	1	.011
112 EVENT_PDB_OPERATOR	1	99.790
		.011
		99.802
		.009
		99.810
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		99.819
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		99.958
		.007
		99.962
		.004
		99.967
		.004
		99.971
		.004
		99.975
		.004
		99.980
		.002
		99.982
		.002
		99.984

113	ROUTINE_BTRY_EFFECTS	1	002	99.987
114	ROUTINE_INTER_BATTLE	1	002	99.989
115	ROUTINE_INTER_HELO	1	002	99.991
116	ROUTINE_NEW_SEGMENT	1	002	99.993
117	ROUTINE_OUTPUT_ATTRITION	1	002	99.996
118	ROUTINE_POSITION	1	002	99.998
119	ROUTINE_UNIT_ENVIR	1	002	100.000
120	PROGRAM**MAIN	0	0	100.000
121	EVENT_ACT_REINF	0	0	100.000
122	EVENT_AD_ENGAGEMENT	0	0	100.000
123	EVENT_CFR_OFF	0	0	100.000
124	EVENT_CFR_OPERATOR	0	0	100.000
125	EVENT_CHANGE_LITE	0	0	100.000
126	EVENT_CHANGE_WEATHER	0	0	100.000
127	EVENT_DQ_OLD_SORTIE_QUEUE	0	0	100.000
128	EVENT_END_SIMULATION	0	0	100.000
129	EVENT_FEBA_SORTIE	0	0	100.000
130	EVENT_HC_DEPART_BATTLE	0	0	100.000
131	EVENT_HELO_ENGAGEMENT	0	0	100.000
132	EVENT_INIT_PREPLAN_CAS	0	0	100.000
133	EVENT_OFF_LINE_ATTRITION	0	0	100.000
134	EVENT_POSITION_REPORT	0	0	100.000
135	EVENT_SEND_TEAM	0	0	100.000
136	EVENT_SET_DEBUG	0	0	100.000
137	FUNCTION_AR_PROB_DETECT	0	0	100.000
138	FUNCTION_BTRY_AVAILABLE	0	0	100.000
139	FUNCTION_COLLISION	0	0	100.000
140	FUNCTION_EST_TR_RANGE	0	0	100.000
141	FUNCTION_STAY_TIME	0	0	100.000
142	PROCESS_AC_ATK_TGT	0	0	100.000
143	PROCESS_AIR_OBSERVER	0	0	100.000
144	PROCESS_AIRBORNE_RADAR	0	0	100.000
145	PROCESS_ARTY_ASSESS	0	0	100.000
146	PROCESS_CAS_MISSION	0	0	100.000
147	PROCESS_FORWARD_OBSERVER	0	0	100.000
148	PROCESS_HC_ARRIVE_BATTLE	0	0	100.000
149	PROCESS_HC_RETURN_FARRP	0	0	100.000
150	PROCESS_HEL_TARGET_ACQUISITION	0	0	100.000
151	PROCESS_HELICOPTER_FIRE	0	0	100.000
152	PROCESS_HOW_REPAIR	0	0	100.000
153	PROCESS_MINE_ASSESS	0	0	100.000
154	PROCESS_PHOTO_IR_FLIGHT	0	0	100.000
155	PROCESS_REMOTE_PILOT_VEHICLE	0	0	100.000
156	ROUTINE_AC_BOMB_EFFECTS	0	0	100.000
157	ROUTINE_AC_DF_EFFECTS	0	0	100.000
158	ROUTINE_AC_MUNS_INPUT	0	0	100.000
159	ROUTINE_AD_SHOOT	0	0	100.000
160	ROUTINE_AMMO_RPT	0	0	100.000
161	ROUTINE_ANALYSTS_OUTPUT	0	0	100.000
162	ROUTINE_AD_DETECTION	0	0	100.000
163	ROUTINE_AR_DETECTION	0	0	100.000
164	ROUTINE_ATTRIT_SENSOR	0	0	100.000
165	ROUTINE_BETWEEN_ROUTINE	0	0	100.000
166	ROUTINE_BLOCK_LOS	0	0	100.000
167	ROUTINE_BTL_CHECK	0	0	100.000
168	ROUTINE_BTRY_FM_DEQ	0	0	100.000
169	ROUTINE_BTRY_INPUT	0	0	100.000
170	ROUTINE_CAT_TU_INPUT	0	0	100.000
171	ROUTINE_CFR_DEGRADE	0	0	100.000

172	ROUTINE_CFR_DETECTION	0	0.	100.000
173	ROUTINE_CHECK_CAS.CONSTRAINTS	0	0.	100.000
174	ROUTINE_COMBINE_TRS	0	0.	100.000
175	ROUTINE_COMPARE_TRS	0	0.	100.000
176	ROUTINE_COMPUTE_D	0	0.	100.000
177	ROUTINE_CREATE_TEAMS	0	0.	100.000
178	ROUTINE_DECIDE	0	0.	100.000
179	ROUTINE_DECISION.INPUT	0	0.	100.000
180	ROUTINE_DQ_CMEN.QUEUE	0	0.	100.000
181	ROUTINE_DUST.EFFECTS	0	0.	100.000
182	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
183	ROUTINE_END_CAS.MISSION	0	0.	100.000
184	ROUTINE_EQ_TE.INPUT	0	0.	100.000
185	ROUTINE_ERROR.STOP	0	0.	100.000
186	ROUTINE_EXPONENTIAL.F	0	0.	100.000
187	ROUTINE_FARRP.CHECK	0	0.	100.000
188	ROUTINE_FARRP.INPUT	0	0.	100.000
189	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
190	ROUTINE_FBN_FD.INPUT	0	0.	100.000
191	ROUTINE_FEBA.INITIAL	0	0.	100.000
192	ROUTINE_FILE_FD.SCHD	0	0.	100.000
193	ROUTINE_FILE_KAD.SENSOR	0	0.	100.000
194	ROUTINE_FIND.START.TIME	0	0.	100.000
195	ROUTINE_FLIGHT.PATH	0	0.	100.000
196	ROUTINE_FORM.TF.LIST	0	0.	100.000
197	ROUTINE_FORPOSITION.OUT	0	0.	100.000
198	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
199	ROUTINE_HC.DISENGAGE	0	0.	100.000
200	ROUTINE_HC.EMPTY	0	0.	100.000
201	ROUTINE_HE_LA.INPUT	0	0.	100.000
202	ROUTINE_HEL_RANGE.COMPUTE	0	0.	100.000
203	ROUTINE_ILLLUM.COMPUTATION	0	0.	100.000
204	ROUTINE_ILLLUM.EFFECTS	0	0.	100.000
205	ROUTINE_ILLLUM.INPUT	0	0.	100.000
206	ROUTINE_INIT.REINF	0	0.	100.000
207	ROUTINE_KV.INPUT	0	0.	100.000
208	ROUTINE_KV.PRINT	0	0.	100.000
209	ROUTINE_KV.SCOREBOARD	0	0.	100.000
210	ROUTINE_LINE.CIRCLE	0	0.	100.000
211	ROUTINE_MADS.INPUT	0	0.	100.000
212	ROUTINE_MAIN1	0	0.	100.000
213	ROUTINE_MAIN2	0	0.	100.000
214	ROUTINE_MAIN3	0	0.	100.000
215	ROUTINE_MAO.INPUT	0	0.	100.000
216	ROUTINE_MCFR.INPUT	0	0.	100.000
217	ROUTINE_MFO.INPUT	0	0.	100.000
218	ROUTINE_MINE.DELAY	0	0.	100.000
219	ROUTINE_MINE.EFFECTS	0	0.	100.000
220	ROUTINE_MINE.INPUT	0	0.	100.000
221	ROUTINE_MFDB.INPUT	0	0.	100.000
222	ROUTINE_MUNS.INPUT	0	0.	100.000
223	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
224	ROUTINE_ORD.ATK	0	0.	100.000
225	ROUTINE_ORD.DEF	0	0.	100.000
226	ROUTINE_ORD.MOVCOR	0	0.	100.000
227	ROUTINE_ORD.MOVDIS	0	0.	100.000
228	ROUTINE_ORD.REINF	0	0.	100.000
229	ROUTINE_OUTPUT.EXTENDITURES	0	0.	100.000
230	ROUTINE_P_E.M.INPUT	0	0.	100.000

231 ROUTINE_PGM.INPUT	0	0.000
232 ROUTINE_PGM.MSN.ASGN	0	0.000
233 ROUTINE_PIR.DETECTION	0	0.000
234 ROUTINE_PK.INPUT	0	0.000
235 ROUTINE_PLAT.COUNT	0	0.000
236 ROUTINE_PRED.POS	0	0.000
237 ROUTINE_PROXIMITY.REQ	0	0.000
238 ROUTINE_READ.ORDERS	0	0.000
239 ROUTINE_REIN.ARRIVE	0	0.000
240 ROUTINE_REPLACE.HC	0	0.000
241 ROUTINE_REQUEST.FASCAM	0	0.000
242 ROUTINE_RESET.FEBA.SECTOR	0	0.000
243 ROUTINE_RPV.DETECTION	0	0.000
244 ROUTINE_RUL.EN.INPUT	0	0.000
245 ROUTINE_SEARCH.COVERAGE	0	0.000
246 ROUTINE_SENSOR.INPUT	0	0.000
247 ROUTINE_SMOKE.COMPUTATION	0	0.000
248 ROUTINE_SMOKE.EFFECTS	0	0.000
249 ROUTINE_SMOKE.INPUT	0	0.000
250 ROUTINE_SNAP.R	0	0.000
251 ROUTINE_SNAP2	0	0.000
252 ROUTINE_ST.INPUT	0	0.000
253 ROUTINE_SUBM.INPUT	0	0.000
254 ROUTINE_SYS.INPUT	0	0.000
255 ROUTINE_TACAIR.DATA.REPORT	0	0.000
256 ROUTINE_TACAIR.INPUT	0	0.000
257 ROUTINE_TB.INPUT	0	0.000
258 ROUTINE_TBF.INPUT	0	0.000
259 ROUTINE_TIME.REQ	0	0.000
260 ROUTINE_TR.INPUT	0	0.000
261 ROUTINE_TT.FACTORS.INPUT	0	0.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	0.000
263 ROUTINE_UNIT.INPUT	0	0.000
264 ROUTINE_VIS.INPUT	0	0.000

TOTAL INVOCATIONS = 44843

CPU USAGE FOR SIMULATED HOUR 5. = 58.88 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 6.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	98913	32.039	32.039
2 ROUTINE_PK.COMPUTE	50447	16.340	48.379
3 ROUTINE_RANGE.COMPUTE	29094	9.424	57.803
4 ROUTINE_PROX.CHECK	27892	9.034	66.837
5 ROUTINE_FRAC.COMPUTE	17764	5.754	72.591
6 ROUTINE_LOCATE.SECTOR	8125	2.632	75.223
7 ROUTINE_SIZE.ESTIMATE	5885	1.906	77.129
8 ROUTINE_FINAL.COVERAGE	5052	1.636	78.766
9 PROCESS_ASSESSMENT	4937	1.599	80.365
10 ROUTINE_JOHNSON.CRITERIA	4721	1.529	81.894
11 ROUTINE_PROB.INF	4721	1.529	83.423
12 ROUTINE_PROB.TIME	4721	1.529	84.952
13 ROUTINE_SEARCH	4721	1.529	86.481
14 ROUTINE_CONTRAST.TO.FREQ	3286	1.064	87.546
15 ROUTINE_PDB.DETECTION	2742	.888	88.434
16 EVENT_PDB.ACTIVATION	2187	.708	89.142
17 ROUTINE_DEQ.FEBA.SET	2110	.683	89.826
18 ROUTINE_ENQ.FEBA.SET	2098	.680	90.505
19 FUNCTION_COMBINATIONS	1537	.498	91.003
20 ROUTINE_MRT.TO.FREQ	1435	.465	91.468
21 ROUTINE_TEMPERATURE.ATTENUATION	1435	.465	91.933
22 ROUTINE_NOISE.DEGRADE	1365	.442	92.375
23 FUNCTION_EST.RANGE	1323	.429	92.803
24 ROUTINE_OUTPUT.ATTRITION	1291	.418	93.222
25 PROCESS_SHOOT.OUT	1240	.402	93.623
26 ROUTINE_VOLLEY	1101	.357	93.980
27 EVENT_CFR.ACTIVATION	1093	.354	94.334
28 FUNCTION_HE.WLA	891	.289	94.622
29 EVENT_UPDATE.LOC	855	.277	94.899
30 FUNCTION_FEBA.BAND	833	.270	95.169
31 ROUTINE_NORMAL.F	762	.247	95.416
32 ROUTINE_TIME.TO.DETECT	667	.216	95.632
33 ROUTINE_EST.COVERAGE	639	.207	95.839
34 ROUTINE_WEIGHTED.VOLLEYS	639	.207	96.046
35 ROUTINE_GET.TERRAIN	601	.195	96.241
36 ROUTINE_HE.OR.ICM.COMPUTATION	502	.163	96.403
37 ROUTINE_MARGINAL.EFFECTS.ADJ	473	.153	96.557
38 ROUTINE_CHECK.ENGAGEMENT	440	.143	96.699
39 ROUTINE_TARGET.ANALYSIS	438	.142	96.841
40 ROUTINE_FA.BN.MOVEMENT	425	.138	96.979
41 ROUTINE_WEIBULL.F	393	.127	97.106
42 ROUTINE_ANGLE.COMPUTE	368	.119	97.225
43 ROUTINE_CHK.COMP.TR	360	.117	97.342
44 ROUTINE_CHK.FD.TR	360	.117	97.458
45 ROUTINE_REM.EFFECTS.COMPUTATION	356	.115	97.574
46 PROCESS_FIRE.MISSION	355	.115	97.689
47 ROUTINE_BTRY.FM.ENQ	355	.115	97.804
48 ROUTINE_FA.BN.ASGN	331	.107	97.911
49 ROUTINE_GAMMA.F	324	.105	98.016
50 FUNCTION_ICM.WLA	302	.098	98.114
51 ROUTINE_BTRY.FM.DEQ	270	.087	98.201
52 ROUTINE_CFR.DETECTION	246	.080	98.281
53 ROUTINE_CHECK.PROX	246	.080	98.360

	PAGE	27
LSS_TARGET_REPORT	241	.978
ROUTINE_BTRY_EFFECTS	241	.98.438
ROUTINE_UNIT_ENVIR	241	.98.516
ROUTINE_FDC_TR_ENQ	227	.98.595
ROUTINE_FO_DETECTION	213	.98.668
ROUTINE_COMPARE_TRS	181	.98.737
ROUTINE_MIN_MOVE	178	.98.795
ROUTINE_FDC_TR_DEQ	162	.98.853
ROUTINE_FINISH_COMPUTATION	162	.98.906
ROUTINE_TIME_REQ	154	.98.958
ROUTINE_CFR_DEGRADE	149	.99.008
EVENT_CFR_OPERATOR	142	.99.056
ROUTINE_CAS_EVAL	135	.99.102
ROUTINE_CHECK_FOR_MINES	123	.99.146
ROUTINE_EST_MIL_WORTH	120	.99.186
ROUTINE_REQUEST_SMOKE	111	.99.225
EVENT_PDB_OPERATOR	108	.99.261
EVENT_ENGAGEMENT	90	.99.296
ROUTINE_REQUEST_ILUM	90	.99.325
ROUTINE_NEW_SEGMENT	88	.99.354
ROUTINE_FD_EFFECTS_REQ	84	.99.383
EVENT_MOVE	77	.99.410
ROUTINE_CHANGE_LOC	77	.99.435
ROUTINE_COPY	77	.99.460
ROUTINE_LOS_CHECK	77	.99.485
EVENT_START_ARTY_MOVEMENT	73	.99.510
EVENT_STOP_ARTY_MOVEMENT	63	.99.533
ROUTINE_SEGMENT_ADJUST	63	.99.554
EVENT_ARTY_OCCUPATION	62	.99.574
ROUTINE_LOCATE_SEARCH_AREA	57	.99.594
EVENT_GET_NX_ORD	52	.99.613
EVENT_START_MOVE	50	.99.629
ROUTINE_REQUEST_DEF_FASCAM	50	.99.646
FUNCTION_EST_TR_RANGE	49	.99.662
ROUTINE_PROXIMITY_REQ	48	.99.678
ROUTINE_POSITION	48	.99.694
EVENT_CFR_ON	43	.99.709
EVENT_CFR_OFF	42	.99.723
ROUTINE_COMPUTE_D	42	.99.737
ROUTINE_COMPUTE_WD	42	.99.750
ROUTINE_CHECK_DEAD	32	.99.764
ROUTINE_CREATE_FORCE	32	.99.774
ROUTINE_SWITCH_FO	32	.99.785
ROUTINE_UNIT_ASSIGNMENT	32	.99.795
EVENT_ACT_MOVCOR	26	.99.805
ROUTINE_CHECK_FORCE	26	.99.814
EVENT_ACT_MOVDIS	24	.99.822
PROCESS_HOW_REPAIR	22	.99.830
ROUTINE_UNIT_PRIORITY	22	.99.837
PROCESS_WITH_DRAW	21	.99.844
ROUTINE_PREP_WITHDRAW	21	.99.851
ROUTINE_REQUEST_WD_FASCAM	21	.99.858
ROUTINE_TERM_CHECK	21	.99.865
EVENT_ACT_DEF	20	.99.871
ROUTINE_DECIDE	19	.99.878
ROUTINE_CHECK_STREN	18	.99.884
ROUTINE_END_MOVE	18	.99.890
ROUTINE_CHECK_LIST	17	.99.896
ROUTINE_HEADING	17	.99.901
	17	.99.907

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113 EVENT_START_BATTLE	.005	99.912
114 ROUTINE_ADJUST	.005	99.917
115 ROUTINE_EMPTY	.005	99.922
116 ROUTINE_GENERAL_BATTLE	.005	99.927
117 ROUTINE_INITIAL_DETECT	.005	99.933
118 ROUTINE_INITIAL_MOVE	.005	99.938
119 ROUTINE_LINE_OF_SIGHT	.005	99.943
120 ROUTINE_ORIENTATION	.005	99.948
121 ROUTINE_PRED_POS	.005	99.953
122 ROUTINE_DEAD_UNIT	.005	99.958
123 ROUTINE_WHAT_NEXT	.005	99.963
124 ROUTINE_PROX_POS	.004	99.967
125 ROUTINE_DESTROY_ORD	.004	99.971
126 EVENT_ACT_ATK	.004	99.975
127 EVENT_BTL_ENDED	.004	99.978
128 ROUTINE_FIN_BATTLE	.004	99.982
129 ROUTINE_PREPARE_LIST	.004	99.985
130 ROUTINE_COMBINE_TRS	.003	99.989
131 ROUTINE_EXPONENTIAL_F	.003	99.992
132 ROUTINE_PGM_MSN_ASGN	.003	99.994
133 ROUTINE_INTER_BATTLE	.002	99.998
134 ROUTINE_INTER_HELO	.002	99.997
135 EVENT_SCHEDULE_ARTY_MOVEMENT	+6.E-04	99.998
136 ROUTINE_DQ_CMSN_QUEUE	+6.E-04	99.999
137 ROUTINE_RESET_FEBA_SECTOR	+6.E-04	99.999
138 EVENT_CHANGE_LITE	+3.E-04	100.000
139 EVENT_CHANGE_WEATHER	+3.E-04	100.000
140 **PROGRAM** MAIN	0.	100.000
141 EVENT_ACT_REINF	0.	100.000
142 EVENT_AD_ENGAGEMENT	0.	100.000
143 EVENT_DQ_OLD_SORTIE_QUEUE	0.	100.000
144 EVENT_END_SIMULATION	0.	100.000
145 EVENT_FEBA_SORTIE	0.	100.000
146 EVENT_HC_DEPART_BATTLE	0.	100.000
147 EVENT_HELO_ENGAGEMENT	0.	100.000
148 EVENT_INIT_PREPLAN_CAS	0.	100.000
149 EVENT_OFF_LINE_ATTRITION	0.	100.000
150 EVENT_POSITION_REPORT	0.	100.000
151 EVENT_SEND_TEAM	0.	100.000
152 EVENT_SET_DEBUG	0.	100.000
153 FUNCTION_AR_PROB_DETECT	0.	100.000
154 FUNCTION_BTRY_AVAILABLE	0.	100.000
155 FUNCTION_COLLISION	0.	100.000
156 FUNCTION_STAY_TIME	0.	100.000
157 PROCESS_AC_ATK_TGT	0.	100.000
158 PROCESS_AIR_OBSERVER	0.	100.000
159 PROCESS_AIRBORNE_RADAR	0.	100.000
160 PROCESS_ARTY_ASSESS	0.	100.000
161 PROCESS_CAS_MISSION	0.	100.000
162 PROCESS_FORWARD_OBSERVER	0.	100.000
163 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
164 PROCESS_HC_RETURN_FARRP	0.	100.000
165 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000
166 PROCESS_HELICOPTER_FIRE	0.	100.000
167 PROCESS_MINE_ASSESS	0.	100.000
168 PROCESS_PHOTO_IR_FLIGHT	0.	100.000
169 PROCESS_REMOTE_PILOT_VEHICLE	0.	100.000
170 ROUTINE_AC_BOMB_EFFECTS	0.	100.000
171 ROUTINE_AC_DF_EFFECTS	0.	100.000

	PAGE	29
172 ROUTINE_AC.MUNS.INPUT	0.	100.000
173 ROUTINE_AD.SHOOT	0.	100.000
174 ROUTINE_AMMO.RPT	0.	100.000
175 ROUTINE_ANALYSIS.OUTPUT	0.	100.000
176 ROUTINE_AO.DETECTION	0.	100.000
177 ROUTINE_AR.DETECTION	0.	100.000
178 ROUTINE_ATTRIT.SENSOR	0.	100.000
179 ROUTINE_BETWEEN.ROUTINE	0.	100.000
180 ROUTINE_BLOCK.LOS	0.	100.000
181 ROUTINE_BTL.CHECK	0.	100.000
182 ROUTINE_BTRY.INPUT	0.	100.000
183 ROUTINE_CAT.TU.INPUT	0.	100.000
184 ROUTINE_CHECK.CAS.CONSTRAINTS	0.	100.000
185 ROUTINE_CREATE.TEAMS	0.	100.000
186 ROUTINE_DECISION.INPUT	0.	100.000
187 ROUTINE_DUST.EFFECTS	0.	100.000
188 ROUTINE_EMPLOY.HELICOPTERS	0.	100.000
189 ROUTINE_END.CAS.MISSION	0.	100.000
190 ROUTINE_EQ.TE.INPUT	0.	100.000
191 ROUTINE_ERROR.STOP	0.	100.000
192 ROUTINE_FARRP.CHECK	0.	100.000
193 ROUTINE_FARRP.INPUT	0.	100.000
194 ROUTINE_FASCAM.COMPUTATION	0.	100.000
195 ROUTINE_FBN.FD.INPUT	0.	100.000
196 ROUTINE_FEBA.INITIAL	0.	100.000
197 ROUTINE_FILE.FD.SCHD	0.	100.000
198 ROUTINE_FILE.KAD.SENSOR	0.	100.000
199 ROUTINE_FIND.START.TIME	0.	100.000
200 ROUTINE_FLIGHT.PATH	0.	100.000
201 ROUTINE_FORM.TF.LIST	0.	100.000
202 ROUTINE_FORPOSITION.OUT	0.	100.000
203 ROUTINE_HC.COMPUTE.TIMES	0.	100.000
204 ROUTINE_HC.DISENGAGE	0.	100.000
205 ROUTINE_HC.EMPTY	0.	100.000
206 ROUTINE_HE.LA.INPUT	0.	100.000
207 ROUTINE_HEL.RANGE.COMPUTE	0.	100.000
208 ROUTINE_ILLUM.COMPUTATION	0.	100.000
209 ROUTINE_ILLUM.EFFECTS	0.	100.000
210 ROUTINE_ILLUM.INPUT	0.	100.000
211 ROUTINE_INIT.REINF	0.	100.000
212 ROUTINE_KV.INPUT	0.	100.000
213 ROUTINE_KV.PRINT	0.	100.000
214 ROUTINE_KV.SCOREBOARD	0.	100.000
215 ROUTINE_LINE.CIRCLE	0.	100.000
216 ROUTINE_MADS.INPUT	0.	100.000
217 ROUTINE_MAIN1	0.	100.000
218 ROUTINE_MAIN2	0.	100.000
219 ROUTINE_MAIN3	0.	100.000
220 ROUTINE_MAO.INPUT	0.	100.000
221 ROUTINE_MCFR.INPUT	0.	100.000
222 ROUTINE_MFO.INPUT	0.	100.000
223 ROUTINE_MINE.DELAY	0.	100.000
224 ROUTINE_MINE.EFFECTS	0.	100.000
225 ROUTINE_MINE.INPUT	0.	100.000
226 ROUTINE_MPD8.INPUT	0.	100.000
227 ROUTINE_MUNS.INPUT	0.	100.000
228 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0.	100.000
229 ROUTINE_ORD.ATK	0.	100.000
230 ROUTINE_ORD.DEF	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0	100.000
232	ROUTINE_ORD.MOVDTIS	0	0	100.000
233	ROUTINE_ORD.REINF	0	0	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
235	ROUTINE_P.E.M.INPUT	0	0	100.000
236	ROUTINE_PGM.INPUT	0	0	100.000
237	ROUTINE_PIR.DETECTION	0	0	100.000
238	ROUTINE_PK.INPUT	0	0	100.000
239	ROUTINE_PLAT.COUNT	0	0	100.000
240	ROUTINE_READ.ORDERS	0	0	100.000
241	ROUTINE_REIN.ARRIVE	0	0	100.000
242	ROUTINE_REPLACE.HC	0	0	100.000
243	ROUTINE_REQUEST.FASCAM	0	0	100.000
244	ROUTINE_RPV.DETECTION	0	0	100.000
245	ROUTINE_RUL.EN.INPUT	0	0	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0	100.000
247	ROUTINE_SENSOR.INPUT	0	0	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0	100.000
250	ROUTINE_SMOKE.INPUT	0	0	100.000
251	ROUTINE_SNAP.R	0	0	100.000
252	ROUTINE_SNAP2	0	0	100.000
253	ROUTINE_ST.INPUT	0	0	100.000
254	ROUTINE_SUBM.INPUT	0	0	100.000
255	ROUTINE_SYS.INPUT	0	0	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
257	ROUTINE_TACAIR.INPUT	0	0	100.000
258	ROUTINE_TB.INPUT	0	0	100.000
259	ROUTINE_TBF.INPUT	0	0	100.000
260	ROUTINE_TR.INPUT	0	0	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
263	ROUTINE_UNIT.INPUT	0	0	100.000
264	ROUTINE_VIS.INPUT	0	0	100.000

TOTAL INVOCATIONS = 308729

CPU USAGE FOR SIMULATED HOUR 6. = 710.93 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 7.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	139414	32.577	32.577
2 ROUTINE_PK_COMPUTE	41690	9.742	42.319
3 ROUTINE_RANGE_COMPUTE	27455	6.416	48.735
4 ROUTINE_PROX_CHECK	23691	5.536	54.271
5 ROUTINE_FRAC_COMPUTE	22932	5.359	59.629
6 ROUTINE_JOHNSON_CRITERIA	16337	3.818	63.447
7 ROUTINE_PROB_INF	16337	3.818	67.265
8 ROUTINE_PROB_TIME	16337	3.818	71.082
9 ROUTINE_SEARCH	16337	3.818	74.900
10 ROUTINE_LOCATE_SECTOR	13433	3.139	78.039
11 ROUTINE_CONTRAST_TO_FREQ	12142	2.837	80.876
12 ROUTINE_SIZE_ESTIMATE	8098	1.892	82.768
13 ROUTINE_FINAL_COVERAGE	5939	1.388	84.156
14 PROCESS_ASSESSMENT	4954	1.158	85.314
15 ROUTINE_MRT_TO_FREQ	4195	.980	86.294
16 ROUTINE_TEMPERATURE_ATTENUATION	4195	.980	87.274
17 ROUTINE_DEQ_FEBA_SET	3495	.817	88.091
18 ROUTINE_ENQ_FEBA_SET	3482	.814	88.904
19 ROUTINE_PDB_DETECTION	3293	.769	89.674
20 ROUTINE_CHECK_ENGAGEMENT	2773	.648	90.322
21 FUNCTION_COMBINATIONS	2762	.645	90.967
22 EVENT_PDB_ACTIVATION	2554	.597	91.564
23 PROCESS_SHOOT_OUT	2044	.478	92.042
24 FUNCTION_EST_RANGE	1753	.410	92.451
25 ROUTINE_TIME_TO_DETECT	1688	.394	92.846
26 ROUTINE_NOISE_DEGRADE	1644	.384	93.230
27 ROUTINE_OUTPUT_ATTRITION	1445	.338	93.568
28 EVENT_CFR_ACTIVATION	1282	.300	93.867
29 ROUTINE_VOLLEY	1280	.299	94.166
30 EVENT_UPDATE_LOC	1162	.272	94.438
31 FUNCTION_HE_WLA	1148	.268	94.706
32 FUNCTION_FEBA_BAND	1136	.265	94.972
33 ROUTINE_NORMAL_F	1086	.254	95.225
34 ROUTINE_WEIBULL_F	925	.216	95.441
35 ROUTINE_FA_BN_MOVEMENT	824	.193	95.634
36 ROUTINE_EST_COVERAGE	714	.167	95.801
37 ROUTINE_WEIGHTED_VOLLEYS	714	.167	95.968
38 ROUTINE_GET_TERRAIN	705	.165	96.132
39 ROUTINE_TARGET_ANALYSIS	662	.155	96.287
40 ROUTINE_HE_OR_ICM_COMPUTATION	639	.149	96.436
41 ROUTINE_MIN_MOVE	627	.147	96.583
42 ROUTINE_MARGINAL_EFFECTS_ADJ	573	.134	96.717
43 ROUTINE_FD_DETECTION	530	.124	96.841
44 ROUTINE_CHK_COMP_TR	514	.120	96.961
45 ROUTINE_CHK_FD_TR	514	.120	97.081
46 ROUTINE_ANGLE_COMPUTE	511	.119	97.200
47 ROUTINE_FA_BN_ASGN	497	.116	97.316
48 ROUTINE_GAMMA_F	482	.113	97.429
49 ROUTINE_CHANGE_LOC	465	.109	97.538
50 ROUTINE_LOS_CHECK	465	.109	97.646
51 ROUTINE_CHECK_PROX	389	.091	97.737
52 PROCESS_TARGET_REPORT	362	.085	97.822
53 ROUTINE_REM_EFFECTS_COMPUTATION	362	.085	97.907

APPENDIX B

COSAGE HOURLY INVOCATION REPORT
(random number seed 3)



54 ROUTINE_BIRY_FM_DEQ	361	.084	FACE	32
55 PROCESS_FIRE_MISSION	357	.083		97.991
56 ROUTINE_BIRY_FM_ENQ	357	.083		98.074
57 ROUTINE_COMPARE_TRS	351	.082		98.158
58 ROUTINE_FDC_TR_ENQ	337	.079		98.240
59 ROUTINE_CFR_DETECTION	316	.074		98.318
60 ROUTINE_TIME_REQ	289	.068		98.392
61 FUNCTION_ICM_WLA	283	.066		98.460
62 ROUTINE_BIRY_EFFECTS	283	.066		98.526
63 ROUTINE_FDC_TR_DEQ	283	.066		98.592
64 ROUTINE_FINISH_COMPUTATION	283	.066		98.658
65 ROUTINE_UNIT_ENVIR	283	.066		98.724
66 ROUTINE_COMPUTE_WD	252	.059		98.791
67 ROUTINE_REQUEST_SMOKE	252	.059		98.849
68 ROUTINE_COMPUTE_D	221	.052		98.908
69 ROUTINE_NEW_SEGMENT	216	.050		98.960
70 EVENT_CFR_OPERATOR	213	.050		99.010
71 ROUTINE_EST_MIL_WORTH	203	.047		99.060
72 ROUTINE_CAS_EVAL	199	.047		99.108
73 EVENT_ENGAGEMENT	192	.045		99.154
74 EVENT_MOVE	192	.045		99.199
75 ROUTINE_REQUEST_ILUM	192	.045		99.244
76 ROUTINE_CFR_DEGRADE	189	.045		99.289
77 ROUTINE_SEGMENT_ADJUST	189	.044		99.333
78 ROUTINE_CHECK_FOR_MINES	148	.035		99.367
79 ROUTINE_CHECK_EFFECTS_REQ	142	.033		99.401
80 ROUTINE_POSITION	132	.031		99.431
81 EVENT_PDB_OPERATOR	131	.031		99.462
82 ROUTINE_COPY	110	.026		99.488
83 FUNCTION_EST_TR_RANGE	105	.025		99.512
84 ROUTINE_PROXIMITY_REQ	97	.023		99.535
85 ROUTINE_REQUEST_DEF_FASCAM	97	.023		99.558
86 EVENT_START_ARTY_MOVEMENT	91	.021		99.580
87 ROUTINE_LOCATE_SEARCH_AREA	91	.021		99.602
88 EVENT_STOP_ARTY_MOVEMENT	79	.018		99.623
89 EVENT_GET_NX_ORD	77	.018		99.641
90 EVENT_ARTY_OCCUPATION	76	.018		99.659
91 ROUTINE_DECIDE	75	.018		99.677
92 ROUTINE_CHECK_FORCE	74	.017		99.695
93 PROCESS_WITH_DRAW	60	.014		99.712
94 ROUTINE_PREP_WITHDRAW	60	.014		99.726
95 ROUTINE_REQUEST_WD_FASCAM	60	.014		99.740
96 ROUTINE_TERM_CHECK	59	.014		99.754
97 EVENT_START_MOVE	51	.012		99.768
98 ROUTINE_CHECK_DEAD	42	.010		99.780
99 ROUTINE_CREATE_FORCE	42	.010		99.789
100 ROUTINE_SWITCH_FO	42	.010		99.799
101 ROUTINE_UNIT_ASSIGNMENT	42	.010		99.809
102 EVENT_CFR_OFF	41	.010		99.819
103 EVENT_CFR_ON	41	.010		99.828
104 PROCESS_HOW_REPAIR	39	.009		99.838
105 ROUTINE_UNIT_PRIORITY	36	.008		99.847
106 EVENT_ACT_MOVDIS	35	.008		99.856
107 ROUTINE_DUST_EFFECTS	34	.008		99.864
108 ROUTINE_WHAT_NEXT	32	.007		99.872
109 ROUTINE_PRED_POS	28	.007		99.879
110 ROUTINE_HEADING	24	.006		99.886
111 ROUTINE_PGM_MSN_ASGN	23	.005		99.891
112 ROUTINE_CHECK_LIST	22	.005		99.897
				99.902

113 ROUTINE_CHECK_STREN	22	.005	99.907
114 EVENT_ACT_DEF	21	.005	99.912
115 EVENT_START_BATTLE	21	.005	99.917
116 ROUTINE_ADJUST	21	.005	99.922
117 ROUTINE_DEAD_UNIT	21	.005	99.927
118 ROUTINE_EMPTY	21	.005	99.932
119 ROUTINE_END_MOVE	21	.005	99.936
120 ROUTINE_GENERAL_BATTLE	21	.005	99.941
121 ROUTINE_INITIAL_DETECT	21	.005	99.946
122 ROUTINE_INITIAL_MOVE	21	.005	99.951
123 ROUTINE_LINE_OF_SIGHT	21	.005	99.956
124 ROUTINE_ORIENTATON	21	.005	99.961
125 ROUTINE_EXPONENTIAL_F	19	.004	99.965
126 ROUTINE_PROX_POS	19	.004	99.970
127 EVENT_ACT_ATK	18	.004	99.974
128 EVENT_BTL_ENDED	18	.004	99.978
129 ROUTINE_FIN_BATTLE	18	.004	99.982
130 ROUTINE_PREPARE_LIST	18	.004	99.987
131 EVENT_ACT_MOVCOR	16	.004	99.990
132 ROUTINE_COMBINE_IRS	15	.004	99.994
133 ROUTINE_BLOCK_LOS	8	.002	99.996
134 ROUTINE_DESTROY_ORD	6	.001	99.997
135 ROUTINE_INTER_BATTLE	3	+7.E-04	99.998
136 ROUTINE_INTER_HELO	3	+7.E-04	99.999
137 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+5.E-04	99.999
138 ROUTINE_ATTRIT_SENSOR	2	+5.E-04	100.000
139 FUNCTION_COLLISION	1	+2.E-04	100.000
140 PROCESS_ARTY_ASSESS	1	+2.E-04	100.000
141 **PROGRAM**MAIN	0	0.	100.000
142 EVENT_ACT_REINF	0	0.	100.000
143 EVENT_AD_ENGAGEMENT	0	0.	100.000
144 EVENT_CHANGE_LITE	0	0.	100.000
145 EVENT_CHANGE_WEATHER	0	0.	100.000
146 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
147 EVENT_END_SIMULATION	0	0.	100.000
148 EVENT_FEBA_SORTIE	0	0.	100.000
149 EVENT_HC_DEPART_BATTLE	0	0.	100.000
150 EVENT_HELO_ENGAGEMENT	0	0.	100.000
151 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
152 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
153 EVENT_POSITION_REPORT	0	0.	100.000
154 EVENT_SEND_TEAM	0	0.	100.000
155 EVENT_SET_DEBUG	0	0.	100.000
156 FUNCTION_AR_PROB_DETECT	0	0.	100.000
157 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
158 FUNCTION_STAY_TIME	0	0.	100.000
159 PROCESS_AC_ATK_TGT	0	0.	100.000
160 PROCESS_AIR_OBSERVER	0	0.	100.000
161 PROCESS_AIRBORNE_RADAR	0	0.	100.000
162 PROCESS_CAS_MISSION	0	0.	100.000
163 PROCESS_FORWARD_OBSERVER	0	0.	100.000
164 PROCESS_HC_ARRIVE_BATTLE	0	0.	100.000
165 PROCESS_HC_RETURN_FARRP	0	0.	100.000
166 PROCESS_HEL_TARGET_ACQUISITION	0	0.	100.000
167 PROCESS_HELICOPTER_FIRE	0	0.	100.000
168 PROCESS_MINE_ASSESS	0	0.	100.000
169 PROCESS_PHOTO_IR_FLIGHT	0	0.	100.000
170 PROCESS_REMOTE_PILOT_VEHICLE	0	0.	100.000
171 ROUTINE_AC_BOMB_EFFECTS	0	0.	100.000

172 ROUTINE_AC OF EFFECTS	0	0	100.000
173 ROUTINE_AC MISS. INPUT	0	0	100.000
174 ROUTINE_AD_SHOOT	0	0	100.000
175 ROUTINE_AMMO_RPT	0	0	100.000
176 ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
177 ROUTINE_AD_DETECTION	0	0	100.000
178 ROUTINE_AR_DETECTION	0	0	100.000
179 ROUTINE_BETWEEN_ROUTINE	0	0	100.000
180 ROUTINE_BTL_CHECK	0	0	100.000
181 ROUTINE_BTRY_INPUT	0	0	100.000
182 ROUTINE_CAT_TU_INPUT	0	0	100.000
183 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
184 ROUTINE_CREATE_TEAMS	0	0	100.000
185 ROUTINE_DECISION_INPUT	0	0	100.000
186 ROUTINE_DQ_CMSN_QUEUE	0	0	100.000
187 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
188 ROUTINE_END_CAS_MISSION	0	0	100.000
189 ROUTINE_EQ_TE_INPUT	0	0	100.000
190 ROUTINE_ERROR_STOP	0	0	100.000
191 ROUTINE_FARRP_CHECK	0	0	100.000
192 ROUTINE_FARRP_INPUT	0	0	100.000
193 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
194 ROUTINE_FBN_FD_INPUT	0	0	100.000
195 ROUTINE_FEBA_INITIAL	0	0	100.000
196 ROUTINE_FILE_FD_SCHD	0	0	100.000
197 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
198 ROUTINE_FIND_START_TIME	0	0	100.000
199 ROUTINE_FLIGHT_PATH	0	0	100.000
200 ROUTINE_FORM_TF_LIST	0	0	100.000
201 ROUTINE_FORPOSITION_OUT	0	0	100.000
202 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
203 ROUTINE_HC_DISENGAGE	0	0	100.000
204 ROUTINE_HC_EMPTY	0	0	100.000
205 ROUTINE_HE_LA_INPUT	0	0	100.000
206 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
207 ROUTINE_ILUM_COMPUTATION	0	0	100.000
208 ROUTINE_ILUM_EFFECTS	0	0	100.000
209 ROUTINE_ILUM_INPUT	0	0	100.000
210 ROUTINE_INIT_REINF	0	0	100.000
211 ROUTINE_KV_INPUT	0	0	100.000
212 ROUTINE_KV_PRINT	0	0	100.000
213 ROUTINE_KV_SCOREBOARD	0	0	100.000
214 ROUTINE_LINE_CIRCLE	0	0	100.000
215 ROUTINE_MADS_INPUT	0	0	100.000
216 ROUTINE_MAIN1	0	0	100.000
217 ROUTINE_MAIN2	0	0	100.000
218 ROUTINE_MAIN3	0	0	100.000
219 ROUTINE_MAO_INPUT	0	0	100.000
220 ROUTINE_MCFR_INPUT	0	0	100.000
221 ROUTINE_MFO_INPUT	0	0	100.000
222 ROUTINE_MINE_DELAY	0	0	100.000
223 ROUTINE_MINE_EFFECTS	0	0	100.000
224 ROUTINE_MINE_INPUT	0	0	100.000
225 ROUTINE_MFDB_INPUT	0	0	100.000
226 ROUTINE_MUNS_INPUT	0	0	100.000
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.000
228 ROUTINE_ORD_ATK	0	0	100.000
229 ROUTINE_ORD_DEF	0	0	100.000
230 ROUTINE_ORD_MOVCOR	0	0	100.000

231	ROUTINE_ORD.MOVDIS	0	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0	0.	100.000
251	ROUTINE_SNAP.R	0	0	0.	100.000
252	ROUTINE_SNAP2	0	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0	0.	100.000

TOTAL INVOCATIONS = 427946

CPU USAGE FOR SIMULATED HOUR 7. = 914.34 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 8.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	98406	30.443	30.443
2 ROUTINE_PK_COMPUTE	51597	15.962	46.406
3 ROUTINE_RANGE_COMPUTE	28406	8.788	55.193
4 ROUTINE_PROX_CHECK	27095	8.382	63.576
5 ROUTINE_FRAC_COMPUTE	17344	5.366	68.941
6 ROUTINE_LOCATE_SECTOR	9321	2.884	71.825
7 ROUTINE_SIZE_ESTIMATE	6863	2.123	73.948
8 ROUTINE_JOHNSON_CRITERIA	6608	2.044	75.992
9 ROUTINE_PROB_INF	6608	2.044	78.036
10 ROUTINE_PROB_TIME	6608	2.044	80.081
11 ROUTINE_SEARCH	6608	2.044	82.125
12 ROUTINE_FINAL_COVERAGE	4489	1.389	83.514
13 ROUTINE_CONTRAST_TO_FREQ	4313	1.334	84.848
14 PROCESS_SHOOT_OUT	3496	1.082	85.930
15 ROUTINE_PDB_DETECTION	3247	1.005	86.934
16 ROUTINE_DEQ_FEBA_SET	2329	.721	87.655
17 ROUTINE_ENQ_FEBA_SET	2308	.714	88.369
18 ROUTINE_MRT_TO_FREQ	2295	.710	89.079
19 ROUTINE_TEMPERATURE_ATTENUATION	2295	.710	89.789
20 EVENT_PDB_ACTIVATION	2253	.697	90.486
21 PROCESS_ASSESSMENT	2141	.662	91.148
22 FUNCTION_COMBINATIONS	1640	.507	91.655
23 ROUTINE_NOISE_DEGRADE	1625	.503	92.158
24 FUNCTION_EST_RANGE	1293	.400	92.558
25 EVENT_CFR_ACTIVATION	1125	.348	92.906
26 ROUTINE_VOLLEY	1123	.347	93.253
27 ROUTINE_OUTPUT_ATTRITION	1079	.334	93.587
28 FUNCTION_FEBA_BAND	987	.305	93.893
29 FUNCTION_HE_WLA	913	.282	94.175
30 EVENT_UPDATE_LOC	862	.267	94.442
31 ROUTINE_NORMAL_F	836	.259	94.700
32 ROUTINE_GET_TERRAIN	692	.214	94.914
33 ROUTINE_TIME_TO_DETECT	656	.203	95.117
34 ROUTINE_EST_COVERAGE	649	.201	95.318
35 ROUTINE_WEIGHTED_VOLLEYS	649	.201	95.519
36 ROUTINE_FA_BN_MOVEMENT	592	.183	95.702
37 ROUTINE_CHECK_ENGAGEMENT	591	.183	95.885
38 ROUTINE_GAMMA_F	532	.165	96.049
39 ROUTINE_TARGET_ANALYSIS	512	.158	96.208
40 ROUTINE_HE_OR_ICM_COMPUTATION	507	.157	96.365
41 ROUTINE_FA_BN_ASSIGN	480	.148	96.513
42 ROUTINE_MARGINAL_EFFECTS_ADJ	473	.146	96.659
43 ROUTINE_WEIBULL_F	456	.141	96.801
44 ROUTINE_CHK_COMP_TR	442	.137	96.937
45 ROUTINE_CHK_FD_TR	442	.137	97.074
46 ROUTINE_FO_DETECTION	393	.122	97.196
47 ROUTINE_COMPARE_TRS	375	.116	97.312
48 PROCESS_FIRE_MISSION	346	.107	97.419
49 ROUTINE_BTRY_FM_ENQ	346	.107	97.526
50 ROUTINE_CFR_DETECTION	345	.107	97.632
51 ROUTINE_BTRY_FM_DEQ	344	.106	97.739
52 ROUTINE_REM_EFFECTS_COMPUTATION	343	.106	97.845
53 ROUTINE_TIME_REQ	324	.100	97.945

54 ROUTINE_FDC_TR_DEQ	320	.009	PAGE 37
55 ROUTINE_FINISH_COMPUTATION	320	.099	98.044
56 FUNCTION_ICM_WLA	301	.093	98.143
57 PROCESS_TARGET_REPORT	291	.090	98.236
58 ROUTINE_ANGLE_COMPUTE	284	.088	98.326
59 ROUTINE_FDC_TR_ENQ	282	.087	98.414
60 ROUTINE_CHECK_PROX	271	.084	98.501
61 ROUTINE_BTRY_EFFECTS	260	.080	98.585
62 ROUTINE_UNIT_ENVIR	260	.080	98.666
63 ROUTINE_CFR_DEGRADE	230	.071	98.746
64 EVENT_CFR_OPERATOR	182	.056	98.817
65 ROUTINE_EST_MTL_WORTH	171	.053	98.874
66 ROUTINE_CHECK_FOR_MINES	169	.052	98.927
67 ROUTINE_REQUEST_SMOKE	163	.050	98.979
68 ROUTINE_MIN_MOVE	150	.046	99.029
69 EVENT_ENGAGEMENT	125	.039	99.076
70 ROUTINE_REQUEST_ILUM	125	.039	99.114
71 ROUTINE_CAS_EVAL	122	.038	99.153
72 EVENT_PDB_OPERATOR	120	.037	99.191
73 EVENT_START_ARTY_MOVEMENT	119	.037	99.228
74 ROUTINE_FD_EFFECTS_REQ	109	.034	99.265
75 EVENT_STOP_ARTY_MOVEMENT	108	.033	99.301
76 EVENT_ARTY_OCCUPATION	105	.032	99.335
77 ROUTINE_COPY	105	.032	99.369
78 ROUTINE_LOCATE_SEARCH_AREA	96	.030	99.401
79 FUNCTION_EST_TR_RANGE	96	.030	99.434
80 ROUTINE_PROXIMITY_REQ	85	.026	99.463
81 EVENT_MOVE	85	.026	99.493
82 ROUTINE_CHANGE_LOC	85	.026	99.519
83 ROUTINE_LOS_CHECK	85	.026	99.546
84 ROUTINE_NEW_SEGMENT	76	.024	99.572
85 ROUTINE_COMPUTE_WD	75	.023	99.598
86 EVENT_GET_NX_ORD	64	.020	99.622
87 ROUTINE_REQUEST_DEF_FASCAM	52	.016	99.645
88 ROUTINE_SEGMENT_ADJUST	50	.015	99.665
89 EVENT_START_MOVE	47	.015	99.681
90 ROUTINE_POSITION	46	.014	99.696
91 ROUTINE_CHECK_FORCE	42	.013	99.711
92 EVENT_CFR_F	42	.013	99.725
93 EVENT_CFR_F	38	.012	99.738
94 PROCESS_WI_H_DRAW	38	.012	99.751
95 ROUTINE_PREP_WITHDRAW	38	.012	99.763
96 ROUTINE_REQUEST_WD_FASCAM	35	.011	99.774
97 ROUTINE_TERM_CHECK	33	.010	99.786
98 EVENT_ACT_MOVGOR	32	.010	99.798
99 EVENT_ACT_DEF	31	.010	99.809
100 ROUTINE_END_MOVE	28	.009	99.819
101 PROCESS_HOW_REPAIR	28	.009	99.829
102 ROUTINE_CHECK_DEAD	28	.009	99.839
103 ROUTINE_CREATE_FORCE	28	.009	99.847
104 ROUTINE_SWITCH_FO	28	.009	99.856
105 ROUTINE_UNIT_ASSIGNMENT	26	.008	99.864
106 ROUTINE_UNIT_PRIORITY	23	.007	99.873
107 ROUTINE_WHAT_NEXT	18	.006	99.882
108 ROUTINE_EXPONENTIAL_F	16	.005	99.890
109 ROUTINE_CHECK_LIST	16	.005	99.897
110 ROUTINE_HEADING	16	.005	99.903
111 ROUTINE_CHECK_STREN	16	.005	99.908
112 ROUTINE_DECIDE	16	.005	99.913
		.005	99.918

	PAGE	38
113 ROUTINE_PROX_FOS	15	.005 99.923
114 EVENT_ACT_MOVDIS	15	.005 99.928
115 EVENT_ACT_ATK	14	.004 99.932
116 EVENT_BTL_ENDED	14	.004 99.936
117 EVENT_START_BATTLE	14	.004 99.941
118 ROUTINE_ADJUST	14	.004 99.945
119 ROUTINE_COMPUTE_D	14	.004 99.949
120 ROUTINE_EMPTY	14	.004 99.954
121 ROUTINE_FIN_BATTLE	14	.004 99.958
122 ROUTINE_GENERAL_BATTLE	14	.004 99.962
123 ROUTINE_INITIAL_DETECT	14	.004 99.967
124 ROUTINE_INITIAL_MOVE	14	.004 99.971
125 ROUTINE_LINE_OF_SIGHT	14	.004 99.975
126 ROUTINE_ORIENTAION	14	.004 99.980
127 ROUTINE_PREPARE_LIST	14	.004 99.984
128 ROUTINE_PGM_MSN_ASGN	13	.004 99.988
129 ROUTINE_DEAD_UNIT	11	.003 99.991
130 ROUTINE_PRED_POS	10	.003 99.994
131 ROUTINE_COMBINE_TRS	9	.003 99.997
132 FUNCTION_COLLISION	4	.001 99.998
133 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+6.E-04 99.999
134 ROUTINE_DESTROY_ORD	2	+6.E-04 100.000
135 ROUTINE_ATTRIT_SENSOR	1	+3.E-04 100.000
136 **PROGRAM** MAIN	0	0. 100.000
137 EVENT_ACT_REINF	0	0. 100.000
138 EVENT_AD_ENGAGEMENT	0	0. 100.000
139 EVENT_CHANGE_LITE	0	0. 100.000
140 EVENT_CHANGE_WEATHER	0	0. 100.000
141 EVENT_DQ_OLD_SORTIE_QUEUE	0	0. 100.000
142 EVENT_END_SIMULATION	0	0. 100.000
143 EVENT_FEBA_SORTIE	0	0. 100.000
144 EVENT_HC_DEPART_BATTLE	0	0. 100.000
145 EVENT_HEL_ENGAGEMENT	0	0. 100.000
146 EVENT_INIT_PREPLAN_CAS	0	0. 100.000
147 EVENT_OFF_LINE_ATTRITION	0	0. 100.000
148 EVENT_POSITION_REPORT	0	0. 100.000
149 EVENT_SEND_TEAM	0	0. 100.000
150 EVENT_SET_DEBUG	0	0. 100.000
151 FUNCTION_AR_PROB_DETECT	0	0. 100.000
152 FUNCTION_BTRY_AVAILABLE	0	0. 100.000
153 FUNCTION_STAY_TIME	0	0. 100.000
154 PROCESS_AC_ATK_TGT	0	0. 100.000
155 PROCESS_AIR_OBSERVER	0	0. 100.000
156 PROCESS_AIRBORNE_RADAR	0	0. 100.000
157 PROCESS_ARTY_ASSESS	0	0. 100.000
158 PROCESS_CAS_MISSION	0	0. 100.000
159 PROCESS_FORWARD_OBSERVER	0	0. 100.000
160 PROCESS_HC_ARRIVE_BATTLE	0	0. 100.000
161 PROCESS_HC_RETURN_FARRP	0	0. 100.000
162 PROCESS_HEL_TARGET_ACQUISITION	0	0. 100.000
163 PROCESS_HELICOPTER_FIRE	0	0. 100.000
164 PROCESS_MINE_ASSESS	0	0. 100.000
165 PROCESS_PHOTO_IR_FLIGHT	0	0. 100.000
166 PROCESS_REMOTE_PILOT_VEHICLE	0	0. 100.000
167 ROUTINE_AC_BOMB_EFFECTS	0	0. 100.000
168 ROUTINE_AC_DF_EFFECTS	0	0. 100.000
169 ROUTINE_AC_MJNS_INPUT	0	0. 100.000
170 ROUTINE_AD_SHOOT	0	0. 100.000
171 ROUTINE_AMMO_RPT	0	0. 100.000

172 ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
173 ROUTINE_AO_DETECTION	0	0	0	100.000
174 ROUTINE_AR_DETECTION	0	0	0	100.000
175 ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
176 ROUTINE_BLOCK_LOS	0	0	0	100.000
177 ROUTINE_BTL_CHECK	0	0	0	100.000
178 ROUTINE_BTRY_INPUT	0	0	0	100.000
179 ROUTINE_CAT_TU_INPUT	0	0	0	100.000
180 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
181 ROUTINE_CREATE_TEAMS	0	0	0	100.000
182 ROUTINE_DECISION_INPUT	0	0	0	100.000
183 ROUTINE_DO_OMSN_QUEUE	0	0	0	100.000
184 ROUTINE_DUST_EFFECTS	0	0	0	100.000
185 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
186 ROUTINE_END_CAS_MISSION	0	0	0	100.000
187 ROUTINE_EQ_TE_INPUT	0	0	0	100.000
188 ROUTINE_ERROR_STOP	0	0	0	100.000
189 ROUTINE_FARRP_CHECK	0	0	0	100.000
190 ROUTINE_FARRP_INPUT	0	0	0	100.000
191 ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
192 ROUTINE_FBN_FD_INPUT	0	0	0	100.000
193 ROUTINE_FEBA_INITIAL	0	0	0	100.000
194 ROUTINE_FILE_FD_SCHD	0	0	0	100.000
195 ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
196 ROUTINE_FIND_START_TIME	0	0	0	100.000
197 ROUTINE_FLIGHT_PATH	0	0	0	100.000
198 ROUTINE_FORM_TF_LIST	0	0	0	100.000
199 ROUTINE_FORPOSITION_OUT	0	0	0	100.000
200 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
201 ROUTINE_HC_DISENGAGE	0	0	0	100.000
202 ROUTINE_HC_EMPTY	0	0	0	100.000
203 ROUTINE_HE_LA_INPUT	0	0	0	100.000
204 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
205 ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
206 ROUTINE_ILLUM_EFFECTS	0	0	0	100.000
207 ROUTINE_ILLUM_INPUT	0	0	0	100.000
208 ROUTINE_INIT_REINF	0	0	0	100.000
209 ROUTINE_INTER_BATTLE	0	0	0	100.000
210 ROUTINE_INTER_HELO	0	0	0	100.000
211 ROUTINE_KV_INPUT	0	0	0	100.000
212 ROUTINE_KV_PRINT	0	0	0	100.000
213 ROUTINE_KV_SCOREBOARD	0	0	0	100.000
214 ROUTINE_LINE_CIRCLE	0	0	0	100.000
215 ROUTINE_MADS_INPUT	0	0	0	100.000
216 ROUTINE_MAIN1	0	0	0	100.000
217 ROUTINE_MAIN2	0	0	0	100.000
218 ROUTINE_MAIN3	0	0	0	100.000
219 ROUTINE_MAO_INPUT	0	0	0	100.000
220 ROUTINE_MCFR_INPUT	0	0	0	100.000
221 ROUTINE_MFO_INPUT	0	0	0	100.000
222 ROUTINE_MINE_DELAY	0	0	0	100.000
223 ROUTINE_MINE_EFFECTS	0	0	0	100.000
224 ROUTINE_MINE_INPUT	0	0	0	100.000
225 ROUTINE_MFDB_INPUT	0	0	0	100.000
226 ROUTINE_MUNS_INPUT	0	0	0	100.000
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100.000
228 ROUTINE_ORD_ATK	0	0	0	100.000
229 ROUTINE_ORD_DEF	0	0	0	100.000
230 ROUTINE_ORD_MOVCOR	0	0	0	100.000

	PAGE	40
231 ROUTINE_ORD.MOVDIS	0.	100.000
232 ROUTINE_ORD.REINF	0.	100.000
233 ROUTINE_OUTPUT.EXPENDITURES	0.	100.000
234 ROUTINE_P.E.M.INPUT	0.	100.000
235 ROUTINE_PGM.INPUT	0.	100.000
236 ROUTINE_PIR.DETECTION	0.	100.000
237 ROUTINE_PK.INPUT	0.	100.000
238 ROUTINE_PLAT.COUNT	0.	100.000
239 ROUTINE_READ.ORDERS	0.	100.000
240 ROUTINE_REIN.ARRIVE	0.	100.000
241 ROUTINE_REPLACE.HC	0.	100.000
242 ROUTINE_REQUEST.FASCAM	0.	100.000
243 ROUTINE_RESET.FEBA.SECTOR	0.	100.000
244 ROUTINE_RPV.DETECTION	0.	100.000
245 ROUTINE_RUL.EN.INPUT	0.	100.000
246 ROUTINE_SEARCH.COVERAGE	0.	100.000
247 ROUTINE_SENSOR.INPUT	0.	100.000
248 ROUTINE_SMOKE.COMPUTATION	0.	100.000
249 ROUTINE_SMOKE.EFFECTS	0.	100.000
250 ROUTINE_SMOKE.INPUT	0.	100.000
251 ROUTINE_SNAP.R	0.	100.000
252 ROUTINE_SNAP2	0.	100.000
253 ROUTINE_ST.INPUT	0.	100.000
254 ROUTINE_SUBM.INPUT	0.	100.000
255 ROUTINE_SYS.INPUT	0.	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0.	100.000
257 ROUTINE_TACAIR.INPUT	0.	100.000
258 ROUTINE_TB.INPUT	0.	100.000
259 ROUTINE_TBF.INPUT	0.	100.000
260 ROUTINE_TR.INPUT	0.	100.000
261 ROUTINE_TT.FACTORS.INPUT	0.	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0.	100.000
263 ROUTINE_UNIT.INPUT	0.	100.000
264 ROUTINE_VIS.INPUT	0.	100.000

TOTAL INVOCATIONS = 323244

CPU USAGE FOR SIMULATED HOUR 8. = 724.03 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 9.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_RANGE_COMPL.F	343218	15.350	15.350
2 ROUTINE_TIME_TO_DETECT	203846	9.117	24.467
3 ROUTINE_JOHNSON_CRITERIA	184229	8.240	32.707
4 ROUTINE_PROB_INF	184229	8.240	40.946
5 ROUTINE_PROB_TIME	184229	8.240	49.186
6 ROUTINE_SEARCH	184229	8.240	57.425
7 FUNCTION_ACT_RANGE	176278	7.884	65.309
8 ROUTINE_PK_COMPUTE	153660	6.872	72.182
9 ROUTINE_CONTRAST_TO_FREQ	142851	6.389	78.571
10 ROUTINE_CHECK_ENGAGEMENT	88910	3.976	82.547
11 ROUTINE_PROX_CHECK	84213	3.766	86.313
12 ROUTINE_MRT_TO_FREQ	41378	1.851	88.164
13 ROUTINE_TEMPERATURE_ATTENUATION	41378	1.851	90.015
14 ROUTINE_LOCATE_SECTOR	24570	1.099	91.114
15 ROUTINE_SIZE_ESTIMATE	20236	.905	92.019
16 ROUTINE_FRAC_COMPUTE	17032	.762	92.780
17 ROUTINE_WEIBULL_F	15832	.708	93.488
18 PROCESS_ASSESSMENT	13353	.597	94.086
19 FUNCTION_COMBINATIONS	11297	.505	94.591
20 ROUTINE_DEQ_FEB_A.SET	9189	.411	95.002
21 ROUTINE_ENQ_FEB_A.SET	9159	.410	95.412
22 PROCESS_SHOOT_OUT	6685	.299	95.711
23 ROUTINE_FO_DETECTION	6164	.276	95.986
24 ROUTINE_MIN_MOVE	4880	.218	96.204
25 ROUTINE_NEW_SEGMENT	4451	.199	96.404
26 ROUTINE_PDB_DETECTION	4191	.187	96.591
27 ROUTINE_FINAL_COVERAGE	4178	.187	96.778
28 ROUTINE_CHANGE_LOC	3616	.162	96.940
29 ROUTINE_LOS_CHECK	3616	.162	97.101
30 FUNCTION_EST_RANGE	3442	.154	97.255
31 EVENT_PDB_ACTIVATION	3324	.149	97.404
32 ROUTINE_COMPUTE_D	3115	.139	97.543
33 ROUTINE_COMPARE_TRS	3102	.139	97.682
34 ROUTINE_NORMAL_F	2930	.131	97.813
35 EVENT_UPDATE_LOC	2431	.109	97.922
36 ROUTINE_TIME_REQ	2318	.104	98.025
37 ROUTINE_NOISE_DEGRADE	2099	.094	98.119
38 ROUTINE_TARGET_ANALYSIS	2030	.091	98.210
39 ROUTINE_ANGLE_COMPUTE	1761	.079	98.289
40 EVENT_CFR_ACTIVATION	1660	.074	98.363
41 ROUTINE_VOLLEY	1660	.074	98.437
42 FUNCTION_HE_WLA	1546	.069	98.506
43 FUNCTION_FEB_A.BAND	1444	.065	98.571
44 ROUTINE_CHK_COMP_TR	1192	.053	98.624
45 ROUTINE_CHK_FD_TR	1192	.053	98.678
46 FUNCTION_EST_TR_RANGE	1159	.052	98.729
47 ROUTINE_PROXIMITY_REQ	1159	.052	98.781
48 PROCESS_TARGET_REPORT	1063	.048	98.829
49 ROUTINE_OUTPUT_ATTRITION	983	.044	98.873
50 ROUTINE_REQUEST_SMOKE	968	.043	98.916
51 ROUTINE_EST_COVERAGE	946	.042	98.958
52 ROUTINE_WEIGHTED_VOLLEYS	946	.042	99.001
53 ROUTINE_SEGMENT_ADJUST	927	.041	99.042

54 ROUTINE_GAMMA.F	898	.040	99.082
55 EVENT_MOVE	895	.040	99.122
56 ROUTINE_POSITION	895	.040	99.162
57 ROUTINE_FDC.TR.ENQ	858	.038	99.201
58 ROUTINE_GET_TERRAIN	845	.038	99.239
59 ROUTINE_HE.OR.ICM.COMPUTATION	837	.037	99.276
60 ROUTINE_CAS_EVAL	823	.037	99.313
61 ROUTINE_BLOCK.LOS	744	.033	99.346
62 ROUTINE_MARGINAL_EFFECTS.ADJ	732	.033	99.379
63 EVENT_ENGAGEMENT	727	.033	99.411
64 ROUTINE_REQUEST.ILLUM	727	.033	99.444
65 ROUTINE_CFR_DETECTION	646	.029	99.473
66 ROUTINE_FDC.TR.DEQ	630	.028	99.501
67 ROUTINE_FINISH.COMPUTATION	630	.028	99.529
68 ROUTINE_FA.BN.ASGN	607	.027	99.556
69 ROUTINE_COMPUTE.WD	505	.023	99.579
70 PROCESS_FIRE_MISSION	438	.020	99.598
71 ROUTINE_BTRY.FM.ENQ	438	.020	99.618
72 ROUTINE_BTRY.FM.DEQ	435	.019	99.637
73 ROUTINE_REM_EFFECTS.COMPUTATION	433	.019	99.657
74 ROUTINE_PRED.POS	430	.019	99.676
75 ROUTINE_FA.BN.MOVEMENT	392	.018	99.694
76 FUNCTION_ICM.WLA	363	.016	99.710
77 ROUTINE_BTRY_EFFECTS	352	.016	99.726
78 ROUTINE_UNIT_ENVIR	352	.016	99.741
79 ROUTINE_CFR_DEGRADE	335	.015	99.756
80 ROUTINE_CHECK.PROX	332	.015	99.771
81 ROUTINE_REQUEST.DEF.FASCAM	320	.014	99.785
82 ROUTINE_CHECK.FORCE	284	.013	99.798
83 ROUTINE_DECIDE	269	.012	99.810
84 ROUTINE_DUST_EFFECTS	248	.011	99.821
85 PROCESS_WITHDRAW	241	.011	99.832
86 ROUTINE_PREP_WITHDRAW	241	.011	99.843
87 ROUTINE_REQUEST.WD.FASCAM	241	.011	99.854
88 ROUTINE_EST.MIL.WORTH	233	.010	99.864
89 ROUTINE_TERM_CHECK	233	.010	99.874
90 EVENT_CFR_OPERATOR	229	.010	99.885
91 ROUTINE_LOCATE_SEARCH.AREA	193	.009	99.893
92 ROUTINE_FD_EFFECTS.REQ	191	.009	99.902
93 ROUTINE_CHECK.FOR.MINES	184	.008	99.910
94 ROUTINE_COMBINE.TRS	161	.007	99.917
95 ROUTINE_COPY	143	.006	99.924
96 EVENT_PDB_OPERATOR	118	.005	99.929
97 EVENT_GET.NX.ORD	109	.005	99.934
98 EVENT_START_MOVE	96	.004	99.938
99 EVENT_STOP_ARTY.MOVEMENT	96	.004	99.942
100 EVENT_ARTY_OCCUPATION	89	.004	99.946
101 EVENT_START_ARTY.MOVEMENT	88	.004	99.950
102 ROUTINE_HEADING	69	.003	99.953
103 EVENT_ACT.MOVDIS	56	.003	99.956
104 ROUTINE_DEAD_UNIT	54	.002	99.958
105 ROUTINE_END_MOVE	53	.002	99.961
106 EVENT_ACT.DEF	52	.002	99.963
107 PROCESS_ARTY.ASSESS	52	.002	99.965
108 PROCESS_HOW.REPAIR	51	.002	99.968
109 ROUTINE_CHECK.LIST	51	.002	99.970
110 EVENT_CHECK.OFF	46	.002	99.972
111 EVENT_CFR.ON	44	.002	99.974
112 ROUTINE_CHECK.DEAD	42	.002	99.976

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113 ROUTINE_CREATE.FORCE	42	.002
114 ROUTINE_SWITCH.FO	42	.002
115 ROUTINE_UNIT_ASSIGNMENT	42	.002
116 EVENT_ACT.MOVCOR	40	.002
117 ROUTINE_EXPONENTIAL.F	24	.001
118 ROUTINE_CHECK.STREN	23	.001
119 ROUTINE_PGM.MSN.ASGN	22	.001
120 ROUTINE_UNIT.PRIORITY	22	.001
121 EVENT_START.BATTLE	21	+9.E-04
122 ROUTINE_ADJUST	21	+9.E-04
123 ROUTINE_EMPTY	21	+9.E-04
124 ROUTINE_GENERAL.BATTLE	21	+9.E-04
125 ROUTINE_INITIAL.DETECT	21	+9.E-04
126 ROUTINE_INITIAL.MOVE	21	+9.E-04
127 ROUTINE_LINE.OF.SIGHT	21	+9.E-04
128 ROUTINE_ORIENT.ATION	21	+9.E-04
129 ROUTINE_WHAT.NEXT	21	+9.E-04
130 ROUTINE_PROX.POS	13	+6.E-04
131 EVENT_ACT.ATK	11	+5.E-04
132 EVENT_BTL.ENDED	11	+5.E-04
133 ROUTINE_FIN.BATTLE	11	+5.E-04
134 ROUTINE_PREPARE.LIST	11	+5.E-04
135 ROUTINE_INTER.BATTLE	10	+4.E-04
136 ROUTINE_INTER.HELO	10	+4.E-04
137 ROUTINE_ATTRIT.SENSOR	6	+3.E-04
138 FUNCTION_COLLISION	3	+1.E-04
139 EVENT_SCHEDULE.ARTY.MOVEMENT	2	+1.E-04
140 ROUTINE_DESTROY.ORD	2	+1.E-04
141 ROUTINE_RESET.FEBA.SECTOR	2	+1.E-04
142 EVENT_CHANGE.WEATHER	1	+4.E-05
143 ROUTINE_DO.CMSN.QUEUE	1	+4.E-05
144 **PROGRAM**.MAIN	0	0.
145 EVENT_ACT.REINF	0	0.
146 EVENT_AD.ENGAGEMENT	0	0.
147 EVENT_CHANGE.LITE	0	0.
148 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.
149 EVENT_END.SIMULATION	0	0.
150 EVENT_FEBA.SORTIE	0	0.
151 EVENT_HC.DEPART.BATTLE	0	0.
152 EVENT_HELO.ENGAGEMENT	0	0.
153 EVENT_INIT.PREPLAN.CAS	0	0.
154 EVENT_OFF.LINE.ATTRITION	0	0.
155 EVENT_POSITION.REPORT	0	0.
156 EVENT_SEND.TEAM	0	0.
157 EVENT_SET.DEBUG	0	0.
158 FUNCTION_AR.PROB.DETECT	0	0.
159 FUNCTION_BTRY.AVAILABLE	0	0.
160 FUNCTION_STAY.TIME	0	0.
161 PROCESS_AC.ATK.TGT	0	0.
162 PROCESS_AIR.OBSERVER	0	0.
163 PROCESS_AIRBORNE.RADAR	0	0.
164 PROCESS_GAS.MISSION	0	0.
165 PROCESS_FORWARD.OBSERVER	0	0.
166 PROCESS_HC.ARRIVE.BATTLE	0	0.
167 PROCESS_HC.RETURN.FARRP	0	0.
168 PROCESS_HEL.TARGET.ACQUISITION	0	0.
169 PROCESS_HELICOPTER.FIRE	0	0.
170 PROCESS_MINE.ASSESS	0	0.
171 PROCESS_PHOTO.IR.FLIGHT	0	0.

172	PROCESS_REMOTE.PILOT.VEHICLE	0	0	0	100.
173	ROUTINE_AC_BOMB.EFFECTS	0	0	0	100.
174	ROUTINE_AC_DF.EFFECTS	0	0	0	100.
175	ROUTINE_AC_M/NS.INPUT	0	0	0	100.
176	ROUTINE_AD_SHOOT	0	0	0	100.
177	ROUTINE_AMMO.RPT	0	0	0	100.
178	ROUTINE_ANALYSIS.OUTPUT	0	0	0	100.
179	ROUTINE_AO_DETECTION	0	0	0	100.
180	ROUTINE_AR_DETECTION	0	0	0	100.
181	ROUTINE_BETWEEN.ROUTINE	0	0	0	100.
182	ROUTINE_BTL_CHECK	0	0	0	100.
183	ROUTINE_BTRY.INPUT	0	0	0	100.
184	ROUTINE_CAT_TU.INPUT	0	0	0	100.
185	ROUTINE_CHECK_CAS.CONSTRAINTS	0	0	0	100.
186	ROUTINE_CREATE.TEAMS	0	0	0	100.
187	ROUTINE_DECISION.INPUT	0	0	0	100.
188	ROUTINE_EMPLOY.HELICOPTERS	0	0	0	100.
189	ROUTINE_END_CAS.MISSION	0	0	0	100.
190	ROUTINE_EQ_TE.INPUT	0	0	0	100.
191	ROUTINE_ERROR.STOP	0	0	0	100.
192	ROUTINE_FARRP.CHECK	0	0	0	100.
193	ROUTINE_FARRP.INPUT	0	0	0	100.
194	ROUTINE_FASCAM.COMPUTATION	0	0	0	100.
195	ROUTINE_FBN_FD.INPUT	0	0	0	100.
196	ROUTINE_FEBA.INITIAL	0	0	0	100.
197	ROUTINE_FILE_FD.SCHD	0	0	0	100.
198	ROUTINE_FILE_KAD.SENSOR	0	0	0	100.
199	ROUTINE_FIND.START.TIME	0	0	0	100.
200	ROUTINE_FLIGHT.PATH	0	0	0	100.
201	ROUTINE_FORM.TF.LIST	0	0	0	100.
202	ROUTINE_FORPOSITION.OUT	0	0	0	100.
203	ROUTINE_HC_COMPUTE.TIMES	0	0	0	100.
204	ROUTINE_HC_DISENGAGE	0	0	0	100.
205	ROUTINE_HC_EMPTY	0	0	0	100.
206	ROUTINE_HE_LA.INPUT	0	0	0	100.
207	ROUTINE_HEL_RANGE.COMPUTE	0	0	0	100.
208	ROUTINE_ILUM.COMPUTATION	0	0	0	100.
209	ROUTINE_ILUM.EFFECTS	0	0	0	100.
210	ROUTINE_ILUM.INPUT	0	0	0	100.
211	ROUTINE_INIT.REINF	0	0	0	100.
212	ROUTINE_KV.INPUT	0	0	0	100.
213	ROUTINE_KV.PRINT	0	0	0	100.
214	ROUTINE_KV.SCOREBOARD	0	0	0	100.
215	ROUTINE_LINE.CIRCLE	0	0	0	100.
216	ROUTINE_MADS.INPUT	0	0	0	100.
217	ROUTINE_MAIN1	0	0	0	100.
218	ROUTINE_MAIN2	0	0	0	100.
219	ROUTINE_MAIN3	0	0	0	100.
220	ROUTINE_MAO.INPUT	0	0	0	100.
221	ROUTINE_MCFR.INPUT	0	0	0	100.
222	ROUTINE_MFO.INPUT	0	0	0	100.
223	ROUTINE_MINE.DELAY	0	0	0	100.
224	ROUTINE_MINE.EFFECTS	0	0	0	100.
225	ROUTINE_MINE.INPUT	0	0	0	100.
226	ROUTINE_MFDB.INPUT	0	0	0	100.
227	ROUTINE_MUNS.INPUT	0	0	0	100.
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	0	100.
229	ROUTINE_ORD.ATK	0	0	0	100.
230	ROUTINE_ORD.DEF	0	0	0	100.

231 ROUTINE_ORD.MOVCOR	0.	0.	100.
232 ROUTINE_ORD.MOVDIS	0	0	100.
233 ROUTINE_ORD.REINF	0	0	100.
234 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.
235 ROUTINE_P.E.M.INPUT	0	0	100.
236 ROUTINE_PGM.INPUT	0	0	100.
237 ROUTINE_PIR.DETECTION	0	0	100.
238 ROUTINE_PK.INPUT	0	0	100.
239 ROUTINE_PLAT.COUNT	0	0	100.
240 ROUTINE_READ.ORDERS	0	0	100.
241 ROUTINE_REIN.ARRIVE	0	0	100.
242 ROUTINE_REPLACE.HC	0	0	100.
243 ROUTINE_REQUEST.PASCAM	0	0	100.
244 ROUTINE_RPV.DETECTION	0	0	100.
245 ROUTINE_RUL.EN.INPUT	0	0	100.
246 ROUTINE_SEARCH.COVERAGE	0	0	100.
247 ROUTINE_SENSOR.INPUT	0	0	100.
248 ROUTINE_SMOKE.COMPUTATION	0	0	100.
249 ROUTINE_SMOKE.EFFECTS	0	0	100.
250 ROUTINE_SMOKE.INPUT	0	0	100.
251 ROUTINE_SNAP.R	0	0	100.
252 ROUTINE_SNAP2	0	0	100.
253 ROUTINE_ST.INPUT	0	0	100.
254 ROUTINE_SUBM.INPUT	0	0	100.
255 ROUTINE_SYS.INPUT	0	0	100.
256 ROUTINE_TACAIR.DATA.REPORT	0	0	100.
257 ROUTINE_TACAIR.INPUT	0	0	100.
258 ROUTINE_TB.INPUT	0	0	100.
259 ROUTINE_TBF.INPUT	0	0	100.
260 ROUTINE_TR.INPUT	0	0	100.
261 ROUTINE_IT.FACTORS.INPUT	0	0	100.
262 ROUTINE_TYPE.WEAPON.INPUT	0	0	100.
263 ROUTINE_UNIT.INPUT	0	0	100.
264 ROUTINE_VIS.INPUT	0	0	100.

TOTAL INVOCATIONS = 2235910

CPU USAGE FOR SIMULATED HOUR 9. = 5484.19 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 10.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	92814	17.119	17.119
2 ROUTINE_PK_COMPUTE	75011	13.836	30.955
3 ROUTINE_RANGE_COMPUTE	45513	8.395	39.350
4 ROUTINE_PROX_CHECK	40576	7.484	46.834
5 ROUTINE_JOHNSON_CRITERIA	30836	5.688	52.521
6 ROUTINE_PROB_INF	30836	5.688	58.209
7 ROUTINE_PROB_TIME	30836	5.688	63.897
8 ROUTINE_SEARCH	30836	5.688	69.584
9 ROUTINE_FRAC_COMPUTE	25400	4.685	74.269
10 ROUTINE_CONTRAST_TO_FREQ	24993	4.610	78.879
11 ROUTINE_SIZE_ESTIMATE	10777	1.988	80.867
12 ROUTINE_LOCATE_SECTOR	10702	1.974	82.841
13 ROUTINE_FINAL_COVERAGE	6753	1.246	84.086
14 ROUTINE_MRT_TO_FREQ	5843	1.078	85.164
15 ROUTINE_TEMPERATURE_ATTENUATION	5843	1.078	86.242
16 PROCESS_ASSESSMENT	5501	1.015	87.257
17 ROUTINE_PDB_DETECTION	3938	.726	87.983
18 FUNCTION_COMBINATIONS	3629	.669	88.652
19 EVENT_PDB_ACTIVATION	2998	.553	89.205
20 ROUTINE_CHECK_ENGAGEMENT	2976	.549	89.754
21 PROCESS_SHOOT_OUT	2882	.532	90.286
22 ROUTINE_DEQ_FEBA_SET	2796	.516	90.801
23 ROUTINE_ENQ_FEBA_SET	2763	.510	91.311
24 ROUTINE_TIME_TO_DETECT	2711	.500	91.811
25 FUNCTION_EST_RANGE	2447	.451	92.262
26 FUNCTION_HE_WLA	2070	.382	92.644
27 ROUTINE_NOISE_DEGRADE	1967	.363	93.007
28 FUNCTION_FEBA_BAND	1694	.312	93.319
29 ROUTINE_VOLLEY	1502	.277	93.597
30 EVENT_CFR_ACTIVATION	1494	.276	93.872
31 ROUTINE_OUTPUT_ATTRITION	1469	.271	94.143
32 ROUTINE_NORMAL_F	1467	.271	94.414
33 ROUTINE_EST_COVERAGE	1365	.252	94.665
34 ROUTINE_WEIGHTED_VOLLEYS	1365	.252	94.917
35 ROUTINE_MIN_MOVE	1301	.240	95.157
36 ROUTINE_WEIBULL_F	1112	.205	95.362
37 ROUTINE_FO_DETECTION	1089	.201	95.563
38 ROUTINE_HE_OR_ICM_COMPUTATION	1057	.195	95.758
39 ROUTINE_MARGINAL_EFFECTS_ADJ	945	.174	95.932
40 EVENT_UPDATE_LOC	921	.170	96.102
41 ROUTINE_TARGET_ANALYSIS	896	.165	96.268
42 ROUTINE_GET_TERRAIN	842	.155	96.423
43 ROUTINE_GAMMA_F	794	.146	96.569
44 ROUTINE_CHANGE_LOC	771	.142	96.711
45 ROUTINE_LOS_CHECK	771	.142	96.854
46 ROUTINE_ANGLE_COMPUTE	688	.127	96.981
47 ROUTINE_CHK_COMP_TR	668	.123	97.104
48 ROUTINE_CHK_FD_TR	667	.123	97.227
49 ROUTINE_COMPUTE_D	647	.119	97.346
50 ROUTINE_FA_BN_ASSIGN	637	.117	97.464
51 ROUTINE_CFR_DETECTION	622	.115	97.578
52 ROUTINE_FDC_TR_DEQ	608	.112	97.691
53 ROUTINE_FINISH_COMPUTATION	608	.112	97.803

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54 ROUTINE_REM_EFFECTS_COMPUTATION	516	.095
55 PROCESS_FIRE_MISSION	511	.094
56 ROUTINE_BTRY_FM_ENO	511	.094
57 PROCESS_TARGET_REPORT	501	.092
58 FUNCTION_ICM_WLA	493	.091
59 ROUTINE_COMPARE_TRS	478	.088
60 ROUTINE_FDC_TR_ENO	464	.086
61 ROUTINE_BTRY_FM_DEO	433	.080
62 ROUTINE_TIME_REQ	412	.076
63 ROUTINE_FA_BN_MOVEMENT	386	.071
64 ROUTINE_BTRY_EFFECTS	343	.063
65 ROUTINE_UNIT_ENVIR	341	.063
66 ROUTINE_EST_MIL_WORTH	302	.056
67 ROUTINE_CFR_DEGRADE	298	.055
68 ROUTINE_REQUEST_SMOKE	295	.054
69 ROUTINE_CAS_EVAL	253	.047
70 EVENT_CFR_OPERATOR	235	.043
71 EVENT_ENGAGEMENT	230	.042
72 ROUTINE_REQUEST_ILUM	230	.042
73 ROUTINE_NEW_SEGMENT	219	.040
74 EVENT_MOVE	201	.037
75 ROUTINE_FD_EFFECTS_REQ	190	.035
76 ROUTINE_SEGMENT_ADJUST	177	.033
77 ROUTINE_LOCATE_SEARCH_AREA	171	.032
78 ROUTINE_POSITION	170	.031
79 FUNCTION_EST_TR_RANGE	164	.030
80 ROUTINE_PROXIMITY_REQ	164	.030
81 ROUTINE_CHECK_PROX	150	.028
82 ROUTINE_CHECK_FOR_MINES	149	.027
83 ROUTINE_COPY	149	.027
84 EVENT_GET_NX_ORD	139	.026
85 ROUTINE_COMPUTE_WD	131	.024
86 ROUTINE_BLOCK_LOS	130	.024
87 EVENT_ARTY_OCCUPATION	118	.022
88 ROUTINE_REQUEST_DEF_FASCAM	115	.021
89 EVENT_PDB_OPERATOR	112	.021
90 EVENT_STOP_ARTY_MOVEMENT	111	.020
91 ROUTINE_DUST_EFFECTS	96	.018
92 EVENT_START_ARTY_MOVEMENT	94	.017
93 ROUTINE_CHECK_FORCE	72	.013
94 EVENT_ACT_DEF	68	.013
95 ROUTINE_DECIDE	68	.013
96 PROCESS_WITH_DRAW	65	.012
97 ROUTINE_PREP_WITHDRAW	65	.012
98 ROUTINE_REQUEST_WD_FASCAM	65	.012
99 ROUTINE_TERM_CHECK	65	.012
100 ROUTINE_CREATE_FORCE	60	.011
101 ROUTINE_UNIT_ASSIGNMENT	60	.011
102 ROUTINE_SWITCH_FO	59	.011
103 ROUTINE_CHECK_DEAD	58	.011
104 EVENT_START_MOVE	55	.010
105 PROCESS_HOW_REPAIR	55	.010
106 ROUTINE_CHECK_LIST	48	.009
107 ROUTINE_UNIT_PRIORITY	48	.009
108 ROUTINE_END_MOVE	47	.009
109 ROUTINE_EXPONENTIAL_F	47	.009
110 ROUTINE_WHAT_NEXT	45	.008
111 EVENT_CFR_ON	44	.008
112 EVENT_ACT_MOVCOR	40	.007

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114 ROUTINE_MFADING	007	99.897
115 ROUTINE_CHECK_STREN	006	99.903
116 EVENT_START_BATTLE	006	99.909
117 ROUTINE_ADJUST	006	99.915
118 ROUTINE_COMBINE_IPS	006	99.920
119 ROUTINE_GENERAL_BATTLE	006	99.926
120 ROUTINE_INITIAL_DETECT	006	99.931
121 ROUTINE_INITIAL_MOVE	006	99.937
122 ROUTINE_LINE_OF_SIGHT	006	99.942
123 ROUTINE_ORIENTATION	006	99.948
124 ROUTINE_EMPTY	006	99.954
125 ROUTINE_PROX_POS	005	99.959
126 EVENT_ACT_ATK	005	99.964
127 ROUTINE_PRED_POS	004	99.968
128 ROUTINE_PREPARE_LIST	004	99.973
129 EVENT_BTL_ENDED	004	99.977
130 ROUTINE_FIN_BATTLE	004	99.981
131 ROUTINE_PGM_MSN_ASGN	004	99.985
132 EVENT_ACT_MOVDIS	003	99.989
133 ROUTINE_DEAD_UNIT	003	99.992
134 FUNCTION_COLLISION	003	99.994
135 ROUTINE_INTER_BATTLE	001	99.996
136 ROUTINE_INTER_HELO	001	99.997
137 PROCESS_ARTY_ASSESS	001	99.998
138 EVENT_SCHEDULE_ARTY_MOVEMENT	+9.E-04	99.999
139 ROUTINE_DESTROY_ORD	+4.E-04	99.999
140 ROUTINE_RESET_FEGA_SECTOR	+4.E-04	99.999
141 ROUTINE_ATTRIT_SENSOR	+4.E-04	100.000
142 **PROGRAM**MAIN	+2.E-04	100.000
143 EVENT_ACT_REINF	0	100.000
144 EVENT_AD_ENGAGEMENT	0	100.000
145 EVENT_CHANGE_LITE	0	100.000
146 EVENT_CHANGE_WEATHER	0	100.000
147 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
148 EVENT_END_SIMULATION	0	100.000
149 EVENT_FEGA_SORTIE	0	100.000
150 EVENT_HC_DEPART_BATTLE	0	100.000
151 EVENT_HELO_ENGAGEMENT	0	100.000
152 EVENT_INIT_PREPLAN_CAS	0	100.000
153 EVENT_OFF_LINE_ATTRITION	0	100.000
154 EVENT_POSITION_REPORT	0	100.000
155 EVENT_SEND_TEAM	0	100.000
156 EVENT_SET_DEBUG	0	100.000
157 FUNCTION_AR_PROB_DETECT	0	100.000
158 FUNCTION_BTRY_AVAILABLE	0	100.000
159 FUNCTION_STAY_TIME	0	100.000
160 PROCESS_AC_ATK_TGT	0	100.000
161 PROCESS_AIR_OBSERVER	0	100.000
162 PROCESS_AIRBORNE_RADAR	0	100.000
163 PROCESS_CAS_MISSION	0	100.000
164 PROCESS_FORWARD_OBSERVER	0	100.000
165 PROCESS_HC_ARRIVE_BATTLE	0	100.000
166 PROCESS_HC_RETURN_FARRP	0	100.000
167 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
168 PROCESS_HELICOPTER_FIRE	0	100.000
169 PROCESS_MINE_ASSESS	0	100.000
170 PROCESS_PHOTO_IR_FLIGHT	0	100.000
171 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000

172 ROUTINE_AC.BOMB.EFFECTS	0	0	100.000
173 ROUTINE_AC.DF.EFFECTS	0	0	100.000
174 ROUTINE_AC.MUNS.INPUT	0	0	100.000
175 ROUTINE_AD.SHOOT	0	0	100.000
176 ROUTINE_AMMO.RPT	0	0	100.000
177 ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
178 ROUTINE_AO.DETECTION	0	0	100.000
179 ROUTINE_AR.DETECTION	0	0	100.000
180 ROUTINE_BETWEEN.ROUTINE	0	0	100.000
181 ROUTINE_BTL.CHECK	0	0	100.000
182 ROUTINE_BTTRY.INPUT	0	0	100.000
183 ROUTINE_CAT.TU.INPUT	0	0	100.000
184 ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
185 ROUTINE_CREATE.TEAMS	0	0	100.000
186 ROUTINE_DECISION.INPUT	0	0	100.000
187 ROUTINE_DO.CMSN.QUEUE	0	0	100.000
188 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
189 ROUTINE_END.CAS.MISSION	0	0	100.000
190 ROUTINE_EQ.TE.INPUT	0	0	100.000
191 ROUTINE_ERROR.STOP	0	0	100.000
192 ROUTINE_FARRP.CHECK	0	0	100.000
193 ROUTINE_FARRP.INPUT	0	0	100.000
194 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
195 ROUTINE_FBN.FD.INPUT	0	0	100.000
196 ROUTINE_FEBA.INITIAL	0	0	100.000
197 ROUTINE_FILE.FD.SCHD	0	0	100.000
198 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
199 ROUTINE_FIND.START.TIME	0	0	100.000
200 ROUTINE_FLIGHT.PATH	0	0	100.000
201 ROUTINE_FORM.TF.LIST	0	0	100.000
202 ROUTINE_FORPOSITION.OUT	0	0	100.000
203 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
204 ROUTINE_HC.DISENGAGE	0	0	100.000
205 ROUTINE_HC.EMPTY	0	0	100.000
206 ROUTINE_HE.LA.INPUT	0	0	100.000
207 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
208 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
209 ROUTINE_ILLUM.EFFECTS	0	0	100.000
210 ROUTINE_ILLUM.INPUT	0	0	100.000
211 ROUTINE_INIT.REINF	0	0	100.000
212 ROUTINE_KV.INPUT	0	0	100.000
213 ROUTINE_KV.PRINT	0	0	100.000
214 ROUTINE_KV.SCOREBOARD	0	0	100.000
215 ROUTINE_LINE.CIRCLE	0	0	100.000
216 ROUTINE_MADS.INPUT	0	0	100.000
217 ROUTINE_MAIN1	0	0	100.000
218 ROUTINE_MAIN2	0	0	100.000
219 ROUTINE_MAIN3	0	0	100.000
220 ROUTINE_MAO.INPUT	0	0	100.000
221 ROUTINE_MCFR.INPUT	0	0	100.000
222 ROUTINE_MFO.INPUT	0	0	100.000
223 ROUTINE_MINE.DELAY	0	0	100.000
224 ROUTINE_MINE.EFFECTS	0	0	100.000
225 ROUTINE_MINE.INPUT	0	0	100.000
226 ROUTINE_MPD8.INPUT	0	0	100.000
227 ROUTINE_MUNS.INPUT	0	0	100.000
228 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
229 ROUTINE_ORD.ATK	0	0	100.000
230 ROUTINE_ORD.DEF	0	0	100.000

231 ROUTINE_ORD.MOVCOR	0	0	0	100.000
232 ROUTINE_ORD.MOVDIS	0	0	0	100.000
233 ROUTINE_ORD.REINF	0	0	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	0	0	100.000
235 ROUTINE_P_E.M.INPUT	0	0	0	100.000
236 ROUTINE_PGM.INPUT	0	0	0	100.000
237 ROUTINE_PIR.DETECTION	0	0	0	100.000
238 ROUTINE_PK.INPUT	0	0	0	100.000
239 ROUTINE_PLAT.COUNT	0	0	0	100.000
240 ROUTINE_READ.ORDERS	0	0	0	100.000
241 ROUTINE_REIN.ARRIVE	0	0	0	100.000
242 ROUTINE_REPLACE.HC	0	0	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	0	0	100.000
244 ROUTINE_RPV.DETECTION	0	0	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	0	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	0	0	100.000
247 ROUTINE_SENSOR.INPUT	0	0	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	0	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	0	0	100.000
250 ROUTINE_SMOKE.INPUT	0	0	0	100.000
251 ROUTINE_SNAP.R	0	0	0	100.000
252 ROUTINE_SNAP2	0	0	0	100.000
253 ROUTINE_ST.INPUT	0	0	0	100.000
254 ROUTINE_SUBM.INPUT	0	0	0	100.000
255 ROUTINE_SYS.INPUT	0	0	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	0	0	100.000
257 ROUTINE_TACAIR.INPUT	0	0	0	100.000
258 ROUTINE_TB.INPUT	0	0	0	100.000
259 ROUTINE_TBF.INPUT	0	0	0	100.000
260 ROUTINE_TR.INPUT	0	0	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	0	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	0	0	100.000
263 ROUTINE_UNIT.INPUT	0	0	0	100.000
264 ROUTINE_VIS.INPUT	0	0	0	100.000

TOTAL INVOCATIONS = 542160

CPU USAGE FOR SIMULATED HOUR 10. = 1191.71 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 11.

TOP 264 (100%) INVOKED ROUTINES

ROUTINE	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	134240	18.805	18.805
2 FUNCTION_ACT_RANGE	10657	14.871	33.676
3 ROUTINE_RANGE_COMPUTE	79777	11.176	44.852
4 ROUTINE_PROX_CHECK	71173	9.970	54.822
5 ROUTINE_JOHNSON_CRITERIA	33452	4.686	59.508
6 ROUTINE_PROB_INF	33452	4.686	64.194
7 ROUTINE_PROB_TIME	33452	4.686	68.880
8 ROUTINE_SEARCH	33452	4.686	73.566
9 ROUTINE_FRAC_COMPUTE	27016	3.785	77.351
10 ROUTINE_CONTRAST_TO_FREQ	26415	3.700	81.051
11 ROUTINE_SIZE_ESTIMATE	12373	1.733	82.784
12 ROUTINE_LOCATE_SECTOR	11747	1.646	84.430
13 PROCESS_ASSESSMENT	7849	1.100	85.530
14 ROUTINE_FINAL_COVERAGE	7141	1.000	86.530
15 ROUTINE_MRT_TO_FREQ	7037	.986	87.516
16 ROUTINE_TEMPERATURE_ATTENUATION	7037	.986	88.501
17 ROUTINE_TIME_TO_DETECT	5601	.785	89.286
18 ROUTINE_CHECK_ENGAGEMENT	5581	.782	90.068
19 ROUTINE_PDB_DETECTION	4506	.631	90.699
20 PROCESS_SHOOT_OUT	4169	.584	91.283
21 EVENT_PDB_ACTIVATION	3506	.491	91.774
22 FUNCTION_COMBINATIONS	3350	.469	92.244
23 ROUTINE_DEQ_FEBAS_SET	3286	.460	92.704
24 ROUTINE_ENQ_FEBAS_SET	3270	.458	93.162
25 ROUTINE_NORMAL_F	2801	.392	93.554
26 FUNCTION_EST_RANGE	2327	.326	93.880
27 ROUTINE_NOISE_DEGRADE	2252	.315	94.196
28 ROUTINE_MIN_MOVE	2105	.295	94.491
29 FUNCTION_HE_WLA	1941	.272	94.763
30 EVENT_CFR_ACTIVATION	1758	.246	95.009
31 ROUTINE_VOLLEY	1753	.246	95.254
32 FUNCTION_FEBAS_BAND	1639	.230	95.484
33 ROUTINE_CHANGE_LOC	1460	.205	95.688
34 ROUTINE_LOS_CHECK	1460	.205	95.893
35 ROUTINE_OUTPUT_ATTRITION	1439	.202	96.095
36 ROUTINE_COMPUTE_D	1368	.192	96.286
37 ROUTINE_EST_COVERAGE	1273	.178	96.465
38 ROUTINE_WEIGHTED_VOLLEYS	1273	.178	96.643
39 ROUTINE_HE_OR_TCM_COMPUTATION	1012	.142	96.785
40 ROUTINE_TARGET_ANALYSIS	950	.133	96.918
41 ROUTINE_MARGINAL_EFFECTS_ADJ	943	.132	97.050
42 ROUTINE_FO_DETECTION	941	.132	97.182
43 ROUTINE_GET_TERRAIN	920	.129	97.311
44 ROUTINE_WEIBULL_F	831	.116	97.427
45 EVENT_UPDATE_LOC	753	.105	97.532
46 ROUTINE_DUST_EFFECTS	746	.105	97.637
47 ROUTINE_CHK_COMP_TR	681	.095	97.732
48 ROUTINE_CHK_FD_TR	680	.095	97.828
49 ROUTINE_COMPARE_TRS	654	.092	97.919
50 ROUTINE_FA_BN_ASSIGN	627	.088	98.007
51 ROUTINE_CFR_DETECTION	626	.088	98.095
52 ROUTINE_BLOCK_LOS	605	.085	98.179
53 ROUTINE_ANGLE_COMPUTE	604	.085	98.264

	PAGE	52
54 ROUTINE_TIME.REQ	.077	99.341
55 ROUTINE_BTRY.FM.DEQ	.073	98.414
56 ROUTINE_GAMMA.F	.072	98.486
57 PROCESS_TARGET.REPORT	.071	98.558
58 PROCESS_FIRE.MISSION	.070	98.627
59 ROUTINE_BTRY.FM.ENQ	.070	98.697
60 ROUTINE_REM.EFFECTS.COMPUTATION	.069	98.766
61 FUNCTION_ICM.WLA	.066	98.832
62 ROUTINE_FDC.TR.ENQ	.065	98.896
63 ROUTINE_FDC.TR.DEQ	.064	98.961
64 ROUTINE_FINISH.COMPUTATION	.064	99.025
65 ROUTINE_BTRY.EFFECTS	.055	99.080
66 ROUTINE_UNIT.ENVR	.055	99.136
67 ROUTINE_CAS.EVAL	.051	99.187
68 ROUTINE_FA.BN.MOVEMENT	.047	99.233
69 ROUTINE_SEGMENT.ADJUST	.037	99.271
70 ROUTINE_CFR.DEGRADE	.035	99.306
71 EVENT_CFR.OPERATOR	.034	99.340
72 ROUTINE_NEW_SEGMENT	.034	99.373
73 ROUTINE_POSITION	.033	99.407
74 ROUTINE_REQUEST.SMOKE	.031	99.438
75 EVENT_MOVE	.030	99.468
76 ROUTINE_EST.MIL.WORTH	.030	99.498
77 FUNCTION_EST.TR.RANGE	.027	99.526
78 ROUTINE_PROXIMITY.REQ	.027	99.553
79 EVENT_ENGAGEMENT	.025	99.579
80 ROUTINE_REQUEST.ILLUM	.025	99.604
81 ROUTINE_FD.EFFECTS.REQ	.023	99.627
82 ROUTINE_COPY	.022	99.649
83 ROUTINE_CHECK.PROX	.020	99.669
84 ROUTINE_CHECK.FOR.MINES	.019	99.688
85 ROUTINE_DECIDE	.017	99.705
86 ROUTINE_REQUEST.DEF.FASCAM	.016	99.721
87 ROUTINE_LOCATE.SEARCH.AREA	.015	99.736
88 EVENT_PDB.OPERATOR	.014	99.749
89 ROUTINE_COMPUTE.WD	.013	99.762
90 EVENT_ARTY.OCCUPATION	.013	99.775
91 EVENT_STOP_ARTY.MOVEMENT	.013	99.788
92 EVENT_GET.NX.ORD	.012	99.800
93 EVENT_START_ARTY.MOVEMENT	.011	99.811
94 PROCESS_HOW.REPAIR	.008	99.819
95 ROUTINE_EXPONENTIAL.F	.008	99.827
96 ROUTINE_PRED.POS	.008	99.835
97 EVENT_START.MOVE	.008	99.843
98 EVENT_ACT.DEF	.007	99.850
99 ROUTINE_CHECK.DEAD	.006	99.856
100 ROUTINE_COMBINE.TRS	.006	99.862
101 ROUTINE_CREATE.FORCE	.006	99.869
102 ROUTINE_SWITCH.FO	.006	99.875
103 ROUTINE_UNIT.ASSIGNMENT	.006	99.882
104 PROCESS_ARTY.ASSESS	.006	99.888
105 EVENT_CFR.OFF	.006	99.893
106 EVENT_CFR.ON	.006	99.899
107 PROCESS_WITH.DRAW	.006	99.905
108 ROUTINE_PREP.WITHDRAW	.006	99.911
109 ROUTINE_REQUEST.WD.FASCAM	.006	99.916
110 ROUTINE_TERM.CHECK	.006	99.922
111 EVENT_ACT.MOVCOR	.005	99.927
112 ROUTINE_HEADING	.005	99.932

113 ROUTINE_CHECK_FORCE	30	.004	PAGE 53
114 ROUTINE_END_MOVE	28	.004	99.936
115 ROUTINE_CHECK_LIST	26	.004	99.940
116 ROUTINE_CHECK_STREN	24	.003	99.944
117 ROUTINE_UNIT_PRIORITY	24	.003	99.947
118 ROUTINE_WHAT_NEXT	24	.003	99.951
119 EVENT_START_BATTLE	23	.003	99.954
120 ROUTINE_ADJUST	23	.003	99.957
121 ROUTINE_EMPTY	23	.003	99.960
122 ROUTINE_GENERAL_BATTLE	23	.003	99.964
123 ROUTINE_INITIAL_DETECT	23	.003	99.967
124 ROUTINE_INITIAL_MOVE	23	.003	99.970
125 ROUTINE_LINE_OF_SIGHT	23	.003	99.973
126 ROUTINE_ORIENTATION	23	.003	99.976
127 ROUTINE_PGM_MSN_ASGN	21	.003	99.980
128 EVENT_ACT_MOVE/IS	18	.003	99.983
129 ROUTINE_DEAD_UNIT	16	.002	99.985
130 ROUTINE_PROX_POS	13	.002	99.987
131 EVENT_ACT_ATK	12	.002	99.989
132 EVENT_BTL_ENDED	12	.002	99.991
133 ROUTINE_FIN_BATTLE	12	.002	99.993
134 ROUTINE_PREPARE_LIST	12	.002	99.994
135 ROUTINE_INTER_BATTLE	12	.002	99.996
136 ROUTINE_INTER_HELLO	11	.002	99.997
137 ROUTINE_DESTROY_ORD	11	.002	99.999
138 EVENT_SCHEDULE_ARTY_MOVEMENT	5	+7.E-04	100.000
139 'PROGRAM' MAIN	2	+3.E-04	100.000
140 EVENT_ACT_REINF	0	0.	100.000
141 EVENT_AD_ENGAGEMENT	0	0.	100.000
142 EVENT_CHANGE_LITE	0	0.	100.000
143 EVENT_CHANGE_WEATHER	0	0.	100.000
144 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
145 EVENT_END_SIMULATION	0	0.	100.000
146 EVENT_FEBA_SORTIE	0	0.	100.000
147 EVENT_HC_DEPART_BATTLE	0	0.	100.000
148 EVENT_HELLO_ENGAGEMENT	0	0.	100.000
149 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
150 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
151 EVENT_POSITION_REPORT	0	0.	100.000
152 EVENT_SEND_TEAM	0	0.	100.000
153 EVENT_SET_DEBUG	0	0.	100.000
154 FUNCTION_AR_PROB_DETECT	0	0.	100.000
155 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
156 FUNCTION_COLLISION	0	0.	100.000
157 FUNCTION_STAY_TIME	0	0.	100.000
158 PROCESS_AC_ATK_TGT	0	0.	100.000
159 PROCESS_AIR_OBSERVER	0	0.	100.000
160 PROCESS_AIRBORNE_RADAR	0	0.	100.000
161 PROCESS_CAS_MISSION	0	0.	100.000
162 PROCESS_FORWARD_OBSERVER	0	0.	100.000
163 PROCESS_HC_ARRIVE_BATTLE	0	0.	100.000
164 PROCESS_HC_RETURN_FARRP	0	0.	100.000
165 PROCESS_HEL_TARGET_ACQUISITION	0	0.	100.000
166 PROCESS_HELICOPTER_FIRE	0	0.	100.000
167 PROCESS_MINE_ASSESS	0	0.	100.000
168 PROCESS_PHOTO_IR_FLIGHT	0	0.	100.000
169 PROCESS_REMOTE_PILOT_VEHICLE	0	0.	100.000
170 ROUTINE_AC_BOMB_EFFECTS	0	0.	100.000
171 ROUTINE_AC_DF_EFFECTS	0	0.	100.000

172 ROUTINE_AC.MUNS.INPUT	0	0	100.000
173 ROUTINE_AD.SHOOT	0	0	100.000
174 ROUTINE_AMMO.RPT	0	0	100.000
175 ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
176 ROUTINE_AD.DETECTION	0	0	100.000
177 ROUTINE_AR.DETECTION	0	0	100.000
178 ROUTINE_ATTRIT.SENSOR	0	0	100.000
179 ROUTINE_BETWEEN.ROUTINE	0	0	100.000
180 ROUTINE_BTL.CHECK	0	0	100.000
181 ROUTINE_BTRY.INPUT	0	0	100.000
182 ROUTINE_CAT.TU.INPUT	0	0	100.000
183 ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
184 ROUTINE_CREATE.TEAMS	0	0	100.000
185 ROUTINE_DECISION.INPUT	0	0	100.000
186 ROUTINE_DQ.CMSN.QUEUE	0	0	100.000
187 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
188 ROUTINE_END.CAS.MISSION	0	0	100.000
189 ROUTINE_EQ.TE.INPUT	0	0	100.000
190 ROUTINE_ERROR.STOP	0	0	100.000
191 ROUTINE_FARRP.CHECK	0	0	100.000
192 ROUTINE_FARRP.INPUT	0	0	100.000
193 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
194 ROUTINE_FBN.FD.INPUT	0	0	100.000
195 ROUTINE_FEBA.INITIAL	0	0	100.000
196 ROUTINE_FILE.FD.SCHD	0	0	100.000
197 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
198 ROUTINE_FIND.START.TIME	0	0	100.000
199 ROUTINE_FLIGHT.PATH	0	0	100.000
200 ROUTINE_FORM.TF.LIST	0	0	100.000
201 ROUTINE_FORPOSITION.OUT	0	0	100.000
202 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
203 ROUTINE_HC.DISENGAGE	0	0	100.000
204 ROUTINE_HC.EMPTY	0	0	100.000
205 ROUTINE_HE.LA.INPUT	0	0	100.000
206 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
207 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
208 ROUTINE_ILLUM.EFFECTS	0	0	100.000
209 ROUTINE_ILLUM.INPUT	0	0	100.000
210 ROUTINE_INIT.REINF	0	0	100.000
211 ROUTINE_KV.INPUT	0	0	100.000
212 ROUTINE_KV.PRINT	0	0	100.000
213 ROUTINE_KV.SCOREBOARD	0	0	100.000
214 ROUTINE_LINE.CIRCLE	0	0	100.000
215 ROUTINE_MADS.INPUT	0	0	100.000
216 ROUTINE_MAIN1	0	0	100.000
217 ROUTINE_MAIN2	0	0	100.000
218 ROUTINE_MAIN3	0	0	100.000
219 ROUTINE_MAO.INPUT	0	0	100.000
220 ROUTINE_MCFR.INPUT	0	0	100.000
221 ROUTINE_MFO.INPUT	0	0	100.000
222 ROUTINE_MINE.DELAY	0	0	100.000
223 ROUTINE_MINE.EFFECTS	0	0	100.000
224 ROUTINE_MINE.INPUT	0	0	100.000
225 ROUTINE_MPD8.INPUT	0	0	100.000
226 ROUTINE_MUNS.INPUT	0	0	100.000
227 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
228 ROUTINE_ORD.ATK	0	0	100.000
229 ROUTINE_ORD.DEF	0	0	100.000
230 ROUTINE_ORD.MOVCOR	0	0	100.000

	PAGE	55
231 ROUTINE_ORD.MOVDIS	0	100.000
232 ROUTINE_ORD.REINF	0	100.000
233 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
234 ROUTINE_P.E.M.INPUT	0	100.000
235 ROUTINE_PGM.INPUT	0	100.000
236 ROUTINE_PIR.DETECTION	0	100.000
237 ROUTINE_PK.INPUT	0	100.000
238 ROUTINE_PLAT.COUNT	0	100.000
239 ROUTINE_READ.ORDERS	0	100.000
240 ROUTINE_REIN.ARRIVE	0	100.000
241 ROUTINE_REPLACE.HC	0	100.000
242 ROUTINE_REQUEST.FASCAM	0	100.000
243 ROUTINE_RESET.FEBA.SECTOR	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 713853

CPU USAGE FOR SIMULATED HOUR 11. = 1532.83 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 12.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	60853	18.589	18.589
2 ROUTINE_PK_COMPUTE	49309	15.063	33.652
3 ROUTINE_RANGE_COMPUTE	30839	9.421	43.072
4 ROUTINE_PROX_CHECK	26223	8.010	51.083
5 ROUTINE_FRAC_COMPUTE	22868	6.986	58.069
6 ROUTINE_JOHNSON_CRITERIA	10481	3.202	61.270
7 ROUTINE_PROB_INF	10481	3.202	64.472
8 ROUTINE_PROB_TIME	10481	3.202	67.674
9 ROUTINE_SEARCH	10481	3.202	70.875
10 ROUTINE_SIZE_ESTIMATE	9409	2.874	73.750
11 ROUTINE_LOCATE_SECTOR	8573	2.619	76.368
12 ROUTINE_CONTRAST_TO_FREQ	8437	2.577	78.946
13 ROUTINE_FINAL_COVERAGE	5832	1.782	80.727
14 ROUTINE_TIME_TO_DETECT	3549	1.084	81.811
15 ROUTINE_PDB_DETECTION	3384	1.034	82.845
16 PROCESS_ASSESSMENT	2976	.909	83.754
17 FUNCTION_COMBINATIONS	2769	.846	84.600
18 ROUTINE_CHECK_ENGAGEMENT	2746	.839	85.439
19 EVENT_PDB_ACTIVATION	2709	.828	86.266
20 PROCESS_SHOOT_OUT	2453	.749	87.016
21 ROUTINE_DEQ_FEGA_SET	2070	.632	87.648
22 ROUTINE_END_FEGA_SET	2061	.630	88.278
23 ROUTINE_MRT_TO_FREQ	2044	.624	88.902
24 ROUTINE_TEMPERATURE_ATTENUATION	2044	.624	89.526
25 ROUTINE_NORMAL_F	1886	.576	90.103
26 FUNCTION_EST_RANGE	1840	.562	90.665
27 ROUTINE_NOISE_DEGRADE	1694	.517	91.182
28 FUNCTION_HE_WLA	1496	.457	91.639
29 EVENT_CFR_ACTIVATION	1354	.414	92.053
30 ROUTINE_VOLLEY	1354	.414	92.466
31 ROUTINE_OUTPUT_ATTRITION	1323	.404	92.870
32 FUNCTION_FEGA_BAND	1278	.390	93.261
33 ROUTINE_MIN_MOVE	1176	.359	93.620
34 ROUTINE_EST_COVERAGE	982	.300	93.920
35 ROUTINE_WEIGHTED_VOLLEYS	982	.300	94.220
36 ROUTINE_CHANGE_LOC	926	.283	94.503
37 ROUTINE_LOS_CHECK	926	.283	94.786
38 ROUTINE_COMPUTE_D	891	.272	95.058
39 ROUTINE_HE_OR_ICM_COMPUTATION	743	.227	95.285
40 ROUTINE_MARGINAL_EFFECTS_ADJ	736	.225	95.510
41 ROUTINE_GET_TERRAIN	715	.218	95.728
42 ROUTINE_TARGET_ANALYSIS	650	.199	95.927
43 ROUTINE_FA_BN_ASSIGN	535	.163	96.090
44 ROUTINE_COMPARE_TRS	525	.160	96.251
45 ROUTINE_CHK_COMP_TR	520	.159	96.409
46 ROUTINE_CHK_FD_TR	519	.159	96.568
47 ROUTINE_CFR_DETECTION	504	.154	96.722
48 ROUTINE_DUST_EFFECTS	480	.147	96.869
49 ROUTINE_TIME_REO	465	.142	97.011
50 ROUTINE_BTRY_FM_DEQ	404	.123	97.134
51 ROUTINE_GAMMA_F	398	.122	97.256
52 ROUTINE_FDC_TR_DEQ	397	.121	97.377
53 ROUTINE_FINISH_COMPUTATION	397	.121	97.498

54	PROCESS_FIRE_MISSION	391	119	PAGE	57
55	ROUTINE_BTRY_FM_ENQ	391	119	97.618	
56	ROUTINE_REM_EFFECTS_COMPUTATION	386	118	97.737	
57	ROUTINE_FO_DETECTION	384	117	97.855	
58	EVENT_UPDATE.LOC	382	117	97.972	
59	FUNCTION_ICM_WLA	357	109	98.089	
60	PROCESS_TARGET_REPORT	350	107	98.198	
61	ROUTINE_FA_BN_MOVEMENT	344	105	98.305	
62	ROUTINE_FDC_TR_ENQ	337	103	98.410	
63	ROUTINE_ANGLE_COMPUTE	327	100	98.513	
64	ROUTINE_BTRY_EFFECTS	307	094	98.613	
65	ROUTINE_UNIT_ENVIR	303	093	98.707	
66	ROUTINE_WEIBULL_F	289	088	98.799	
67	EVENT_CFR_OPERATOR	240	073	98.887	
68	ROUTINE_CFR_DEGRADE	223	068	98.961	
69	ROUTINE_BLOCK_LOS	198	060	99.029	
70	ROUTINE_EST_MIL_WORTH	193	059	99.089	
71	ROUTINE_FD_EFFECTS.REQ	152	046	99.148	
72	ROUTINE_CHECK_PROX	146	045	99.195	
73	ROUTINE_SEGMENT_ADJUST	138	042	99.239	
74	ROUTINE_POSITION	120	037	99.282	
75	FUNCTION_EST_TR_RANGE	118	036	99.318	
76	ROUTINE_PROXIMITY.REQ	104	032	99.354	
77	ROUTINE_COPY	103	031	99.422	
78	EVENT_PDB_OPERATOR	101	031	99.390	
79	ROUTINE_CHECK_FOR_MINES	86	026	99.484	
80	ROUTINE_REQUEST_SMOKE	77	024	99.511	
81	EVENT_MOVE	75	023	99.534	
82	EVENT_ARTY_OCCUPATION	75	023	99.557	
83	ROUTINE_LOCATE_SEARCH_AREA	73	022	99.580	
84	EVENT_START_ARTY_MOVEMENT	73	022	99.602	
85	EVENT_STOP_ARTY_MOVEMENT	72	022	99.625	
86	EVENT_ENGAGEMENT	72	022	99.647	
87	ROUTINE_REQUEST_ILUM	71	022	99.669	
88	ROUTINE_CAS_EVAL	67	020	99.690	
89	ROUTINE_NEW_SEGMENT	48	015	99.711	
90	ROUTINE_REQUEST_DEF_FASCAM	46	014	99.725	
91	ROUTINE_EXPONENTIAL_F	45	014	99.739	
92	EVENT_GET_NX_ORD	44	013	99.753	
93	PROCESS_HOW_REPAIR	43	013	99.767	
94	EVENT_CFR_OFF	40	012	99.780	
95	EVENT_CFR_ON	38	012	99.792	
96	ROUTINE_DECIDE	35	011	99.804	
97	ROUTINE_COMPUTE_WD	28	009	99.814	
98	EVENT_START_MOVE	28	009	99.823	
99	ROUTINE_CHECK_DEAD	28	009	99.831	
100	ROUTINE_CREATE_FORCE	28	009	99.840	
101	ROUTINE_SWITCH_FO	25	008	99.848	
102	ROUTINE_UNIT_ASSIGNMENT	25	008	99.857	
103	ROUTINE_PRED_POS	24	007	99.865	
104	EVENT_ACT_MOVCOR	24	007	99.872	
105	ROUTINE_PGM_MSN_ASGN	22	007	99.879	
106	EVENT_ACT_DEF	20	006	99.886	
107	PROCESS_ARTY_ASSESS	17	005	99.892	
108	ROUTINE_HEADING	16	005	99.897	
109	ROUTINE_CHECK_FORCE	16	005	99.902	
110	ROUTINE_CHECK_STREN	16	005	99.907	
111	ROUTINE_UNIT_PRIORITY	16	005	99.912	
112	ROUTINE_WHAT_NEXT	16	005	99.917	

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113 EVENT_START.BATTLE	.004	99.921
114 PROCESS_WITH_DRAW	.004	99.925
115 ROUTINE_ADJUST	.004	99.930
116 ROUTINE_EMPTY	.004	99.934
117 ROUTINE_GENERAL.BATTLE	.004	99.938
118 ROUTINE_INITIAL_DETECT	.004	99.943
119 ROUTINE_INITIAL_MOVE	.004	99.947
120 ROUTINE_LINE_OF_SIGHT	.004	99.951
121 ROUTINE_ORIENTATION	.004	99.955
122 ROUTINE_PREP_WITHDRAW	.004	99.960
123 ROUTINE_REQUEST_WD_FASCAM	.004	99.964
124 ROUTINE_END_MOVE	.004	99.968
125 ROUTINE_TERM_CHECK	.004	99.972
126 ROUTINE_CHECK_LIST	.003	99.975
127 ROUTINE_COMBINE_TRS	.003	99.978
128 ROUTINE_PROX_POS	.003	99.981
129 EVENT_ACT_ATK	.002	99.984
130 EVENT_BTL_ENDED	.002	99.986
131 ROUTINE_FIN_BATTLE	.002	99.989
132 ROUTINE_PREPARE_LIST	.002	99.991
133 ROUTINE_INTER_BATTLE	.002	99.993
134 ROUTINE_INTER_HELO	.002	99.995
135 EVENT_ACT_MOVDIS	.001	99.996
136 ROUTINE_DEAD_UNIT	.001	99.997
137 ROUTINE_RESET_FEGA_SECTOR	.001	99.998
138 EVENT_SCHEDULE_ARTY_MOVEMENT	+6.E-04	99.999
139 EVENT_CHANGE_WEATHER	+3.E-04	99.999
140 FUNCTION_COLLISION	+3.E-04	100.000
141 ROUTINE_DQ_CMSN_QUEUE	+3.E-04	100.000
142 'PROGRAM' MAIN	0	100.000
143 EVENT_ACT_REINF	0	100.000
144 EVENT_AD_ENGAGEMENT	0	100.000
145 EVENT_CHANGE_LITE	0	100.000
146 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
147 EVENT_END_SIMULATION	0	100.000
148 EVENT_FEGA_SORTIE	0	100.000
149 EVENT_HC_DEPART_BATTLE	0	100.000
150 EVENT_HELO_ENGAGEMENT	0	100.000
151 EVENT_INIT_PREPLAN_CAS	0	100.000
152 EVENT_OFF_LINE_ATTRITION	0	100.000
153 EVENT_POSITION_REPORT	0	100.000
154 EVENT_SEND_TEAM	0	100.000
155 EVENT_SET_DEBUG	0	100.000
156 FUNCTION_AR_PROB_DETECT	0	100.000
157 FUNCTION_BTRY_AVAILABLE	0	100.000
158 FUNCTION_STAY_TIME	0	100.000
159 PROCESS_AC_ATK_TGT	0	100.000
160 PROCESS_AIR_OBSERVER	0	100.000
161 PROCESS_AIRBORNE_RADAR	0	100.000
162 PROCESS_CAS_MISSION	0	100.000
163 PROCESS_FORWARD_OBSERVER	0	100.000
164 PROCESS_HC_ARRIVE_BATTLE	0	100.000
165 PROCESS_HC_RETURN_FARRP	0	100.000
166 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
167 PROCESS_HELICOPTER_FIRE	0	100.000
168 PROCESS_MINE_ASSESS	0	100.000
169 PROCESS_PHOTO_IR_FLIGHT	0	100.000
170 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
171 ROUTINE_AC_BOMB_EFFECTS	0	100.000

172	ROUTINE_AC_DF_EFFECTS	0	0	100.000
173	ROUTINE_AC_MUNS.INPUT	0	0	100.000
174	ROUTINE_AD_SHOOT	0	0	100.000
175	ROUTINE_AMMO_RPT	0	0	100.000
176	ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
177	ROUTINE_AD_DETECTION	0	0	100.000
178	ROUTINE_AR_DETECTION	0	0	100.000
179	ROUTINE_ATTRIT_SENSOR	0	0	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0	100.000
181	ROUTINE_BTL_CHECK	0	0	100.000
182	ROUTINE_BTTRY.INPUT	0	0	100.000
183	ROUTINE_CAT_TU.INPUT	0	0	100.000
184	ROUTINE_CHECK_CAS.CONSTRAINTS	0	0	100.000
185	ROUTINE_CREATE_TEAMS	0	0	100.000
186	ROUTINE_DECISION.INPUT	0	0	100.000
187	ROUTINE_DESTROY.ORD	0	0	100.000
188	ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
189	ROUTINE_END_CAS.MISSION	0	0	100.000
190	ROUTINE_EQ_TE.INPUT	0	0	100.000
191	ROUTINE_ERROR_STOP	0	0	100.000
192	ROUTINE_FARRP_CHECK	0	0	100.000
193	ROUTINE_FARRP.INPUT	0	0	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0	100.000
195	ROUTINE_FBN_FD.INPUT	0	0	100.000
196	ROUTINE_FEBA.INITIAL	0	0	100.000
197	ROUTINE_FILE_FD.SCHD	0	0	100.000
198	ROUTINE_FILE_KAD.SENSOR	0	0	100.000
199	ROUTINE_FIND_START.TIME	0	0	100.000
200	ROUTINE_FLIGHT_PATH	0	0	100.000
201	ROUTINE_FORM_TF.LIST	0	0	100.000
202	ROUTINE_FORPOSITION.OUT	0	0	100.000
203	ROUTINE_HC_COMPUTE.TIMES	0	0	100.000
204	ROUTINE_HC_DISENGAGE	0	0	100.000
205	ROUTINE_HC_EMPTY	0	0	100.000
206	ROUTINE_HE_LA.INPUT	0	0	100.000
207	ROUTINE_HEL_RANGE.COMPUTE	0	0	100.000
208	ROUTINE_ILLLUM.COMPUTATION	0	0	100.000
209	ROUTINE_ILLLUM.EFFECTS	0	0	100.000
210	ROUTINE_ILLLUM.INPUT	0	0	100.000
211	ROUTINE_INIT_REINF	0	0	100.000
212	ROUTINE_KV.INPUT	0	0	100.000
213	ROUTINE_KV.PRINT	0	0	100.000
214	ROUTINE_KV.SCOREBOARD	0	0	100.000
215	ROUTINE_LINE_CIRCLE	0	0	100.000
216	ROUTINE_MADS.INPUT	0	0	100.000
217	ROUTINE_MAIN1	0	0	100.000
218	ROUTINE_MAIN2	0	0	100.000
219	ROUTINE_MAIN3	0	0	100.000
220	ROUTINE_MAO.INPUT	0	0	100.000
221	ROUTINE_MCFR.INPUT	0	0	100.000
222	ROUTINE_MFO.INPUT	0	0	100.000
223	ROUTINE_MINE_DELAY	0	0	100.000
224	ROUTINE_MINE_EFFECTS	0	0	100.000
225	ROUTINE_MINE.INPUT	0	0	100.000
226	ROUTINE_MFDB.INPUT	0	0	100.000
227	ROUTINE_MUNS.INPUT	0	0	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
229	ROUTINE_ORD.ATK	0	0	100.000
230	ROUTINE_ORD.DEF	0	0	100.000

231 ROUTINE_ORD_MOVCOR	0	0	PAGE 60
232 ROUTINE_ORD_MOVDIS	0	0	100.000
233 ROUTINE_ORD_REINF	0	0	100.000
234 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
235 ROUTINE_P_E_M_INPUT	0	0	100.000
236 ROUTINE_PGM_INPUT	0	0	100.000
237 ROUTINE_PIR_DETECTION	0	0	100.000
238 ROUTINE_PK_INPUT	0	0	100.000
239 ROUTINE_PLAT_COUNT	0	0	100.000
240 ROUTINE_READ_ORDERS	0	0	100.000
241 ROUTINE_REIN_ARRIVE	0	0	100.000
242 ROUTINE_REPLACE_HC	0	0	100.000
243 ROUTINE_REQUEST_FASCAM	0	0	100.000
244 ROUTINE_RPV_DETECTION	0	0	100.000
245 ROUTINE_RUL_EN_INPUT	0	0	100.000
246 ROUTINE_SEARCH_COVERAGE	0	0	100.000
247 ROUTINE_SENSOR_INPUT	0	0	100.000
248 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
249 ROUTINE_SMOKE_EFFECTS	0	0	100.000
250 ROUTINE_SMOKE_INPUT	0	0	100.000
251 ROUTINE_SNAP_R	0	0	100.000
252 ROUTINE_SNAP2	0	0	100.000
253 ROUTINE_ST_INPUT	0	0	100.000
254 ROUTINE_SUBM_INPUT	0	0	100.000
255 ROUTINE_SYS_INPUT	0	0	100.000
256 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
257 ROUTINE_TACAIR_INPUT	0	0	100.000
258 ROUTINE_TB_INPUT	0	0	100.000
259 ROUTINE_TB_INPUT	0	0	100.000
260 ROUTINE_TR_INPUT	0	0	100.000
261 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
262 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
263 ROUTINE_UNIT_INPUT	0	0	100.000
264 ROUTINE_VIS_INPUT	0	0	100.000

TOTAL INVOCATIONS = 327358

CPU USAGE FOR SIMULATED HOUR 12. = 814.74 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 13.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_RANGE COMPUTE	119608	15.624	15.624
2 ROUTINE_PK COMPUTE	77400	10.110	25.734
3 FUNCTION_ACT_RANGE	76785	10.030	35.764
4 ROUTINE_TIME_TO_DETECT	69257	9.047	44.811
5 ROUTINE_JOHNSON_CRITERIA	43842	5.727	50.538
6 ROUTINE_PROB_INF	43842	5.727	56.264
7 ROUTINE_PROB_TIME	43842	5.727	61.991
8 ROUTINE_SEARCH	43842	5.727	67.718
9 ROUTINE_PROX_CHECK	41189	5.380	73.098
10 ROUTINE_CONTRAST_TO_FREQ	38865	5.077	78.175
11 ROUTINE_FRAC_COMPUTE	20248	2.645	80.820
12 ROUTINE_CHECK_ENGAGEMENT	18543	2.422	83.242
13 ROUTINE_LOCATE_SECTOR	17528	2.263	85.506
14 ROUTINE_SIZE_ESTIMATE	9821	1.283	86.789
15 ROUTINE_DEO_FEB4.SET	6716	.877	87.666
16 ROUTINE_ENQ_FEB4.SET	6710	.876	88.542
17 ROUTINE_MIN_MOVE	6016	.786	89.328
18 ROUTINE_FINAL_COVERAGE	5175	.676	90.004
19 ROUTINE_MRT_TO_FREQ	4977	.650	90.654
20 ROUTINE_TEMPERATURE_ATTENUATION	4977	.650	91.304
21 PROCESS_ASSESSMENT	4869	.636	91.940
22 ROUTINE_CHANGE_LOC	4545	.594	92.534
23 ROUTINE_LOS_CHECK	4545	.594	93.128
24 ROUTINE_COMPUTE_D	4511	.589	93.717
25 PROCESS_SHOOT_OUT	4351	.568	94.285
26 ROUTINE_PDB_DETECTION	3708	.484	94.770
27 EVENT_PDB_ACTIVATION	2808	.367	95.136
28 ROUTINE_NORMAL_F	2779	.363	95.499
29 FUNCTION_COMBINATIONS	2570	.336	95.835
30 ROUTINE_NOISE_DEGRADE	1855	.242	96.077
31 FUNCTION_EST_RANGE	1799	.235	96.312
32 FUNCTION_HE_WLA	1466	.191	96.504
33 EVENT_CFR_ACTIVATION	1407	.184	96.688
34 ROUTINE_VOLLEY	1404	.183	96.871
35 FUNCTION_FEB4_BAND	1250	.163	97.034
36 ROUTINE_BLOCK_LOS	1047	.137	97.171
37 ROUTINE_EST_COVERAGE	1022	.133	97.305
38 ROUTINE_WEIGHTED_VOLLEYS	1022	.133	97.438
39 ROUTINE_DUST_EFFECTS	934	.122	97.560
40 ROUTINE_OUTPUT_ATTRITION	901	.118	97.678
41 ROUTINE_FO_DETECTION	873	.114	97.792
42 ROUTINE_WEIBULL_F	834	.109	97.901
43 ROUTINE_GET_TERRAIN	757	.099	98.000
44 ROUTINE_HE_OR_ICM_COMPUTATION	742	.097	98.097
45 ROUTINE_MARGINAL_EFFECTS_ADJ	726	.095	98.192
46 ROUTINE_TARGET_ANALYSIS	665	.087	98.278
47 ROUTINE_SEGMENT_ADJUST	647	.085	98.363
48 ROUTINE_CFR_DETECTION	595	.078	98.441
49 ROUTINE_POSITION	580	.076	98.516
50 ROUTINE_FA_BN_ASSIGN	508	.066	98.583
51 ROUTINE_CHK_COMP_TR	499	.065	98.648
52 ROUTINE_CHK_FD_TR	498	.065	98.713
53 ROUTINE_COMPARE_TRS	493	.064	98.777

54 ROUTINE_TIME.REQ	441	.058	98.835
55 ROUTINE_REM.EFFECTS.COMPUTATION	421	.055	98.890
56 PROCESS_FIRE.M' .IN	420	.055	98.945
57 ROUTINE_BTRY_FM.ENQ	420	.055	99.000
58 ROUTINE_BTRY_FM.DEQ	413	.054	99.054
59 FUNCTION_ICM.WLA	401	.052	99.106
60 EVENT_UPDATE.LOC	386	.050	99.156
61 ROUTINE_ANGLE.COMPUTE	375	.049	99.205
62 PROCESS_TARGET.REPORT	348	.045	99.251
63 ROUTINE_FDC.TR.DEQ	337	.044	99.295
64 ROUTINE_FINISH.COMPUTATION	337	.044	99.339
65 ROUTINE_FDC.TR.ENQ	332	.043	99.382
66 ROUTINE_BTRY.EFFECTS	321	.042	99.424
67 ROUTINE_UNIT.ENVR	321	.042	99.466
68 ROUTINE_NEW.SEGMENT	265	.037	99.503
69 ROUTINE_FA.BN.MOVEMENT	274	.036	99.539
70 ROUTINE_CFR.DEGRADE	251	.033	99.572
71 EVENT_CFR.OPERATOR	210	.027	99.599
72 ROUTINE_CHECK.PROX	203	.027	99.626
73 ROUTINE_DECIDE	190	.025	99.651
74 EVENT_MOVE	168	.022	99.673
75 ROUTINE_GAMMA.F	164	.021	99.694
76 ROUTINE_CAS.EVAL	158	.021	99.715
77 ROUTINE_EST.MIL.WORTH	145	.019	99.734
78 ROUTINE_FD.EFFECTS.REQ	137	.018	99.752
79 ROUTINE_CHECK.FOR.MINES	117	.015	99.767
80 FUNCTION_EST.TR.RANGE	111	.014	99.781
81 ROUTINE_PROXIMITY.REQ	111	.014	99.796
82 PROCESS_ARTY.ASSESS	107	.014	99.810
83 ROUTINE_REQUEST.SMOKE	106	.014	99.824
84 ROUTINE_COPY	104	.014	99.837
85 EVENT_ARTY.OCCUPATION	100	.013	99.850
86 EVENT_STOP_ARTY.MOVEMENT	98	.013	99.863
87 EVENT_ENGAGEMENT	95	.012	99.876
88 EVENT_START_ARTY.MOVEMENT	95	.012	99.888
89 ROUTINE_REQUEST.ILLUM	95	.012	99.900
90 EVENT_PDB.OPERATOR	94	.012	99.913
91 ROUTINE_REQUEST.DEF.FASCAM	65	.008	99.921
92 ROUTINE_EXPONENTIAL.F	44	.006	99.927
93 EVENT_CFR.OFF	43	.006	99.932
94 EVENT_CFR.ON	42	.005	99.938
95 PROCESS_HOW.REPAIR	34	.004	99.942
96 ROUTINE_COMPUTE.WD	34	.004	99.947
97 ROUTINE_HEADING	31	.004	99.951
98 ROUTINE_PRED.POS	30	.004	99.955
99 ROUTINE_CHECK.FORCE	26	.003	99.958
100 EVENT_START.MOVE	22	.003	99.961
101 ROUTINE_LOCATE.SEARCH.AREA	20	.003	99.964
102 EVENT_ACT.MOVCOR	19	.002	99.966
103 EVENT_GET.NX.ORD	18	.002	99.969
104 ROUTINE_END.MOVE	15	.002	99.970
105 ROUTINE_CHECK.DEAD	14	.002	99.972
106 ROUTINE_COMBINE.TRS	14	.002	99.974
107 ROUTINE_CREATE.FORCE	14	.002	99.976
108 ROUTINE_SWITCH.FO	14	.002	99.978
109 ROUTINE_UNIT.ASSIGNMENT	14	.002	99.980
110 EVENT_ACT.DEF	12	.002	99.981
111 PROCESS_WITH.DRAW	11	.001	99.983
112 ROUTINE_PREP.WITHDRAW	11	.001	99.984

				PAGE	63
113	ROUTINE_REQUEST.WD.FASCAM				
114	ROUTINE_TERM_CHECK				
115	EVENT_START_BATTLE				
116	ROUTINE_ADJUST				
117	ROUTINE_CHECK_STREN				
118	ROUTINE_EMPTY				
119	ROUTINE_GENERAL_BATTLE				
120	ROUTINE_INITIAL_DETECT				
121	ROUTINE_INITIAL_MOVE				
122	ROUTINE_LINE_OF_SIGHT				
123	ROUTINE_ORIENTATION				
124	ROUTINE_PGM_MSN_ASGN				
125	ROUTINE_INTER_BATTLE				
126	ROUTINE_INTER_HEL0				
127	EVENT_ACT_MOVDIS				
128	ROUTINE_DEAD_UNIT				
129	EVENT_SCHEDULE_ARTY_MOVEMENT				
130	ROUTINE_UNIT_PRIORITY				
131	ROUTINE_WHAT_NEXT				
132	EVENT_ACT_ATK				
133	EVENT_BTL_ENDED				
134	ROUTINE_CHECK_LIST				
135	ROUTINE_FIN_BATTLE				
136	ROUTINE_PREPARE_LIST				
137	ROUTINE_PROX_POS				
138	PROGRAM MAIN				
139	EVENT_ACT_REINF				
140	EVENT_AD_ENGAGEMENT				
141	EVENT_CHANGE_LITE				
142	EVENT_CHANGE_WEATHER				
143	EVENT_DQ_OLD_SORTIE_QUEUE				
144	EVENT_END_SIMULATION				
145	EVENT_FEBA_SORTIE				
146	EVENT_HC_DEPART_BATTLE				
147	EVENT_HEL0_ENGAGEMENT				
148	EVENT_INIT_PREPLAN_CAS				
149	EVENT_OFF_LINE_ATTRITION				
150	EVENT_POSITION_REPORT				
151	EVENT_SEND_TEAM				
152	EVENT_SET_DEBUG				
153	FUNCTION_AR_PROB_DETECT				
154	FUNCTION_BTRY_AVAILABLE				
155	FUNCTION_COLLISION				
156	FUNCTION_STAY_TIME				
157	PROCESS_AC_ATK_TGT				
158	PROCESS_AIR_OBSERVER				
159	PROCESS_AIRBORNE_RADAR				
160	PROCESS_CAS_MISSION				
161	PROCESS_FORWARD_OBSERVER				
162	PROCESS_HC_ARRIVE_BATTLE				
163	PROCESS_HC_RETURN_FARRP				
164	PROCESS_HEL_TARGET_ACQUISITION				
165	PROCESS_HELICOPTER_FIRE				
166	PROCESS_MINE_ASSESS				
167	PROCESS_PHOTO_IR_FLIGHT				
168	PROCESS_REMOTE_PILOT_VEHICLE				
169	ROUTINE_AC_BOMB_EFFECTS				
170	ROUTINE_AC_DF_EFFECTS				
171	ROUTINE_AC_MUNS_INPUT				

	PAGE	64
172 ROUTINE_AD_SHOOT	0	100.000
173 ROUTINE_AMMO_RPT	0	100.000
174 ROUTINE_ANALYSIS_OUTPUT	0	100.000
175 ROUTINE_AD_DETECTION	0	100.000
176 ROUTINE_AR_DETECTION	0	100.000
177 ROUTINE_ATTRIT_SENSOR	0	100.000
178 ROUTINE_BETWEEN_ROUTINE	0	100.000
179 ROUTINE_BTL_CHECK	0	100.000
180 ROUTINE_BTRY_INPUT	0	100.000
181 ROUTINE_CAT_TU_INPUT	0	100.000
182 ROUTINE_CHECK_CAS_CONSTRAINTS	0	100.000
183 ROUTINE_CREATE_TEAMS	0	100.000
184 ROUTINE_DECISION_INPUT	0	100.000
185 ROUTINE_DESTROY_ORD	0	100.000
186 ROUTINE_DQ_CMSN_QUEUE	0	100.000
187 ROUTINE_EMPLOY_HELICOPTERS	0	100.000
188 ROUTINE_END_CAS_MISSION	0	100.000
189 ROUTINE_EQ_TE_INPUT	0	100.000
190 ROUTINE_ERROR_STOP	0	100.000
191 ROUTINE_FARRP_CHECK	0	100.000
192 ROUTINE_FARRP_INPUT	0	100.000
193 ROUTINE_FASCAM_COMPUTATION	0	100.000
194 ROUTINE_FBN_FD_INPUT	0	100.000
195 ROUTINE_FEBA_INITIAL	0	100.000
196 ROUTINE_FILE_FD_SCHD	0	100.000
197 ROUTINE_FILE_KAD_SENSOR	0	100.000
198 ROUTINE_FIND_START_TIME	0	100.000
199 ROUTINE_FLIGHT_PATH	0	100.000
200 ROUTINE_FORM_TF_LIST	0	100.000
201 ROUTINE_FORPOSITION_OUT	0	100.000
202 ROUTINE_HC_COMPUTE_TIMES	0	100.000
203 ROUTINE_HC_DISENGAGE	0	100.000
204 ROUTINE_HC_EMPTY	0	100.000
205 ROUTINE_HE_LA_INPUT	0	100.000
206 ROUTINE_HEL_RANGE_COMPUTE	0	100.000
207 ROUTINE_ILUM_COMPUTATION	0	100.000
208 ROUTINE_ILUM_EFFECTS	0	100.000
209 ROUTINE_ILUM_INPUT	0	100.000
210 ROUTINE_INIT_REINF	0	100.000
211 ROUTINE_KV_INPUT	0	100.000
212 ROUTINE_KV_PRINT	0	100.000
213 ROUTINE_KV_SCOREBOARD	0	100.000
214 ROUTINE_LINE_CIRCLE	0	100.000
215 ROUTINE_MADS_INPUT	0	100.000
216 ROUTINE_MAIN1	0	100.000
217 ROUTINE_MAIN2	0	100.000
218 ROUTINE_MAIN3	0	100.000
219 ROUTINE_MAO_INPUT	0	100.000
220 ROUTINE_MCFR_INPUT	0	100.000
221 ROUTINE_MFO_INPUT	0	100.000
222 ROUTINE_MINE_DELAY	0	100.000
223 ROUTINE_MINE_EFFECTS	0	100.000
224 ROUTINE_MINE_INPUT	0	100.000
225 ROUTINE_MFDB_INPUT	0	100.000
226 ROUTINE_MUNS_INPUT	0	100.000
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	100.000
228 ROUTINE_ORD_ATK	0	100.000
229 ROUTINE_ORD_DEF	0	100.000
230 ROUTINE_ORD_MOVCOR	0	100.000

	PAGE	65
231 ROUTINE_ORD.MOVDIS	0	100.000
232 ROUTINE_ORD.REINF	0	100.000
233 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
234 ROUTINE_P.E.M.INPUT	0	100.000
235 ROUTINE_PGM.INPUT	0	100.000
236 ROUTINE_PIR.DETECTION	0	100.000
237 ROUTINE_PK.INPUT	0	100.000
238 ROUTINE_PLAT.COUNT	0	100.000
239 ROUTINE_READ.ORDERS	0	100.000
240 ROUTINE_REIN.ARRIVE	0	100.000
241 ROUTINE_REPLACE.HC	0	100.000
242 ROUTINE_REQUEST.FASCAM	0	100.000
243 ROUTINE_RESET.FEBA.SECTOR	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_IT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 765553

CPU USAGE FOR SIMULATED HOUR 13. = 1368.14 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 14.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	67430	16.385	16.385
2 ROUTINE_RANGE.COMPUTE	62852	15.272	31.657
3 FUNCTION_ACT_RANGE	59750	14.519	46.176
4 ROUTINE_PROX.CHECK	35704	8.676	54.851
5 ROUTINE_TIME_TO_DETECT	21550	5.236	60.088
6 ROUTINE_FRAC.COMPUTE	16188	3.934	64.021
7 ROUTINE_JOHNSON.CRITERIA	11527	2.801	66.822
8 ROUTINE_PROB_INF	11527	2.801	69.623
9 ROUTINE_PROB.TIME	11527	2.801	72.424
10 ROUTINE_SEARCH	11527	2.801	75.225
11 ROUTINE_LOCATE.SECTOR	10002	2.430	77.655
12 ROUTINE_SIZE.ESTIMATE	7540	1.832	79.488
13 ROUTINE_CHECK.ENGAGEMENT	6430	1.562	81.050
14 ROUTINE_MRT.TO.FREQ	5873	1.427	82.477
15 ROUTINE_TEMPERATURE.ATTENUATION	5873	1.427	83.904
16 ROUTINE_CONTRAST.TO.FREQ	5654	1.374	85.278
17 PROCESS_SHOOT.OUT	5649	1.373	86.651
18 ROUTINE_FINAL.COVERAGE	3984	.968	87.619
19 ROUTINE_DEQ.FEBA.SET	3540	.860	88.479
20 ROUTINE_ENQ.FEBA.SET	3538	.860	89.339
21 PROCESS_ASSESSMENT	3245	.788	90.127
22 ROUTINE_WEIBULL.F	2936	.713	90.841
23 ROUTINE_PDB.DETECTION	2673	.650	91.490
24 FUNCTION_COMBINATIONS	2262	.550	92.040
25 EVENT_PDB.ACTIVATION	2039	.495	92.535
26 ROUTINE_FO.DETECTION	1540	.374	92.909
27 ROUTINE_NORMAL.F	1494	.363	93.272
28 ROUTINE_NOISE.DEGRADE	1336	.325	93.597
29 FUNCTION_EST_RANGE	1244	.302	93.899
30 ROUTINE_VOLLEY	1019	.248	94.147
31 EVENT_CFR.ACTIVATION	1018	.247	94.394
32 ROUTINE_NEW_SEGMENT	1006	.244	94.639
33 FUNCTION_FEBA.BAND	876	.213	94.852
34 FUNCTION_HE.WLA	844	.205	95.057
35 ROUTINE_MIN.MOVE	782	.190	95.247
36 EVENT_UPDATE.LOC	736	.179	95.425
37 ROUTINE_OUTPUT.ATTRITION	702	.171	95.596
38 ROUTINE_CHANGE.LOC	696	.169	95.765
39 ROUTINE_LOS.CHECK	688	.167	95.934
40 ROUTINE_BLOCK.LOS	611	.148	96.101
41 ROUTINE_EST.COVERAGE	611	.148	96.250
42 ROUTINE_WEIGHTED.VOLLEYS	611	.148	96.398
43 ROUTINE_TARGET.ANALYSIS	579	.141	96.539
44 ROUTINE_GET.TERRAIN	571	.139	96.678
45 ROUTINE_ANGLE.COMPUTE	570	.139	96.816
46 ROUTINE_COMPUTE.D	531	.129	96.945
47 ROUTINE_HE.OR.ICM.COMPUTATION	490	.119	97.064
48 ROUTINE_SEGMENT.ADJUST	468	.114	97.178
49 EVENT_MOVE	464	.113	97.291
50 ROUTINE_CHK.COMP.TR	454	.110	97.401
51 ROUTINE_CHK.FD.TR	453	.110	97.511
52 ROUTINE_MARGINAL.EFFECTS.ADJ	448	.109	97.620
53 ROUTINE_POSITION	430	.104	97.725

54 ROUTINE_CFR_DETECTION	410	100	PAGE 67
55 ROUTINE_FA_BN.ASGN	386	.094	97 824
56 ROUTINE_DUST_EFFECTS	359	.087	97 918
57 ROUTINE_COMPARE_TRS	346	.084	98 005
58 ROUTINE_BTRY_FM_DEQ	336	.082	98 089
59 FUNCTION_ICM_WLA	309	.075	98 171
60 PROCESS_TARGET_REPORT	309	.075	98 246
61 PROCESS_FIRE_MISSION	308	.075	98 321
62 ROUTINE_BTRY_FM_ENQ	308	.075	98 396
63 ROUTINE_REM_EFFECTS_COMPUTATION	305	.074	98 471
64 ROUTINE_FDC_TR_ENQ	297	.072	98 545
65 ROUTINE_TIME_REQ	288	.070	98 617
66 ROUTINE_GAMMA_F	286	.069	98 687
67 ROUTINE_FDC_TR_DEQ	276	.067	98 757
68 ROUTINE_FINISH_COMPUTATION	276	.067	98 824
69 ROUTINE_REQUEST_SMOKE	254	.062	98 891
70 ROUTINE_BTRY_EFFECTS	236	.057	98 952
71 ROUTINE_UNIT_ENVIR	236	.057	99 010
72 ROUTINE_FA_BN_MOVEMENT	230	.056	99 067
73 ROUTINE_CHECK_PROX	220	.053	99 123
74 EVENT_ENGAGEMENT	203	.049	99 177
75 ROUTINE_REQUEST_ILUM	203	.049	99 226
76 ROUTINE_CAS_EVAL	202	.049	99 275
77 ROUTINE_CFR_DEGRADE	193	.047	99 324
78 EVENT_CFR_OPERATOR	188	.046	99 371
79 ROUTINE_COMPUTE_WD	165	.040	99 417
80 ROUTINE_EST_MIL_WORTH	133	.032	99 457
81 ROUTINE_CHECK_FOR_MINES	120	.029	99 489
82 ROUTINE_REQUEST_DEF_FASCAM	117	.028	99 518
83 PROCESS_ARTY_ASSESS	107	.026	99 547
84 ROUTINE_DECIDE	107	.026	99 573
85 EVENT_PDB_OPERATOR	104	.025	99 599
86 ROUTINE_FD_EFFECTS_REQ	90	.022	99 624
87 FUNCTION_EST_TR_RANGE	83	.020	99 646
88 ROUTINE_PROXIMITY_REQ	83	.020	99 666
89 EVENT_START_ARTY_MOVEMENT	80	.019	99 686
90 ROUTINE_COPY	79	.019	99 706
91 EVENT_STOP_ARTY_MOVEMENT	76	.018	99 725
92 EVENT_ARTY_OCCUPATION	72	.017	99 743
93 PROCESS_WITH_DRAW	51	.012	99 761
94 ROUTINE_PREP_WITHDRAW	51	.012	99 773
95 ROUTINE_REQUEST_WD_FASCAM	50	.012	99 786
96 ROUTINE_LOCATE_SEARCH_AREA	50	.012	99 798
97 ROUTINE_TERM_CHECK	48	.012	99 810
98 ROUTINE_CHECK_LIST	43	.010	99 822
99 ROUTINE_EXPONENTIAL_F	41	.010	99 834
100 EVENT_CFR_ON	41	.010	99 844
101 EVENT_GET_NX_ORD	40	.010	99 854
102 EVENT_CFR_OFF	40	.010	99 864
103 EVENT_START_MOVE	32	.008	99 874
104 EVENT_ACT_MOVD'S	32	.008	99 884
105 ROUTINE_CHECK_FORCE	31	.008	99 892
106 ROUTINE_HEADING	27	.007	99 899
107 ROUTINE_DEAD_UNIT	26	.006	99 907
108 PROCESS_HOW_REPAIR	25	.006	99 913
109 ROUTINE_PRED_POS	22	.005	99 920
110 ROUTINE_CREATE_FORCE	22	.005	99 926
111 ROUTINE_UNIT_ASSIGNMENT	21	.005	99 931
112 ROUTINE_SWITCH_FO	21	.005	99 937
			99 942

113 ROUTINE_CHECK DEAD	20	.005	PAGE	€9
114 EVENT_ACT_DEF	19	.005		99 947
115 ROUTINE_END_MOVE	12	.003		99 951
116 ROUTINE_UNIT_PRIORITY	12	.003		99 954
117 EVENT_START_BATTLE	11	.003		99 957
118 ROUTINE_ADJUST	11	.003		99 960
119 ROUTINE_CHECK_STREN	11	.003		99 962
120 ROUTINE_COMBINE_TRS	11	.003		99 965
121 ROUTINE_GENERAL_BATTLE	11	.003		99 968
122 ROUTINE_INITIAL_DETECT	11	.003		99 970
123 ROUTINE_INITIAL_MOVE	11	.003		99 973
124 ROUTINE_LINE_OF_SIGHT	11	.003		99 976
125 ROUTINE_ORIENTATION	11	.003		99 978
126 EVENT_ACT_MOVCOR	10	.002		99 981
127 ROUTINE_EMPTY	10	.002		99 983
128 ROUTINE_WHAT_NEXT	9	.002		99 986
129 EVENT_ACT_ATK	6	.001		99 988
130 ROUTINE_PREPARE_LIST	6	.001		99 990
131 ROUTINE_PROX_POS	6	.001		99 991
132 EVENT_BTL_ENDED	5	.001		99 992
133 ROUTINE_FIN_BATTLE	5	.001		99 994
134 ROUTINE_INTER_BATTLE	5	.001		99 995
135 ROUTINE_INTER_HELO	5	.001		99 996
136 ROUTINE_RESET_FEGA_SECTOR	3	.001		99 997
137 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+7 E-04		99 998
138 FUNCTION_COLLISION	2	+5 E-04		99 999
139 ROUTINE_DESTROY_ORD	2	+5 E-04		99 999
140 EVENT_CHANGE_WEATHER	1	+5 E-04		100 000
141 ROUTINE_DQ_CMEN_QUEUE	1	+2 E-04		100 000
142 "PROGRAM" "MAIN	0	0		100
143 EVENT_ACT_REINF	0	0		100
144 EVENT_AD_ENGAGEMENT	0	0		100
145 EVENT_CHANGE_LITE	0	0		100
146 EVENT_DQ_OLD_SORTIE_QUEUE	0	0		100
147 EVENT_END_SIMULATION	0	0		100
148 EVENT_FEGA_SORTIE	0	0		100
149 EVENT_HC_DEPART_BATTLE	0	0		100
150 EVENT_HELO_ENGAGEMENT	0	0		100
151 EVENT_INIT_PREPLAN_CAS	0	0		100
152 EVENT_OFF_LINE_ATTRITION	0	0		100
153 EVENT_POSITION_REPORT	0	0		100
154 EVENT_SEND_TEAM	0	0		100
155 EVENT_SET_DEBUG	0	0		100
156 FUNCTION_AR_PROB_DETECT	0	0		100
157 FUNCTION_BTRY_AVAILABLE	0	0		100
158 FUNCTION_STAY_TIME	0	0		100
159 PROCESS_AC_ATK_TGT	0	0		100
160 PROCESS_AIR_OBSERVER	0	0		100
161 PROCESS_AIRBORNE_RADAR	0	0		100
162 PROCESS_CAS_MISSION	0	0		100
163 PROCESS_FORWARD_OBSERVER	0	0		100
164 PROCESS_HC_ARRIVE_BATTLE	0	0		100
165 PROCESS_HC_RETURN_FARRP	0	0		100
166 PROCESS_HEL_TARGET_ACQUISITION	0	0		100
167 PROCESS_HELICOPTER_FIRE	0	0		100
168 PROCESS_MINE_ASSESS	0	0		100
169 PROCESS_PHOTO_IR_FLIGHT	0	0		100
170 PROCESS_REMOTE_PILOT_VEHICLE	0	0		100
171 ROUTINE_AC_BOMB_EFFECTS	0	0		100

172 ROUTINE_AC_DF_EFFECTS	0	0	100.
173 ROUTINE_AC_MIRS_INPUT	0	0	100.
174 ROUTINE_AD_SHOOT	0	0	100.
175 ROUTINE_AMMO_RPT	0	0	100.
176 ROUTINE_ANALYSIS_OUTPUT	0	0	100.
177 ROUTINE_AO_DETECTION	0	0	100.
178 ROUTINE_AR_DETECTION	0	0	100.
179 ROUTINE_ATTRIT_SENSOR	0	0	100.
180 ROUTINE_BETWEEN_ROUTINE	0	0	100.
181 ROUTINE_BTL_CHECK	0	0	100.
182 ROUTINE_BTRY_INPUT	0	0	100.
183 ROUTINE_CAT_TU_INPUT	0	0	100.
184 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.
185 ROUTINE_CREATE_TEAMS	0	0	100.
186 ROUTINE_DECISION_INPUT	0	0	100.
187 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.
188 ROUTINE_END_CAS_MISSION	0	0	100.
189 ROUTINE_EQ_TE_INPUT	0	0	100.
190 ROUTINE_ERROR_STOP	0	0	100.
191 ROUTINE_FARRP_CHECK	0	0	100.
192 ROUTINE_FARRP_INPUT	0	0	100.
193 ROUTINE_FASCAM_COMPUTATION	0	0	100.
194 ROUTINE_FBN_FD_INPUT	0	0	100.
195 ROUTINE_FEBA_INITIAL	0	0	100.
196 ROUTINE_FILE_FD_SCHD	0	0	100.
197 ROUTINE_FILE_KAD_SENSOR	0	0	100.
198 ROUTINE_FIND_START_TIME	0	0	100.
199 ROUTINE_FLIGHT_PATH	0	0	100.
200 ROUTINE_FORM_TF_LIST	0	0	100.
201 ROUTINE_FORPOSITION_OUT	0	0	100.
202 ROUTINE_HC_COMPUTE_TIMES	0	0	100.
203 ROUTINE_HC_DISENGAGE	0	0	100.
204 ROUTINE_HC_EMPTY	0	0	100.
205 ROUTINE_HE_LA_INPUT	0	0	100.
206 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.
207 ROUTINE_ILLUM_COMPUTATION	0	0	100.
208 ROUTINE_ILLUM_EFFECTS	0	0	100.
209 ROUTINE_ILLUM_INPUT	0	0	100.
210 ROUTINE_INIT_REINF	0	0	100.
211 ROUTINE_KV_INPUT	0	0	100.
212 ROUTINE_KV_PRINT	0	0	100.
213 ROUTINE_KV_SCOREBOARD	0	0	100.
214 ROUTINE_LINE_CIRCLE	0	0	100.
215 ROUTINE_MADS_INPUT	0	0	100.
216 ROUTINE_MAIN1	0	0	100.
217 ROUTINE_MAIN2	0	0	100.
218 ROUTINE_MAIN3	0	0	100.
219 ROUTINE_MAO_INPUT	0	0	100.
220 ROUTINE_MCFR_INPUT	0	0	100.
221 ROUTINE_MFO_INPUT	0	0	100.
222 ROUTINE_MINE_DELAY	0	0	100.
223 ROUTINE_MINE_EFFECTS	0	0	100.
224 ROUTINE_MINE_INPUT	0	0	100.
225 ROUTINE_MPD8_INPUT	0	0	100.
226 ROUTINE_MUNS_INPUT	0	0	100.
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.
228 ROUTINE_ORD_ATK	0	0	100.
229 ROUTINE_ORD_DEF	0	0	100.
230 ROUTINE_ORD_MOVCOR	0	0	100.

231 ROUTINE_ORD_MOVDIS	0	0	100.
232 ROUTINE_ORD_REINF	0	0	100.
233 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.
234 ROUTINE_P_E_M_INPUT	0	0	100.
235 ROUTINE_PGM_INPUT	0	0	100.
236 ROUTINE_PGM_MSN_ASSGN	0	0	100.
237 ROUTINE_PIR_DETECTION	0	0	100.
238 ROUTINE_PK_INPUT	0	0	100.
239 ROUTINE_PLAT_COUNT	0	0	100.
240 ROUTINE_READ_ORDERS	0	0	100.
241 ROUTINE_REIN_ARRIVE	0	0	100.
242 ROUTINE_REPLACE_HC	0	0	100.
243 ROUTINE_REQUEST_FASCAM	0	0	100.
244 ROUTINE_RPV_DETECTION	0	0	100.
245 ROUTINE_RULE_EN_INPUT	0	0	100.
246 ROUTINE_SEARCH_COVERAGE	0	0	100.
247 ROUTINE_SENSOR_INPUT	0	0	100.
248 ROUTINE_SMOKE_COMPUTATION	0	0	100.
249 ROUTINE_SMOKE_EFFECTS	0	0	100.
250 ROUTINE_SMOKE_INPUT	0	0	100.
251 ROUTINE_SNAP_R	0	0	100.
252 ROUTINE_SNAP2	0	0	100.
253 ROUTINE_ST_INPUT	0	0	100.
254 ROUTINE_SUBM_INPUT	0	0	100.
255 ROUTINE_SYS_INPUT	0	0	100.
256 ROUTINE_TACAIR_DATA_REPORT	0	0	100.
257 ROUTINE_TACAIR_INPUT	0	0	100.
258 ROUTINE_TB_INPUT	0	0	100.
259 ROUTINE_TBF_INPUT	0	0	100.
260 ROUTINE_TR_INPUT	0	0	100.
261 ROUTINE_TT_FACTORS_INPUT	0	0	100.
262 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.
263 ROUTINE_UNIT_INPUT	0	0	100.
264 ROUTINE_VIS_INPUT	0	0	100.

TOTAL INVOCATIONS = 411541

CPU USAGE FOR SIMULATED HOUR 14. = 1026.07 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 15.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	44259	32.732	32.732
2 ROUTINE_FRAC_COMPUTE	16916	12.510	45.242
3 ROUTINE_PK_COMPUTE	9751	7.211	52.453
4 ROUTINE_SIZE_ESTIMATE	7012	5.186	57.639
5 ROUTINE_LOCATE_SECTOR	6090	4.504	62.143
6 ROUTINE_RANGE_COMPUTE	5525	4.086	66.229
7 ROUTINE_PROX_CHECK	5355	3.960	70.189
8 ROUTINE_FINAL_COVERAGE	4106	3.037	73.226
9 ROUTINE_PDB_DETECTION	2606	1.927	75.153
10 EVENT_PDB_ACTIVATION	1984	1.467	76.621
11 FUNCTION_COMBINATIONS	1684	1.186	77.807
12 ROUTINE_DEQ_FEGA_SET	1528	1.130	78.937
13 ROUTINE_ENQ_FEGA_SET	1500	1.109	80.046
14 ROUTINE_NOISE_DEGRADE	1305	.965	81.011
15 FUNCTION_EST_RANGE	1217	.900	81.911
16 ROUTINE_VOLLEY	991	.733	82.644
17 EVENT_CFR_ACTIVATION	990	.732	83.376
18 ROUTINE_OUTPUT_ATTRITION	955	.706	84.083
19 FUNCTION_FEGA_BAND	892	.660	84.742
20 PROCESS_ASSESSMENT	875	.647	85.389
21 FUNCTION_HE_WLA	846	.626	86.015
22 PROCESS_SHOOT_OUT	839	.620	86.636
23 ROUTINE_NORMAL_F	829	.613	87.249
24 EVENT_UPDATE_LOC	749	.554	87.803
25 ROUTINE_FO_DETECTION	688	.509	88.311
26 ROUTINE_EST_COVERAGE	644	.476	88.788
27 ROUTINE_WEIGHTED_VOLLEYS	644	.476	89.264
28 ROUTINE_COMPARE_TRS	634	.469	89.733
29 ROUTINE_JOHNSON_CRITERIA	621	.459	90.192
30 ROUTINE_PROB_INF	621	.459	90.651
31 ROUTINE_PROB_TIME	621	.459	91.111
32 ROUTINE_SEARCH	621	.459	91.570
33 ROUTINE_TARGET_ANALYSIS	569	.421	91.991
34 ROUTINE_GET_TERRAIN	558	.413	92.403
35 ROUTINE_TIME_REQ	523	.387	92.790
36 ROUTINE_CHK_COMP_TR	487	.360	93.150
37 ROUTINE_CHK_FD_TR	487	.360	93.510
38 ROUTINE_HE_OR_ICM_COMPUTATION	486	.359	93.870
39 ROUTINE_MARGINAL_EFFECTS_ADJ	456	.337	94.207
40 ROUTINE_CFR_DETECTION	445	.329	94.536
41 ROUTINE_CONTRAST_TO_FREQ	411	.304	94.840
42 ROUTINE_FA_BN_ASGN	406	.300	95.140
43 FUNCTION_ICM_WLA	354	.262	95.402
44 ROUTINE_BTRY_FM_DEQ	335	.248	95.650
45 ROUTINE_FDC_TR_DEQ	323	.239	95.889
46 ROUTINE_FINISH_COMPUTATION	323	.239	96.128
47 PROCESS_TARGET_REPORT	318	.235	96.363
48 ROUTINE_REM_EFFECTS_COMPUTATION	315	.233	96.596
49 PROCESS_FIRE_MISSION	314	.232	96.828
50 ROUTINE_BTRY_FM_ENQ	314	.232	97.060
51 ROUTINE_FDC_TR_ENQ	301	.223	97.283
52 ROUTINE_FA_BN_MOVEMENT	272	.201	97.484
53 ROUTINE_BTRY_EFFECTS	232	.172	97.656

54 ROUTINE_UNIT_ENVIR	232	172	72	97.827
55 EVENT_CFR_OPERATOR	217	160		97.988
56 ROUTINE_MRT_TO_FREQ	210	155		98.143
57 ROUTINE_TEMPERATURE_ATTENUATION	210	155		98.298
58 ROUTINE_CFR_DEGRADE	199	147		98.445
59 ROUTINE_EST_MIL_WORTH	140	104		98.549
60 EVENT_PDB_OPERATOR	120	089		98.638
61 ROUTINE_TIME_TO_DETECT	117	087		98.724
62 ROUTINE_GAMMA_F	112	083		98.807
63 ROUTINE_FD_EFFECTS_REQ	105	078		98.885
64 ROUTINE_CHECK_FOR_MINES	95	070		98.955
65 EVENT_START_ARTY_MOVEMENT	92	068		99.023
66 EVENT_ARTY_OCCUPATION	91	067		99.090
67 EVENT_STOP_ARTY_MOVEMENT	91	067		99.158
68 ROUTINE_COPY	89	066		99.223
69 FUNCTION_EST_TR_RANGE	87	064		99.288
70 ROUTINE_PROXIMITY_REQ	87	064		99.352
71 ROUTINE_CHECK_ENGAGEMENT	72	053		99.405
72 ROUTINE_BLOCK_LOS	66	049		99.454
73 ROUTINE_CHECK_PROX	59	044		99.498
74 EVENT_CFR_ON	44	033		99.530
75 PROCESS_ARTY_ASSESS	44	033		99.563
76 EVENT_CFR_OFF	43	032		99.595
77 ROUTINE_EXPONENTIAL_F	35	026		99.621
78 EVENT_GET_NX_ORD	33	024		99.645
79 ROUTINE_DECIDE	32	024		99.669
80 EVENT_ACT_DEF	30	022		99.691
81 ROUTINE_END_MOVE	30	022		99.713
82 ROUTINE_WETBULL_F	30	022		99.735
83 PROCESS_HOW_REPAIR	29	021		99.757
84 ROUTINE_DUST_EFFECTS	26	019		99.776
85 ROUTINE_ANGLE_COMPUTE	20	015		99.791
86 EVENT_MOVE	18	013		99.804
87 ROUTINE_CHANGE_LOC	18	013		99.817
88 ROUTINE_LOS_CHECK	18	013		99.831
89 ROUTINE_CAS_EVAL	17	013		99.843
90 ROUTINE_COMBINE_TRS	17	013		99.856
91 ROUTINE_MIN_MOVE	16	012		99.868
92 ROUTINE_REQUEST_SMOKE	16	012		99.879
93 ROUTINE_SEGMENT_ADJUST	15	011		99.891
94 ROUTINE_NEW_SEGMENT	14	010		99.901
95 EVENT_ENGAGEMENT	13	010		99.911
96 ROUTINE_REQUEST_ILUM	13	010		99.920
97 ROUTINE_COMPUTE_D	12	009		99.929
98 ROUTINE_POSITION	10	007		99.936
99 ROUTINE_HEADING	8	006		99.942
100 ROUTINE_CHECK_FORCE	6	004		99.947
101 ROUTINE_COMPUTE_WD	6	004		99.951
102 ROUTINE_LOCATE_SEARCH_AREA	6	004		99.956
103 ROUTINE_REQUEST_DEF_FASCAM	6	004		99.960
104 EVENT_START_MOVE	3	002		99.962
105 PROCESS_WITH_DRAW	3	002		99.965
106 ROUTINE_PRED_POS	3	002		99.967
107 ROUTINE_PREP_WITHDRAW	3	002		99.969
108 ROUTINE_REQUEST_WD_FASCAM	3	002		99.971
109 ROUTINE_TERM_CHECK	3	002		99.973
110 EVENT_ACT_MOVDIS	2	001		99.975
111 EVENT_SCHEDULE_ARTY_MOVEMENT	2	001		99.976
112 ROUTINE_CHECK_DEAD	2	001		99.978

113 ROUTINE_CREATE_FORCE	2	.001	99.979
114 ROUTINE_DEAD_UNIT	2	.001	99.981
115 ROUTINE_RESET_FEGA_SECTOR	2	.001	99.982
116 ROUTINE_SWITCH_FO	2	.001	99.984
117 ROUTINE_UNIT_ASSIGNMENT	2	.001	99.985
118 ROUTINE_UNIT_PRIORITY	2	.001	99.987
119 ROUTINE_WHAT_NEXT	2	.001	99.988
120 EVENT_ACT_ATK	1	+7.E-04	99.989
121 EVENT_ACT_MOVCOR	1	+7.E-04	99.990
122 EVENT_BTL_ENDED	1	+7.E-04	99.990
123 EVENT_START_BATTLE	1	+7.E-04	99.991
124 ROUTINE_ADJUST	1	+7.E-04	99.992
125 ROUTINE_CHECK_LIST	1	+7.E-04	99.993
126 ROUTINE_CHECK_STREN	1	+7.E-04	99.993
127 ROUTINE_EMPTY	1	+7.E-04	99.994
128 ROUTINE_FIN_BATTLE	1	+7.E-04	99.995
129 ROUTINE_GENERAL_BATTLE	1	+7.E-04	99.996
130 ROUTINE_INITIAL_DETECT	1	+7.E-04	99.996
131 ROUTINE_INITIAL_MOVE	1	+7.E-04	99.997
132 ROUTINE_LINE_OF_SIGHT	1	+7.E-04	99.998
133 ROUTINE_ORIENTATION	1	+7.E-04	99.999
134 ROUTINE_PREPARE_LIST	1	+7.E-04	99.999
135 ROUTINE_PROX_POS	1	+7.E-04	100.000
136 **PROGRAM**_MAIN	0	0.	100.000
137 EVENT_ACT_REINF	0	0.	100.000
138 EVENT_AD_ENGAGEMENT	0	0.	100.000
139 EVENT_CHANGE_LITE	0	0.	100.000
140 EVENT_CHANGE_WEATHER	0	0.	100.000
141 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
142 EVENT_END_SIMULATION	0	0.	100.000
143 EVENT_FEGA_SORTIE	0	0.	100.000
144 EVENT_HC_DEPART_BATTLE	0	0.	100.000
145 EVENT_HELLO_ENGAGEMENT	0	0.	100.000
146 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
147 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
148 EVENT_POSITION_REPORT	0	0.	100.000
149 EVENT_SEND_TEAM	0	0.	100.000
150 EVENT_SET_DEBUG	0	0.	100.000
151 FUNCTION_AR_PROB_DETECT	0	0.	100.000
152 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
153 FUNCTION_COLLISION	0	0.	100.000
154 FUNCTION_STAY_TIME	0	0.	100.000
155 PROCESS_AC_ATK_TGT	0	0.	100.000
156 PROCESS_AIR_OBSERVER	0	0.	100.000
157 PROCESS_AIRBORNE_RADAR	0	0.	100.000
158 PROCESS_CAS_MISSION	0	0.	100.000
159 PROCESS_FORWARD_OBSERVER	0	0.	100.000
160 PROCESS_HC_ARRIVE_BATTLE	0	0.	100.000
161 PROCESS_HC_RETURN_FARRP	0	0.	100.000
162 PROCESS_HEL_TARGET_ACQUISITION	0	0.	100.000
163 PROCESS_HELICOPTER_FIRE	0	0.	100.000
164 PROCESS_MINE_ASSESS	0	0.	100.000
165 PROCESS_PHOTO_IR_FLIGHT	0	0.	100.000
166 PROCESS_REMOTE_PILOT_VEHICLE	0	0.	100.000
167 ROUTINE_AC_BOMB_EFFECTS	0	0.	100.000
168 ROUTINE_AC_DF_EFFECTS	0	0.	100.000
169 ROUTINE_AC_MUNS_INPUT	0	0.	100.000
170 ROUTINE_AD_SHOOT	0	0.	100.000
171 ROUTINE_AMMO_RPT	0	0.	100.000

172 ROUTINE_ANALYSIS_OUTPUT	0.	100.000
173 ROUTINE_AD_DETECTION	0.	100.000
174 ROUTINE_AR_DETECTION	0.	100.000
175 ROUTINE_ATTRIT_SENSOR	0.	100.000
176 ROUTINE_BETWEEN_ROUTINE	0.	100.000
177 ROUTINE_BTL_CHECK	0.	100.000
178 ROUTINE_BTRY_INPUT	0.	100.000
179 ROUTINE_CAT_TU_INPUT	0.	100.000
180 ROUTINE_CHECK_CAS_CONSTRAINTS	0.	100.000
181 ROUTINE_CREATE_TEAMS	0.	100.000
182 ROUTINE_DECISION_INPUT	0.	100.000
183 ROUTINE_DESTROY_ORD	0.	100.000
184 ROUTINE_DQ_CMSN_QUEUE	0.	100.000
185 ROUTINE_EMPLOY_HELICOPTERS	0.	100.000
186 ROUTINE_END_CAS_MISSION	0.	100.000
187 ROUTINE_EQ_TE_INPUT	0.	100.000
188 ROUTINE_ERROR_STOP	0.	100.000
189 ROUTINE_FARRP_CHECK	0.	100.000
190 ROUTINE_FARRP_INPUT	0.	100.000
191 ROUTINE_FASCAM_COMPUTATION	0.	100.000
192 ROUTINE_FBN_FD_INPUT	0.	100.000
193 ROUTINE_FEBA_INITIAL	0.	100.000
194 ROUTINE_FILE_FD_SCHD	0.	100.000
195 ROUTINE_FILE_KAD_SENSOR	0.	100.000
196 ROUTINE_FIND_START_TIME	0.	100.000
197 ROUTINE_FLIGHT_PATH	0.	100.000
198 ROUTINE_FORM_TF_LIST	0.	100.000
199 ROUTINE_FORPOSITION_OUT	0.	100.000
200 ROUTINE_HC_COMPUTE_TIMES	0.	100.000
201 ROUTINE_HC_DISENGAGE	0.	100.000
202 ROUTINE_HC_EMPTY	0.	100.000
203 ROUTINE_HE_LA_INPUT	0.	100.000
204 ROUTINE_HEL_RANGE_COMPUTE	0.	100.000
205 ROUTINE_ILLUM_COMPUTATION	0.	100.000
206 ROUTINE_ILLUM_EFFECTS	0.	100.000
207 ROUTINE_ILLUM_INPUT	0.	100.000
208 ROUTINE_INIT_REINF	0.	100.000
209 ROUTINE_INTER_BATTLE	0.	100.000
210 ROUTINE_INTER_HELO	0.	100.000
211 ROUTINE_KV_INPUT	0.	100.000
212 ROUTINE_KV_PRINT	0.	100.000
213 ROUTINE_KV_SCOREBOARD	0.	100.000
214 ROUTINE_LINE_CIRCLE	0.	100.000
215 ROUTINE_MADS_INPUT	0.	100.000
216 ROUTINE_MAIN1	0.	100.000
217 ROUTINE_MAIN2	0.	100.000
218 ROUTINE_MAIN3	0.	100.000
219 ROUTINE_MAO_INPUT	0.	100.000
220 ROUTINE_MCFR_INPUT	0.	100.000
221 ROUTINE_MFO_INPUT	0.	100.000
222 ROUTINE_MINE_DELAY	0.	100.000
223 ROUTINE_MINE_EFFECTS	0.	100.000
224 ROUTINE_MINE_INPUT	0.	100.000
225 ROUTINE_MPD8_INPUT	0.	100.000
226 ROUTINE_MUNS_INPUT	0.	100.000
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0.	100.000
228 ROUTINE_ORD_ATK	0.	100.000
229 ROUTINE_ORD_DEF	0.	100.000
230 ROUTINE_ORD_MOVCOR	0.	100.000

	PAGE	75
231 ROUTINE_ORD.MOVDIS	0	100.000
232 ROUTINE_ORD.REINF	0	100.000
233 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
234 ROUTINE_PLAT.INPUT	0	100.000
235 ROUTINE_PGM.INPUT	0	100.000
236 ROUTINE_PGM.MSN.ASGN	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE.REIN.ARRIVE	0	100.000
242 ROUTINE.REPLACE.HC	0	100.000
243 ROUTINE.REQUEST.FASCAM	0	100.000
244 ROUTINE.RPV.DETECTION	0	100.000
245 ROUTINE.RUL.EN.INPUT	0	100.000
246 ROUTINE.SEARCH.COVERAGE	0	100.000
247 ROUTINE.SENSOR.INPUT	0	100.000
248 ROUTINE.SMOKE.COMPUTATION	0	100.000
249 ROUTINE.SMOKE.EFFECTS	0	100.000
250 ROUTINE.SMOKE.INPUT	0	100.000
251 ROUTINE.SNAP.R	0	100.000
252 ROUTINE.SNAP2	0	100.000
253 ROUTINE.ST.INPUT	0	100.000
254 ROUTINE.SUBM.INPUT	0	100.000
255 ROUTINE.SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE.TB.INPUT	0	100.000
259 ROUTINE.TBF.INPUT	0	100.000
260 ROUTINE.TR.INPUT	0	100.000
261 ROUTINE.TT.FACTORS.INPUT	0	100.000
262 ROUTINE.TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 135217

CPU USAGE FOR SIMULATED HOUR 15. = 455.59 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 16.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	76682	35.945	35.945
2 ROUTINE_PK_COMPUTE	29739	13.940	49.886
3 ROUTINE_RANGE_COMPUTE	19242	9.020	58.906
4 ROUTINE_FRAC_COMPUTE	17424	8.168	67.073
5 ROUTINE_PROX_CHECK	16214	7.600	74.674
6 ROUTINE_SIZE_ESTIMATE	5788	2.713	77.387
7 ROUTINE_LOCATE_SECTOR	4781	2.241	79.628
8 ROUTINE_FINAL_COVERAGE	3999	1.875	81.503
9 PROCESS_ASSESSMENT	2641	1.238	82.741
10 ROUTINE_TIME_TO_DETECT	2620	1.228	83.969
11 ROUTINE_PDB_DETECTION	2039	956	84.925
12 EVENT_PDB_ACTIVATION	1667	781	85.706
13 FUNCTION_COMBINATIONS	1550	727	86.433
14 FUNCTION_EST_RANGE	1154	541	86.974
15 PROCESS_SHOOT_OUT	1089	510	87.484
16 ROUTINE_DEQ_FEBASSET	1080	506	87.990
17 ROUTINE_ENO_FEBASSET	1079	506	88.496
18 ROUTINE_NOISE_DEGRADE	1022	479	88.975
19 ROUTINE_OUTPUT_ATTRITION	968	454	89.429
20 FUNCTION_HE_WLA	865	405	89.834
21 ROUTINE_NORMAL_F	860	403	90.238
22 ROUTINE_JOHNSON_CRITERIA	851	399	90.637
23 ROUTINE_PROB_INF	851	399	91.035
24 ROUTINE_PROB_TIME	851	399	91.434
25 ROUTINE_SEARCH	851	399	91.833
26 EVENT_CFR_ACTIVATION	836	392	92.225
27 ROUTINE_VOLLEY	832	390	92.615
28 FUNCTION_FEBASSET_BAND	819	384	92.999
29 ROUTINE_FO_DETECTION	750	352	93.351
30 ROUTINE_EST_COVERAGE	676	317	93.668
31 ROUTINE_WEIGHTED_VOLLEYS	676	317	93.984
32 ROUTINE_COMPARE_TRS	579	271	94.256
33 ROUTINE_CONTRAST_TO_FREQ	560	263	94.518
34 ROUTINE_TIME_REQ	525	246	94.764
35 ROUTINE_TARGET_ANALYSIS	490	230	94.994
36 ROUTINE_BLOCK_LOS	483	226	95.221
37 ROUTINE_CHECK_ENGAGEMENT	475	223	95.443
38 ROUTINE_GET_TERRAIN	455	213	95.656
39 ROUTINE_HE_OR_ICM_COMPUTATION	447	210	95.866
40 ROUTINE_MARGINAL_EFFECTS_ADJ	447	210	96.076
41 ROUTINE_CHK_COMP_TR	392	184	96.259
42 ROUTINE_CHK_FD_TR	391	183	96.443
43 ROUTINE_FA_BN_ASSIGN	372	174	96.617
44 FUNCTION_ICM_WLA	343	161	96.778
45 ROUTINE_CFR_DETECTION	323	151	96.929
46 ROUTINE_MRT_TO_FREQ	291	136	97.066
47 ROUTINE_TEMPERATURE_ATTENUATION	291	136	97.202
48 ROUTINE_FDC_TR_DEQ	268	126	97.328
49 ROUTINE_FINISH_COMPUTATION	268	126	97.453
50 PROCESS_FIRE_MISSION	267	125	97.578
51 ROUTINE_BTRY_FM_ENO	267	125	97.704
52 PROCESS_TARGET_REPORT	264	124	97.827
53 ROUTINE_REM_EFFECTS_COMPUTATION	264	124	97.951

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54 ROUTINE_BIRG_FM.DLO	120	98 072
55 ROUTINE_FDC_TR_END	116	98 188
56 ROUTINE_WEIBULL_F	111	98 298
57 ROUTINE_FA_BN.MOVEMENT	105	98 403
58 ROUTINE_BTRY_EFFECTS	094	98 497
59 ROUTINE_UNIT_ENVIR	093	98 590
60 ROUTINE_CFR_DEGRADE	073	98 663
61 EVE_T_CFR_OPERATOR	071	98 734
62 ROUTINE_MIN_MOVE	063	98 797
63 ROUTINE_CHANGE_LOC	061	98 858
64 ROUTINE_LOS_CHECK	061	98 920
65 ROUTINE_SEGMENT_ADJUST	060	98 980
66 ROUTINE_GAS_EVAL	059	99 039
67 EVENT_MOVE	058	99 097
68 ROUTINE_COMPUTE.D	058	99 154
69 EVENT_UPDATE.LOC	052	99 206
70 ROUTINE_ANGLE_COMPUTE	052	99 257
71 EVENT_PDB_OPERATOR	049	99 307
72 ROUTINE_GAMMA_F	049	99 355
73 ROUTINE_NEW_SEGMENT	049	99 404
74 ROUTINE_EST_MIL_WORTH	047	99 451
75 ROUTINE_FD_EFFECTS.REQ	044	99 495
76 ROUTINE_DUST_EFFECTS	040	99 535
77 ROUTINE_POSITION	040	99 575
78 FUNCTION_EST_TR_RANGE	038	99 613
79 ROUTINE_PROXIMITY.REQ	038	99 650
80 ROUTINE_COPY	031	99 682
81 PROCESS_ARTY_ASSESS	027	99 708
82 ROUTINE_CHECK_FOR_MINES	027	99 735
83 EVENT_ARTY_OCCUPATION	025	99 760
84 EVENT_START_ARTY_MOVEMENT	024	99 784
85 EVENT_STOP_ARTY_MOVEMENT	024	99 808
86 ROUTINE_CHECK_PROX	023	99 831
87 EVENT_CFR_OFF	022	99 853
88 EVENT_CFR_ON	022	99 874
89 ROUTINE_EXPONENTIAL_F	012	99 886
90 PROCESS_HOW_REPAIR	011	99 897
91 ROUTINE_DECIDE	011	99 908
92 ROUTINE_REQUEST_SMOKE	008	99 916
93 EVENT_ENGAGEMENT	007	99 923
94 ROUTINE_COMBINE_TRS	007	99 929
95 ROUTINE_REQUEST_ILUM	007	99 936
96 ROUTINE_HEADING	006	99 942
97 ROUTINE_CHECK_FORCE	005	99 947
98 ROUTINE_REQUEST_DEF_FASCAM	005	99 951
99 ROUTINE_COMPUTE.WD	004	99 955
100 EVENT_GET_NX_ORD	003	99 958
101 EVENT_START_MOVE	003	99 961
102 EVENT_ACT_MOVCOR	002	99 962
103 ROUTINE_CHECK_DEAD	002	99 964
104 ROUTINE_CREATE_FORCE	002	99 966
105 ROUTINE_END_MOVE	002	99 968
106 ROUTINE_PGM.MSN.ASGN	002	99 970
107 ROUTINE_SWITCH.FO	002	99 972
108 ROUTINE_UNIT_ASSIGNMENT	002	99 974
109 PROCESS_WITH_DRAW	001	99 975
110 ROUTINE_LOCATE_SEARCH_AREA	001	99 977
111 ROUTINE_PREP_WITHDRAW	001	99 978
112 ROUTINE_REQUEST_WD_FASCAM	001	99 979

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113 ROUTINE_TERM CHECK	3	99 981
114 EVENT_ACT_MOVDIS	2	99 982
115 EVENT_SCHEDULE ARTY MOVEMENT	2	99 983
116 EVENT_START_BATTLE	2	99 984
117 ROUTINE_ADJUST	2	99 985
118 ROUTINE_CHECK_STREN	2	99 985
119 ROUTINE_DEAD_UNIT	2	99 986
120 ROUTINE_EMPTY	2	99 987
121 ROUTINE_GENERAL_BATTLE	2	99 988
122 ROUTINE_INITIAL_DETECT	2	99 989
123 ROUTINE_INITIAL_MOVE	2	99 990
124 ROUTINE_LINE_OF_SIGHT	2	99 991
125 ROUTINE_ORIENTAION	2	99 992
126 ROUTINE_PRED_POS	2	99 993
127 ROUTINE_UNIT_PRIORITY	2	99 994
128 EVENT_ACT_ATK	1	99 994
129 EVENT_ACT_DEF	1	99 995
130 EVENT_BTL_ENDED	1	99 995
131 EVENT_CHANGE_WEATHER	1	99 996
132 ROUTINE_CHECK_LIST	1	99 996
133 ROUTINE_DESTROY_ORD	1	99 997
134 ROUTINE_DQ_CMSN_QUEUE	1	99 997
135 ROUTINE_FIN_BATTLE	1	99 998
136 ROUTINE_INTER_BATTLE	1	99 998
137 ROUTINE_INTER_HELO	1	99 999
138 ROUTINE_PREPARE_LIST	1	99 999
139 ROUTINE_PROX_POS	1	100 000
140 ROUTINE_WHAT_NEXT	1	100 000
141 **PROGRAM** MAIN	0	100 000
142 EVENT_ACT_REINF	0	100 000
143 EVENT_AD_ENGAGEMENT	0	100 000
144 EVENT_CHANGE_LITE	0	100 000
145 EVENT_DQ_OLD_SORTIE_QUEUE	0	100 000
146 EVENT_END_SIMULATION	0	100 000
147 EVENT_FEBA_SORTIE	0	100 000
148 EVENT_HC_DEPART_BATTLE	0	100 000
149 EVENT_HELO_ENGAGEMENT	0	100 000
150 EVENT_INIT_PREPLAN_CAS	0	100 000
151 EVENT_OFF_LINE_ATTRITION	0	100 000
152 EVENT_POSITION_REPORT	0	100 000
153 EVENT_SEND_TEAM	0	100 000
154 EVENT_SET_DEBUG	0	100 000
155 FUNCTION_AR_PROB_DETECT	0	100 000
156 FUNCTION_BTRY_AVAILABLE	0	100 000
157 FUNCTION_COLLISION	0	100 000
158 FUNCTION_STAY_TIME	0	100 000
159 PROCESS_AC_ATK_TGT	0	100 000
160 PROCESS_AIR_OBSERVER	0	100 000
161 PROCESS_AIRBORNE_RADAR	0	100 000
162 PROCESS_CAS_MISSION	0	100 000
163 PROCESS_FORWARD_OBSERVER	0	100 000
164 PROCESS_HC_ARRIVE_BATTLE	0	100 000
165 PROCESS_HC_RETURN_FARRP	0	100 000
166 PROCESS_HEL_TARGET_ACQUISITION	0	100 000
167 PROCESS_HELICOPTER_FIRE	0	100 000
168 PROCESS_MINE_ASSESS	0	100 000
169 PROCESS_PHOTO_IR_FLIGHT	0	100 000
170 PROCESS_REMOTE_PILOT_VEHICLE	0	100 000
171 ROUTINE_AC_BOMB_EFFECTS	0	100 000

172 ROUTINE_AC_DF_EFFECTS	0	0	0	100 000
173 ROUTINE_AC_MUNS_INPUT	0	0	0	100 000
174 ROUTINE_AD_SHOOT	0	0	0	100 000
175 ROUTINE_AMMO_RPT	0	0	0	100 000
176 ROUTINE_ANALYSIS_OUTPUT	0	0	0	100 000
177 ROUTINE_AO_DETECTION	0	0	0	100 000
178 ROUTINE_AR_DETECTION	0	0	0	100 000
179 ROUTINE_ATTRIT_SENSOR	0	0	0	100 000
180 ROUTINE_BETWEEN_ROUTINE	0	0	0	100 000
181 ROUTINE_BTL_CHECK	0	0	0	100 000
182 ROUTINE_BTRY_INPUT	0	0	0	100 000
183 ROUTINE_CAT_TU_INPUT	0	0	0	100 000
184 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100 000
185 ROUTINE_CREATE_TEAMS	0	0	0	100 000
186 ROUTINE_DECISION_INPUT	0	0	0	100 000
187 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100 000
188 ROUTINE_END_CAS_MISSION	0	0	0	100 000
189 ROUTINE_EQ_TE_INPUT	0	0	0	100 000
190 ROUTINE_ERROR_STOP	0	0	0	100 000
191 ROUTINE_FARRP_CHECK	0	0	0	100 000
192 ROUTINE_FARRP_INPUT	0	0	0	100 000
193 ROUTINE_FASCAM_COMPUTATION	0	0	0	100 000
194 ROUTINE_FBN_FD_INPUT	0	0	0	100 000
195 ROUTINE_FEBA_INITIAL	0	0	0	100 000
196 ROUTINE_FILE_FD_SCHD	0	0	0	100 000
197 ROUTINE_FILE_KAD_SENSOR	0	0	0	100 000
198 ROUTINE_FIND_START_TIME	0	0	0	100 000
199 ROUTINE_FLIGHT_PATH	0	0	0	100 000
200 ROUTINE_FORM_TF_LIST	0	0	0	100 000
201 ROUTINE_FORPOSITION_OUT	0	0	0	100 000
202 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100 000
203 ROUTINE_HC_DISENGAGE	0	0	0	100 000
204 ROUTINE_HC_EMPTY	0	0	0	100 000
205 ROUTINE_HE_LA_INPUT	0	0	0	100 000
206 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100 000
207 ROUTINE_ILLUM_COMPUTATION	0	0	0	100 000
208 ROUTINE_ILLUM_EFFECTS	0	0	0	100 000
209 ROUTINE_ILLUM_INPUT	0	0	0	100 000
210 ROUTINE_INIT_REINF	0	0	0	100 000
211 ROUTINE_KV_INPUT	0	0	0	100 000
212 ROUTINE_KV_PRINT	0	0	0	100 000
213 ROUTINE_KV_SCOREBOARD	0	0	0	100 000
214 ROUTINE_LINE_CIRCLE	0	0	0	100 000
215 ROUTINE_MADS_INPUT	0	0	0	100 000
216 ROUTINE_MAIN1	0	0	0	100 000
217 ROUTINE_MAIN2	0	0	0	100 000
218 ROUTINE_MAIN3	0	0	0	100 000
219 ROUTINE_MAO_INPUT	0	0	0	100 000
220 ROUTINE_MCFR_INPUT	0	0	0	100 000
221 ROUTINE_MFO_INPUT	0	0	0	100 000
222 ROUTINE_MINE_DELAY	0	0	0	100 000
223 ROUTINE_MINE_EFFECTS	0	0	0	100 000
224 ROUTINE_MINE_INPUT	0	0	0	100 000
225 ROUTINE_MPOB_INPUT	0	0	0	100 000
226 ROUTINE_MUNS_INPUT	0	0	0	100 000
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100 000
228 ROUTINE_ORD_ATK	0	0	0	100 000
229 ROUTINE_ORD_DEF	0	0	0	100 000
230 ROUTINE_ORD_MOVECOR	0	0	0	100 000

231	ROUTINE_ORD.MOVDIS	0	0	100.000
232	ROUTINE_ORD.REINF	0	0	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
234	ROUTINE_P.E.M.INPUT	0	0	100.000
235	ROUTINE_PGM.INPUT	0	0	100.000
236	ROUTINE_PIR.DETECTION	0	0	100.000
237	ROUTINE_PK.INPUT	0	0	100.000
238	ROUTINE_PLAT.COUNT	0	0	100.000
239	ROUTINE_READ.ORDERS	0	0	100.000
240	ROUTINE_REIN.ARRIVE	0	0	100.000
241	ROUTINE_REPLACE.HC	0	0	100.000
242	ROUTINE_REQUEST.FASCAM	0	0	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0	100.000
244	ROUTINE_RPV.DETECTION	0	0	100.000
245	ROUTINE_RUL.EN.INPUT	0	0	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0	100.000
247	ROUTINE_SENSOR.INPUT	0	0	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0	100.000
250	ROUTINE_SMOKE.INPUT	0	0	100.000
251	ROUTINE_SNAP.R	0	0	100.000
252	ROUTINE_SNAP2	0	0	100.000
253	ROUTINE_ST.INPUT	0	0	100.000
254	ROUTINE_SUBM.INPUT	0	0	100.000
255	ROUTINE_SYS.INPUT	0	0	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
257	ROUTINE_TACAIR.INPUT	0	0	100.000
258	ROUTINE_TB.INPUT	0	0	100.000
259	ROUTINE_TBF.INPUT	0	0	100.000
260	ROUTINE_TR.INPUT	0	0	100.000
261	ROUTINE_IT.FACTORS.INPUT	0	0	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
263	ROUTINE_UNIT.INPUT	0	0	100.000
264	ROUTINE_VIS.INPUT	0	0	100.000

TOTAL INVOCATIONS = 213329

CPU USAGE FOR SIMULATED HOUR 16. = 598.46 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 17

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	33647	40.561	40.561
2 ROUTINE_FRAC_COMPUTE	13056	15.739	56.299
3 ROUTINE_SIZE_ESTIMATE	5204	6.273	62.572
4 ROUTINE_FINAL_COVERAGE	3634	4.381	66.953
5 ROUTINE_LOCATE_SECTOR	3173	3.825	70.778
6 ROUTINE_PDB_DETECTION	1830	2.206	72.984
7 EVENT_PDB_ACTIVATION	1497	1.805	74.789
8 FUNCTION_COMBINATIONS	1074	1.295	76.083
9 ROUTINE_NOISE_DEGRADE	912	1.099	77.183
10 ROUTINE_OUTPUT_ATTRITION	875	1.055	78.238
11 FUNCTION_EST_RANGE	814	.981	79.219
12 ROUTINE_VOI_DETECTION	773	.932	80.151
13 ROUTINE_VOLLEY	751	.905	81.056
14 EVENT_CFR_ACTIVATION	746	.899	81.955
15 PROCESS_SHOOT_OUT	740	.892	82.847
16 ROUTINE_NORMAL_F	712	.858	83.706
17 FUNCTION_FEBA_BAND	664	.800	84.506
18 FUNCTION_HE_WLA	623	.751	85.257
19 ROUTINE_EST_COVERAGE	530	.639	85.896
20 ROUTINE_WEIGHTED_VOLLEYS	530	.639	86.535
21 ROUTINE_GET_TERRAIN	426	.514	87.048
22 ROUTINE_ENQ_FEBA_SET	403	.486	87.534
23 ROUTINE_ENQ_FEBA_SET	402	.485	88.019
24 ROUTINE_TARGET_ANALYSIS	368	.444	88.462
25 ROUTINE_HE_OR_ICM_COMPUTATION	339	.409	88.871
26 ROUTINE_JOHNSON_CRITERIA	339	.409	89.280
27 ROUTINE_MARGINAL_EFFECTS_ADJ	339	.409	89.688
28 ROUTINE_PROB_INF	339	.409	90.097
29 ROUTINE_PROB_TIME	339	.409	90.506
30 ROUTINE_SEARCH	339	.409	90.914
31 ROUTINE_FA_BN_ASSIGN	325	.392	91.306
32 ROUTINE_COMPARE_TRS	318	.383	91.689
33 ROUTINE_BLOCK_LOS	307	.370	92.080
34 ROUTINE_TIME_REQ	302	.364	92.424
35 FUNCTION_ICM_WLA	298	.359	92.783
36 ROUTINE_CHK_COMP_TR	286	.345	93.128
37 ROUTINE_CHK_FD_TR	286	.345	93.472
38 ROUTINE_FA_BN_MOVEMENT	280	.338	93.810
39 ROUTINE_CFR_DETECTION	270	.325	94.135
40 ROUTINE_RANGE_COMPUTE	267	.322	94.457
41 ROUTINE_BTRY_FM_DEQ	258	.311	94.768
42 PROCESS_FIRE_MISSION	252	.304	95.072
43 ROUTINE_BTRY_FM_ENQ	252	.304	95.376
44 ROUTINE_REM_EFFECTS_COMPUTATION	250	.301	95.677
45 ROUTINE_TIME_TO_DETECT	229	.276	95.953
46 ROUTINE_FDC_TR_DEQ	222	.268	96.221
47 ROUTINE_FINISH_COMPUTATION	222	.268	96.488
48 PROCESS_TARGET_REPORT	205	.247	96.736
49 ROUTINE_FDC_TR_ENQ	185	.223	96.959
50 ROUTINE_BTRY_EFFECTS	178	.215	97.173
51 ROUTINE_UNIT_ENVIR	178	.215	97.388
52 ROUTINE_CONTRAST_TO_FREQ	171	.206	97.594
53 ROUTINE_MRT_TO_FREQ	168	.203	97.796

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54 ROUTINE_TEMPERATURE_ATTENUATION	168	
55 ROUTINE_GAMMA_F	132	
56 EVENT_PDB_OPERATOR	91	
57 EVENT_CFR_OPERATOR	83	
58 EVENT_UPDATE_LOC	83	
59 ROUTINE_FD_EFFECTS_REQ	83	
60 ROUTINE_DUST_EFFECTS	72	
61 ROUTINE_CHECK_FOR_MINES	71	
62 EVENT_START_ARTY_MOVEMENT	64	
63 ROUTINE_CHECK_ENGAGEMENT	64	
64 ROUTINE_COPY	62	
65 ROUTINE_EST_MIL_WORTH	60	
66 EVENT_STOP_ARTY_MOVEMENT	58	
67 EVENT_ARTY_OCCUPATION	57	
68 ROUTINE_CFR_DEGRADE	56	
69 PROCESS_ARTY_ASSESS	49	
70 EVENT_CFR_ON	48	
71 EVENT_CFR_OFF	47	
72 ROUTINE_DECIDE	47	
73 FUNCTION_EST_TR_RANGE	43	
74 ROUTINE_PROXIMITY_REQ	43	
75 ROUTINE_CHECK_PROX	31	
76 ROUTINE_CHECK_FORCE	24	
77 ROUTINE_EXPONENTIAL_F	23	
78 ROUTINE_WEIBULL_F	23	
79 PROCESS_HOW_REPAIR	22	
80 EVENT_MOVE	16	
81 ROUTINE_CHANGE_LOC	16	
82 ROUTINE_COMPUTE_WD	16	
83 ROUTINE_LOS_CHECK	16	
84 ROUTINE_MIN_MOVE	16	
85 ROUTINE_COMBINE_TRS	13	
86 EVENT_GET_NX_ORD	12	
87 ROUTINE_NEW_SEGMENT	12	
88 ROUTINE_POSITION	11	
89 ROUTINE_SEGMENT_ADJUST	11	
90 ROUTINE_HEADING	9	
91 ROUTINE_LOCATE_SEARCH_AREA	9	
92 EVENT_ACT_DEF	7	
93 EVENT_START_MOVE	7	
94 PROCESS_WITH_DRAW	5	
95 ROUTINE_PREP_WITHDRAW	5	
96 ROUTINE_REQUEST_SMOKE	5	
97 ROUTINE_REQUEST_WD_FASCAM	5	
98 ROUTINE_TERM_CHECK	5	
99 EVENT_ACT_MOVCOR	4	
100 ROUTINE_END_MOVE	4	
101 EVENT_ACT_MOVDIS	3	
102 ROUTINE_CHECK_STREN	3	
103 ROUTINE_PROX_POS	3	
104 EVENT_SCHEDULE_ARTY_MOVEMENT	2	
105 ROUTINE_CHECK_DEAD	2	
106 ROUTINE_WHAT_NEXT	2	
107 EVENT_BTL_ENDED	1	
108 ROUTINE_DEAD_UNIT	1	
109 ROUTINE_EMPTY	1	
110 ROUTINE_FIN_BATTLE	1	
111 ROUTINE_SWITCH_FO	1	
112 ''PROGRAM''_MAIN	0	

	PAGE	83
113 EVENT_ACT_ATK	0	100.000
114 EVENT_ACT_REINF	0	100.000
115 EVENT_AD_ENGAGEMENT	0	100.000
116 EVENT_CHANGE_LITE	0	100.000
117 EVENT_CHANGE_WEATHER	0	100.000
118 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
119 EVENT_END_SIMULATION	0	100.000
120 EVENT_ENGAGEMENT	0	100.000
121 EVENT_FEBA_SORTIE	0	100.000
122 EVENT_HC_DEPART_BATTLE	0	100.000
123 EVENT_HELO_ENGAGEMENT	0	100.000
124 EVENT_INIT_PREPLAN_CAS	0	100.000
125 EVENT_OFF_LINE_ATTRITION	0	100.000
126 EVENT_POSITION_REPORT	0	100.000
127 EVENT_SEND_TEAM	0	100.000
128 EVENT_SET_DEBUG	0	100.000
129 EVENT_START_BATTLE	0	100.000
130 FUNCTION_AR_PROB_DETECT	0	100.000
131 FUNCTION_BTRY_AVAILABLE	0	100.000
132 FUNCTION_COLLISION	0	100.000
133 FUNCTION_STAY_TIME	0	100.000
134 PROCESS_AC_ATK_TGT	0	100.000
135 PROCESS_AIR_OBSERVER	0	100.000
136 PROCESS_AIRBORNE_RADAR	0	100.000
137 PROCESS_ASSESSMENT	0	100.000
138 PROCESS_CAS_MISSION	0	100.000
139 PROCESS_FORWARD_OBSERVER	0	100.000
140 PROCESS_HC_ARRIVE_BATTLE	0	100.000
141 PROCESS_HC_RETURN_FARRP	0	100.000
142 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
143 PROCESS_HELICOPTER_FIRE	0	100.000
144 PROCESS_MINE_ASSESS	0	100.000
145 PROCESS_PHOTO_IR_FLIGHT	0	100.000
146 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
147 ROUTINE_AC_BOMB_EFFECTS	0	100.000
148 ROUTINE_AC_DF_EFFECTS	0	100.000
149 ROUTINE_AC_MUNS_INPUT	0	100.000
150 ROUTINE_AD_SHOOT	0	100.000
151 ROUTINE_ADJUST	0	100.000
152 ROUTINE_AMMO_RPT	0	100.000
153 ROUTINE_ANALYSIS_OUTPUT	0	100.000
154 ROUTINE_ANGLE_COMPUTE	0	100.000
155 ROUTINE_AO_DETECTION	0	100.000
156 ROUTINE_AR_DETECTION	0	100.000
157 ROUTINE_ATTRIT_SENSOR	0	100.000
158 ROUTINE_BETWEEN_ROUTINE	0	100.000
159 ROUTINE_BTL_CHECK	0	100.000
160 ROUTINE_BTRY_INPUT	0	100.000
161 ROUTINE_CAS_EVAL	0	100.000
162 ROUTINE_CAT_TU_INPUT	0	100.000
163 ROUTINE_CHECK_CAS_CONSTRAINTS	0	100.000
164 ROUTINE_CHECK_LIST	0	100.000
165 ROUTINE_COMPUTE_D	0	100.000
166 ROUTINE_CREATE_FORCE	0	100.000
167 ROUTINE_CREATE_TEAMS	0	100.000
168 ROUTINE_DECISION_INPUT	0	100.000
169 ROUTINE_DESTROY_ORD	0	100.000
170 ROUTINE_DQ_CMSN_QUEUE	0	100.000
171 ROUTINE_EMPLOY_HELICOPTERS	0	100.000

172 ROUTINE_END_CAS_MISSION	0	0	100.000
173 ROUTINE_EQ_TE_INPUT	0	0	100.000
174 ROUTINE_ERROR_STOP	0	0	100.000
175 ROUTINE_FARRP_CHECK	0	0	100.000
176 ROUTINE_FARRP_INPUT	0	0	100.000
177 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
178 ROUTINE_FBN_FD_INPUT	0	0	100.000
179 ROUTINE_FEBA_INITIAL	0	0	100.000
180 ROUTINE_FILE_FD_SCHD	0	0	100.000
181 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
182 ROUTINE_FIND_START_TIME	0	0	100.000
183 ROUTINE_FLIGHT_PATH	0	0	100.000
184 ROUTINE_FORM_TF_LIST	0	0	100.000
185 ROUTINE_FORPOSITION_OUT	0	0	100.000
186 ROUTINE_GENERAL_BATTLE	0	0	100.000
187 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
188 ROUTINE_HC_DISENGAGE	0	0	100.000
189 ROUTINE_HC_EMPTY	0	0	100.000
190 ROUTINE_HE_LA_INPUT	0	0	100.000
191 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
192 ROUTINE_ILUM_COMPUTATION	0	0	100.000
193 ROUTINE_ILUM_EFFECTS	0	0	100.000
194 ROUTINE_ILUM_INPUT	0	0	100.000
195 ROUTINE_INIT_REINF	0	0	100.000
196 ROUTINE_INITIAL_DETECT	0	0	100.000
197 ROUTINE_INITIAL_MOVE	0	0	100.000
198 ROUTINE_INTER_BATTLE	0	0	100.000
199 ROUTINE_INTER_HELO	0	0	100.000
200 ROUTINE_KV_INPUT	0	0	100.000
201 ROUTINE_KV_PRINT	0	0	100.000
202 ROUTINE_KV_SCOREBOARD	0	0	100.000
203 ROUTINE_LINE_CIRCLE	0	0	100.000
204 ROUTINE_LINE_OF_SIGHT	0	0	100.000
205 ROUTINE_MADS_INPUT	0	0	100.000
206 ROUTINE_MAIN1	0	0	100.000
207 ROUTINE_MAIN2	0	0	100.000
208 ROUTINE_MAIN3	0	0	100.000
209 ROUTINE_MAO_INPUT	0	0	100.000
210 ROUTINE_MCFR_INPUT	0	0	100.000
211 ROUTINE_MFO_INPUT	0	0	100.000
212 ROUTINE_MINE_DELAY	0	0	100.000
213 ROUTINE_MINE_EFFECTS	0	0	100.000
214 ROUTINE_MINE_INPUT	0	0	100.000
215 ROUTINE_MPD8_INPUT	0	0	100.000
216 ROUTINE_MUNS_INPUT	0	0	100.000
217 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.000
218 ROUTINE_ORD_ATK	0	0	100.000
219 ROUTINE_ORD_DEF	0	0	100.000
220 ROUTINE_ORD_MOVCOR	0	0	100.000
221 ROUTINE_ORD_MOVDIS	0	0	100.000
222 ROUTINE_ORD_REINF	0	0	100.000
223 ROUTINE_ORIENTATION	0	0	100.000
224 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
225 ROUTINE_P_E_M_INPUT	0	0	100.000
226 ROUTINE_PGM_INPUT	0	0	100.000
227 ROUTINE_PGM_MSN_ASGN	0	0	100.000
228 ROUTINE_PIR_DETECTION	0	0	100.000
229 ROUTINE_PK_COMPUTE	0	0	100.000
230 ROUTINE_PK_INPUT	0	0	100.000

	PAGE	85
231 ROUTINE_PLAT COUNT	0	100.000
232 ROUTINE_PRED_FOS	0	100.000
233 ROUTINE_PREPARE_LIST	0	100.000
234 ROUTINE_PROX CHECK	0	100.000
235 ROUTINE_READ ORDERS	0	100.000
236 ROUTINE_REIN_ARRIVE	0	100.000
237 ROUTINE_REPLACE_HC	0	100.000
238 ROUTINE_REQUEST_DEF_FASCAM	0	100.000
239 ROUTINE_REQUEST_FASCAM	0	100.000
240 ROUTINE_REQUEST_ILUM	0	100.000
241 ROUTINE_RESET_FEGA_SECTOR	0	100.000
242 ROUTINE_RPV DETECTION	0	100.000
243 ROUTINE_RUL_EN_INPUT	0	100.000
244 ROUTINE_SEARCH_COVERAGE	0	100.000
245 ROUTINE_SENSOR_INPUT	0	100.000
246 ROUTINE_SMOKE_COMPUTATION	0	100.000
247 ROUTINE_SMOKE_EFFECTS	0	100.000
248 ROUTINE_SMOKE_INPUT	0	100.000
249 ROUTINE_SNAP_R	0	100.000
250 ROUTINE_SNAP2	0	100.000
251 ROUTINE_ST_INPUT	0	100.000
252 ROUTINE_SUBM_INPUT	0	100.000
253 ROUTINE_SYS_INPUT	0	100.000
254 ROUTINE_TACAIR_DATA_REPORT	0	100.000
255 ROUTINE_TACAIR_INPUT	0	100.000
256 ROUTINE_TB_INPUT	0	100.000
257 ROUTINE_TBF_INPUT	0	100.000
258 ROUTINE_TR_INPUT	0	100.000
259 ROUTINE_TT_FACTORS_INPUT	0	100.000
260 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
261 ROUTINE_UNIT_ASSIGNMENT	0	100.000
262 ROUTINE_UNIT_INPUT	0	100.000
263 ROUTINE_UNIT_PRIORITY	0	100.000
264 ROUTINE_VIS_INPUT	0	100.000

TOTAL INVOCATIONS = 82955

CPU USAGE FOR SIMULATED HOUR 17. = 391.89 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 18
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	14561	27.813	27.813
2 ROUTINE_FRAC_COMPUTE	12616	24.098	51.911
3 ROUTINE_SIZE_ESTIMATE	3328	6.357	58.268
4 ROUTINE_FINAL_COVERAGE	3266	6.238	64.506
5 ROUTINE_LOCATE_SECTOR	2908	5.555	70.061
6 ROUTINE_PDB_DETECTION	1399	2.672	72.733
7 EVENT_PDB_ACTIVATION	1232	2.353	75.086
8 ROUTINE_OUTPUT_ATTRITION	886	1.692	76.779
9 FUNCTION_COMBINATIONS	750	1.433	78.211
10 ROUTINE_NOISE_DEGRADE	701	1.339	79.550
11 ROUTINE_FO_DETECTION	633	1.209	80.759
12 EVENT_CFR_ACTIVATION	617	1.179	81.938
13 ROUTINE_VOLLEY	615	1.175	83.113
14 FUNCTION_EST_RANGE	496	.947	84.060
15 FUNCTION_HE_WLA	473	.903	84.964
16 FUNCTION_FEBA_BAND	468	.894	85.858
17 ROUTINE_FA_BN_MOVEMENT	401	.766	86.623
18 ROUTINE_EST_COVERAGE	400	.764	87.388
19 ROUTINE_WEIGHTED_VOLLEYS	400	.764	88.152
20 ROUTINE_NORMAL_F	388	.741	88.893
21 ROUTINE_GET_TERRAIN	353	.674	89.567
22 ROUTINE_HE_OR_ICM_COMPUTATION	246	.470	90.037
23 ROUTINE_MARGINAL_EFFECTS_ADJ	245	.468	90.505
24 PROCESS_SHOOT_OUT	233	.445	90.950
25 ROUTINE_BTRY_FM_DEQ	232	.443	91.393
26 ROUTINE_FA_BN_ASSIGN	222	.424	91.817
27 ROUTINE_TARGET_ANALYSIS	219	.418	92.235
28 FUNCTION_ICM_WLA	215	.411	92.646
29 ROUTINE_CFR_DETECTION	215	.411	93.057
30 ROUTINE_DEQ_FEBA_SET	202	.386	93.443
31 ROUTINE_ENQ_FEBA_SET	201	.384	93.827
32 PROCESS_FIRE_MISSION	194	.371	94.197
33 ROUTINE_BTRY_FM_ENQ	194	.371	94.568
34 ROUTINE_REM_EFFECTS_COMPUTATION	194	.371	94.938
35 ROUTINE_CHK_COMP_TR	177	.338	95.276
36 ROUTINE_CHK_FD_TR	176	.336	95.612
37 ROUTINE_COMPARE_TRS	156	.298	95.910
38 ROUTINE_BTRY_EFFECTS	152	.290	96.201
39 ROUTINE_UNIT_ENVIR	152	.290	96.491
40 ROUTINE_TIME_REQ	136	.260	96.751
41 ROUTINE_FDC_TR_DEQ	131	.250	97.001
42 ROUTINE_FINISH_COMPUTATION	131	.250	97.251
43 PROCESS_TARGET_REPORT	119	.227	97.479
44 ROUTINE_RANGE_COMPUTE	119	.227	97.706
45 ROUTINE_FDC_TR_ENQ	114	.218	97.924
46 ROUTINE_TIME_TO_DETECT	106	.202	98.126
47 ROUTINE_GAMMA_F	92	.176	98.302
48 EVENT_PDB_OPERATOR	68	.130	98.432
49 EVENT_ARTY_OCCUPATION	54	.103	98.535
50 EVENT_STOP_ARTY_MOVEMENT	54	.103	98.638
51 EVENT_START_ARTY_MOVEMENT	49	.094	98.732
52 ROUTINE_CHECK_FOR_MINES	49	.094	98.825
53 EVENT_CFR_OPERATOR	48	.092	98.917

54	EVENT_CFR_ON	45	088	PAGE	87
55	EVENT_CFR_OFF	44	084	99	005
56	ROUTINE_FD_EFFECTS_REQ	44	084	99	089
57	EVENT_UPDATE_LOC	43	082	99	171
58	ROUTINE_EST_MIL_WORTH	41	076	99	249
59	ROUTINE_COPY	40	076	99	326
60	ROUTINE_CFR_DEGRADE	39	074	99	400
61	ROUTINE_CHECK_PROX	36	069	99	469
62	ROUTINE_EXPONENTIAL_F	30	057	99	526
63	FUNCTION_EST_TR_RANGE	21	040	99	566
64	ROUTINE_PROXIMITY_REQ	16	031	99	597
65	PROCESS_ARTY_ASSESS	15	029	99	656
66	ROUTINE_CHECK_ENGAGEMENT	15	029	99	685
67	ROUTINE_JOHNSON_CRITERIA	14	027	99	712
68	ROUTINE_PROB_INF	14	027	99	738
69	ROUTINE_PROB_TIME	14	027	99	765
70	ROUTINE_SEARCH	14	027	99	792
71	PROCESS_HOW_REPAIR	13	025	99	817
72	ROUTINE_DECIDE	13	025	99	841
73	ROUTINE_CONTRAST_TO_FREQ	11	021	99	862
74	ROUTINE_WEIBULL_F	6	011	99	874
75	EVENT_MOVE	5	010	99	883
76	ROUTINE_CHANGE_LOC	5	010	99	893
77	ROUTINE_COMPUTE_WD	5	010	99	903
78	ROUTINE_LOS_CHECK	5	010	99	912
79	ROUTINE_MIN_MOVE	5	010	99	922
80	ROUTINE_CHECK_FORCE	4	008	99	929
81	ROUTINE_COMBINE_TRS	4	008	99	937
82	ROUTINE_NEW_SEGMENT	4	008	99	945
83	ROUTINE_POSITION	4	008	99	952
84	ROUTINE_SEGMENT_ADJUST	4	008	99	960
85	ROUTINE_MRT_TO_FREQ	3	006	99	966
86	ROUTINE_TEMPERATURE_ATTENUATION	3	006	99	971
87	EVENT_SCHEDULE_ARTY_MOVEMENT	2	004	99	975
88	ROUTINE_DO_CMSN_QUEUE	2	004	99	979
89	EVENT_ACT_DEF	1	002	99	981
90	EVENT_CHANGE_LITE	1	002	99	983
91	EVENT_CHANGE_WEATHER	1	002	99	985
92	EVENT_GET_NX_ORD	1	002	99	987
93	PROCESS_WITH_DRAW	1	002	99	989
94	ROUTINE_END_MOVE	1	002	99	990
95	ROUTINE_HEADING	1	002	99	992
96	ROUTINE_PREP_WITHDRAW	1	002	99	994
97	ROUTINE_REQUEST_SMOKE	1	002	99	996
98	ROUTINE_REQUEST_WD_FASCAM	1	002	99	998
99	ROUTINE_TERM_CHECK	1	002	100	000
100	PROGRAM_MAIN	0	0	100	000
101	EVENT_ACT_ATK	0	0	100	000
102	EVENT_ACT_MOVCOR	0	0	100	000
103	EVENT_ACT_MOVDIS	0	0	100	000
104	EVENT_ACT_REINF	0	0	100	000
105	EVENT_AD_ENGAGEMENT	0	0	100	000
106	EVENT_BTL_ENDED	0	0	100	000
107	EVENT_DQ_OLD_SORTIE_QUEUE	0	0	100	000
108	EVENT_FND_SIMULATION	0	0	100	000
109	EVENT_ENGAGEMENT	0	0	100	000
110	EVENT_FEGA_SORTIE	0	0	100	000
111	EVENT_HC_DEPART_BATTLE	0	0	100	000
112	EVENT_HELO_ENGAGEMENT	0	0	100	000

113 EVENT_INIT_PREPLAN_CAS	0	0	100.000
114 EVENT_OFF_LINE_ATTRITION	0	0	100.000
115 EVENT_POSITION_REPORT	0	0	100.000
116 EVENT_SEND_TEAM	0	0	100.000
117 EVENT_SET_DEBUG	0	0	100.000
118 EVENT_START_BATTLE	0	0	100.000
119 EVENT_START_MOVE	0	0	100.000
120 FUNCTION_AR_PROB_DETECT	0	0	100.000
121 FUNCTION_BTRY_AVAILABLE	0	0	100.000
122 FUNCTION_COLLISION	0	0	100.000
123 FUNCTION_STAY_TIME	0	0	100.000
124 PROCESS_AC_ATK_TGT	0	0	100.000
125 PROCESS_AIR_OBSERVER	0	0	100.000
126 PROCESS_AIRBORNE_RADAR	0	0	100.000
127 PROCESS_ASSESSMENT	0	0	100.000
128 PROCESS_CAS_MISSION	0	0	100.000
129 PROCESS_FORWARD_OBSERVER	0	0	100.000
130 PROCESS_HC_ARRIVE_BATTLE	0	0	100.000
131 PROCESS_HC_RETURN_FARRP	0	0	100.000
132 PROCESS_HEL_TARGET_ACQUISITION	0	0	100.000
133 PROCESS_HELICOPTER_FIRE	0	0	100.000
134 PROCESS_MINE_ASSESS	0	0	100.000
135 PROCESS_PHOTO_IR_FLIGHT	0	0	100.000
136 PROCESS_REMOTE_PILOT_VEHICLE	0	0	100.000
137 ROUTINE_AC_BOMB_EFFECTS	0	0	100.000
138 ROUTINE_AC_DF_EFFECTS	0	0	100.000
139 ROUTINE_AC_MUNS_INPUT	0	0	100.000
140 ROUTINE_AD_SHOOT	0	0	100.000
141 ROUTINE_ADJUST	0	0	100.000
142 ROUTINE_AMMO_RPT	0	0	100.000
143 ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
144 ROUTINE_ANGLE_COMPUTE	0	0	100.000
145 ROUTINE_AO_DETECTION	0	0	100.000
146 ROUTINE_AR_DETECTION	0	0	100.000
147 ROUTINE_ATTRIT_SENSOR	0	0	100.000
148 ROUTINE_BETWEEN_ROUTINE	0	0	100.000
149 ROUTINE_BLOCK_LOS	0	0	100.000
150 ROUTINE_BTL_CHECK	0	0	100.000
151 ROUTINE_BTRY_INPUT	0	0	100.000
152 ROUTINE_CAS_EVAL	0	0	100.000
153 ROUTINE_CAT_TU_INPUT	0	0	100.000
154 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
155 ROUTINE_CHECK_DEAD	0	0	100.000
156 ROUTINE_CHECK_LIST	0	0	100.000
157 ROUTINE_CHECK_STREN	0	0	100.000
158 ROUTINE_COMPUTE_D	0	0	100.000
159 ROUTINE_CREATE_FORCE	0	0	100.000
160 ROUTINE_CREATE_TEAMS	0	0	100.000
161 ROUTINE_DEAD_UNIT	0	0	100.000
162 ROUTINE_DECISION_INPUT	0	0	100.000
163 ROUTINE_DESTROY_ORD	0	0	100.000
164 ROUTINE_DUST_EFFECTS	0	0	100.000
165 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
166 ROUTINE_EMPTY	0	0	100.000
167 ROUTINE_END_CAS_MISSION	0	0	100.000
168 ROUTINE_EQ_TE_INPUT	0	0	100.000
169 ROUTINE_ERROR_STOP	0	0	100.000
170 ROUTINE_FARRP_CHECK	0	0	100.000
171 ROUTINE_FARRP_INPUT	0	0	100.000

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172 ROUTINE_FASCAM COMPUTATION	0	100.000
173 ROUTINE_FBN.FD.INPUT	0	100.000
174 ROUTINE_FEBA INITIAL	0	100.000
175 ROUTINE_FILE.FD.SCHD	0	100.000
176 ROUTINE_FILE.KAD.SENSOR	0	100.000
177 ROUTINE_FIN.BATTLE	0	100.000
178 ROUTINE_FIND.START.TIME	0	100.000
179 ROUTINE_FLIGHT.PATH	0	100.000
180 ROUTINE_FORM.TF.LIST	0	100.000
181 ROUTINE_FORPOSITION.OUT	0	100.000
182 ROUTINE_GENERAL.BATTLE	0	100.000
183 ROUTINE_HC.COMPUTE.TIMES	0	100.000
184 ROUTINE_HC.DISENGAGE	0	100.000
185 ROUTINE_HC.EMPTY	0	100.000
186 ROUTINE_HE.LA.INPUT	0	100.000
187 ROUTINE_HEL.RANGE.COMPUTE	0	100.000
188 ROUTINE_ILLUM.COMPUTATION	0	100.000
189 ROUTINE_ILLUM.EFFECTS	0	100.000
190 ROUTINE_ILLUM.INPUT	0	100.000
191 ROUTINE_INIT.REINF	0	100.000
192 ROUTINE_INITIAL.DETECT	0	100.000
193 ROUTINE_INITIAL.MOVE	0	100.000
194 ROUTINE_INTER.BATTLE	0	100.000
195 ROUTINE_INTER.HELO	0	100.000
196 ROUTINE_KV.INPUT	0	100.000
197 ROUTINE_KV.PRINT	0	100.000
198 ROUTINE_KV.SCOREBOARD	0	100.000
199 ROUTINE_LINE.CIRCLE	0	100.000
200 ROUTINE_LINE.OF.SIGHT	0	100.000
201 ROUTINE_LOCATE.SEARCH.AREA	0	100.000
202 ROUTINE_MADS.INPUT	0	100.000
203 ROUTINE_MAIN1	0	100.000
204 ROUTINE_MAIN2	0	100.000
205 ROUTINE_MAIN3	0	100.000
206 ROUTINE_MAO.INPUT	0	100.000
207 ROUTINE_MCFR.INPUT	0	100.000
208 ROUTINE_MFO.INPUT	0	100.000
209 ROUTINE_MINE.DELAY	0	100.000
210 ROUTINE_MINE.EFFECTS	0	100.000
211 ROUTINE_MINE.INPUT	0	100.000
212 ROUTINE_MPOB.INPUT	0	100.000
213 ROUTINE_MUNS.INPUT	0	100.000
214 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	100.000
215 ROUTINE_ORD.ATK	0	100.000
216 ROUTINE_ORD.DEF	0	100.000
217 ROUTINE_ORD.MOVCOR	0	100.000
218 ROUTINE_ORD.MOVDIS	0	100.000
219 ROUTINE_ORD.REINF	0	100.000
220 ROUTINE_ORIENTATION	0	100.000
221 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
222 ROUTINE_P.E.M.INPUT	0	100.000
223 ROUTINE_PGM.INPUT	0	100.000
224 ROUTINE_PGM.MSN.ASGN	0	100.000
225 ROUTINE_PIR.DETECTION	0	100.000
226 ROUTINE_PK.COMPUTE	0	100.000
227 ROUTINE_PK.INPUT	0	100.000
228 ROUTINE_PLAT.COUNT	0	100.000
229 ROUTINE_PRED.POS	0	100.000
230 ROUTINE_PREPARE.LIST	0	100.000

231 ROUTINE_PROX_CHECK	0	0	100.000
232 ROUTINE_PROX_POS	0	0	100.000
233 ROUTINE_READ_ORDERS	0	0	100.000
234 ROUTINE_REIN_ARRIVE	0	0	100.000
235 ROUTINE_REPLACE_HC	0	0	100.000
236 ROUTINE_REQUEST_DEF_FASCAM	0	0	100.000
237 ROUTINE_REQUEST_FASCAM	0	0	100.000
238 ROUTINE_REQUEST_ILUM	0	0	100.000
239 ROUTINE_RESET_FEBA_SECTOR	0	0	100.000
240 ROUTINE_RPV_DETECTION	0	0	100.000
241 ROUTINE_RUL_EN_INPUT	0	0	100.000
242 ROUTINE_SEARCH_COVERAGE	0	0	100.000
243 ROUTINE_SENSOR_INPUT	0	0	100.000
244 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
245 ROUTINE_SMOKE_EFFECTS	0	0	100.000
246 ROUTINE_SMOKE_INPUT	0	0	100.000
247 ROUTINE_SNAP_R	0	0	100.000
248 ROUTINE_SNAP2	0	0	100.000
249 ROUTINE_ST_INPUT	0	0	100.000
250 ROUTINE_SUBM_INPUT	0	0	100.000
251 ROUTINE_SWITCH_FO	0	0	100.000
252 ROUTINE_SYS_INPUT	0	0	100.000
253 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
254 ROUTINE_TACAIR_INPUT	0	0	100.000
255 ROUTINE_TB_INPUT	0	0	100.000
256 ROUTINE_TBF_INPUT	0	0	100.000
257 ROUTINE_TR_INPUT	0	0	100.000
258 ROUTINE_IT_FACTORS_INPUT	0	0	100.000
259 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
260 ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
261 ROUTINE_UNIT_INPUT	0	0	100.000
262 ROUTINE_UNIT_PRIORITY	0	0	100.000
263 ROUTINE_VIS_INPUT	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	100.000

CPU USAGE FOR SIMULATED HOUR 18 = 313.35 SECONDS

TOTAL INVOCATIONS = 52353

AD-A148 350

COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE
GENERATOR) ANALYSIS AND... (U) SCIENCE APPLICATIONS INC
LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84

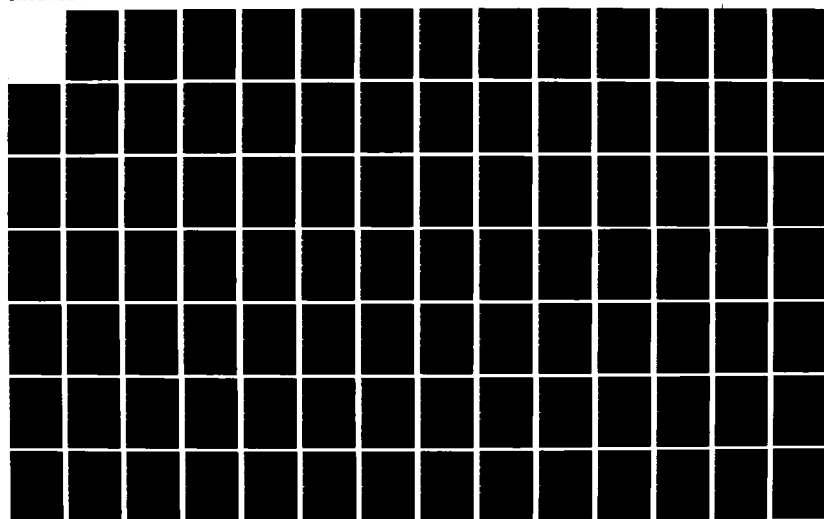
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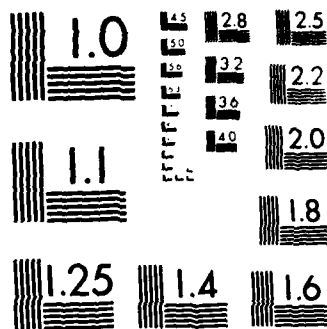
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MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 19.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	6843	23.387	23.387
2 ROUTINE_FRAC_COMPUTE	6572	22.461	45.848
3 ROUTINE_SIZE_ESTIMATE	2972	10.157	56.005
4 ROUTINE_FINAL_COVERAGE	1654	5.653	61.658
5 ROUTINE_LOCATE_SECTOR	1444	4.935	66.593
6 ROUTINE_PDB_DETECTION	765	2.614	69.207
7 FUNCTION_COMBINATIONS	738	2.522	71.729
8 EVENT_PDB_ACTIVATION	663	2.266	73.995
9 ROUTINE_FO_DETECTION	633	2.163	76.159
10 ROUTINE_OUTPUT_ATTRITION	403	1.377	77.536
11 ROUTINE_NOISE_DEGRADE	384	1.312	78.848
12 EVENT_CFR_ACTIVATION	332	1.135	79.983
13 ROUTINE_VOLLEY	330	1.128	81.111
14 FUNCTION_EST_RANGE	324	1.107	82.218
15 FUNCTION_FEBA_BAND	304	1.039	83.257
16 FUNCTION_HE_WLA	286	.977	84.234
17 ROUTINE_EST_COVERAGE	259	.885	85.120
18 ROUTINE_WEIGHTED_VOLLEYS	259	.885	86.005
19 ROUTINE_NORMAL_F	225	.769	86.774
20 ROUTINE_GET_TERRAIN	210	.718	87.491
21 PROCESS_SHOOT_OUT	198	.677	88.168
22 ROUTINE_DEQ_FEBA_SET	175	.598	88.766
23 ROUTINE_ENQ_FEBA_SET	175	.598	89.364
24 ROUTINE_FA_BN_MOVEMENT	175	.598	89.962
25 ROUTINE_FA_BN_ASSIGN	156	.533	90.496
26 ROUTINE_TARGET_ANALYSIS	156	.533	91.029
27 ROUTINE_HE_OR_ICM_COMPUTATION	148	.506	91.535
28 ROUTINE_MARGINAL_EFFECTS_ADJ	148	.506	92.040
29 FUNCTION_ICM_WLA	140	.478	92.519
30 ROUTINE_BTRY_FM_DEQ	127	.434	92.953
31 PROCESS_FIRE_MISSION	113	.386	93.339
32 ROUTINE_BTRY_FM_ENQ	113	.386	93.725
33 ROUTINE_CHK_COMP_TR	113	.386	94.111
34 ROUTINE_CHK_FD_TR	113	.386	94.498
35 ROUTINE_REM_EFFECTS_COMPUTATION	112	.383	94.880
36 ROUTINE_COMPARE_TRS	109	.369	95.249
37 ROUTINE_TIME_REQ	103	.352	95.602
38 ROUTINE_CFR_DETECTION	95	.325	95.926
39 ROUTINE_FDC_TR_DEQ	92	.314	96.241
40 ROUTINE_FINISH_COMPUTATION	92	.314	96.555
41 ROUTINE_GAMMA_F	88	.301	96.856
42 PROCESS_TARGET_REPORT	83	.284	97.139
43 ROUTINE_FDC_TR_ENQ	83	.284	97.423
44 ROUTINE_BTRY_EFFECTS	80	.273	97.697
45 ROUTINE_UNIT_ENVIR	80	.273	97.970
46 EVENT_PDB_OPERATOR	52	.178	98.148
47 EVENT_ARTY_OCCUPATION	50	.171	98.319
48 EVENT_START_ARTY_MOVEMENT	50	.171	98.489
49 EVENT_STOP_ARTY_MOVEMENT	50	.171	98.660
50 ROUTINE_CHECK_FOR_MINES	50	.171	98.831
51 EVENT_CFR_OFF	45	.154	98.985
52 EVENT_CFR_ON	44	.150	99.135
53 ROUTINE_COPY	30	.103	99.238

	PAGE	92
54 ROUTINE_EST.MIL.WORTH	.099	99.337
55 ROUTINE_FD.EFFECTS.REQ	.099	99.436
56 EVENT_UPDATE.LOC	.092	99.528
57 ROUTINE_CHECK.PROX	.092	99.621
58 ROUTINE_EXPONENTIAL.F	.068	99.689
59 ROUTINE_DECIDE	.062	99.751
60 PROCESS_ARTY.ASSESS	.055	99.805
61 ROUTINE_CFR.DEGRADE	.044	99.850
62 FUNCTION_EST.TR.RANGE	.034	99.884
63 PROCESS_HOW.REPAIR	.034	99.918
64 ROUTINE_PROXIMITY.REQ	.034	99.952
65 EVENT_CFR.OPERATOR	.027	99.979
66 EVENT_SCHEDULE.ARTY.MOVEMENT	.007	99.986
67 EVENT_ACT.DEF	.003	99.990
68 EVENT_GET.NX.ORD	.003	99.993
69 ROUTINE_CHECK.FORCE	.003	99.997
70 ROUTINE_END.MOVE	.003	100.000
71 **PROGRAM**_MAIN	.003	100.000
72 EVENT_ACT.ATK	0	100.000
73 EVENT_ACT.MOVCOR	0	100.000
74 EVENT_ACT.MOVDIS	0	100.000
75 EVENT_ACT.REINF	0	100.000
76 EVENT_AD.ENGAGEMENT	0	100.000
77 EVENT_BTL.ENDED	0	100.000
78 EVENT_CHANGE.LITE	0	100.000
79 EVENT_CHANGE.WEATHER	0	100.000
80 EVENT_DQ.OLD.SORTIE.QUEUE	0	100.000
81 EVENT_END.SIMULATION	0	100.000
82 EVENT_ENGAGEMENT	0	100.000
83 EVENT_FEBA.SORTIE	0	100.000
84 EVENT_HC.DEPART.BATTLE	0	100.000
85 EVENT_HELLO.ENGAGEMENT	0	100.000
86 EVENT_INIT.PREPLAN.CAS	0	100.000
87 EVENT_MOVE	0	100.000
88 EVENT_OFF.LINE.ATTRITION	0	100.000
89 EVENT_POSITION.REPORT	0	100.000
90 EVENT_SEND.TEAM	0	100.000
91 EVENT_SET.DEBUG	0	100.000
92 EVENT_START.BATTLE	0	100.000
93 EVENT_START.MOVE	0	100.000
94 FUNCTION_AR.PROB.DETECT	0	100.000
95 FUNCTION_BTRY.AVAILABLE	0	100.000
96 FUNCTION_COLLISION	0	100.000
97 FUNCTION_STAY.TIME	0	100.000
98 PROCESS_AC.ATK.TGT	0	100.000
99 PROCESS_AIR.OBSERVER	0	100.000
100 PROCESS_AIRBORNE.RADAR	0	100.000
101 PROCESS_ASSESSMENT	0	100.000
102 PROCESS_CAS.MISSION	0	100.000
103 PROCESS_FORWARD.OBSERVER	0	100.000
104 PROCESS_HC.ARRIVE.BATTLE	0	100.000
105 PROCESS_HC.RETURN.FARRP	0	100.000
106 PROCESS_HEL.TARGET.ACQUISITION	0	100.000
107 PROCESS_HELICOPTER.FIRE	0	100.000
108 PROCESS_MINE.ASSESS	0	100.000
109 PROCESS_PHOTO.IR.FLIGHT	0	100.000
110 PROCESS_REMOTE.PILOT.VEHICLE	0	100.000
111 PROCESS_WITH.DRAW	0	100.000
112 ROUTINE_AC.BOMB.EFFECTS	0	100.000

113 ROUTINE AC DF EFFECTS	0	0	0	100.000
114 ROUTINE AC MUNS. INPUT	0	0	0	100.000
115 ROUTINE AD SHOOT	0	0	0	100.000
116 ROUTINE ADJUST	0	0	0	100.000
117 ROUTINE AMMO RPT	0	0	0	100.000
118 ROUTINE ANALYSIS OUTPUT	0	0	0	100.000
119 ROUTINE ANGLE COMPUTE	0	0	0	100.000
120 ROUTINE AO DETECTION	0	0	0	100.000
121 ROUTINE AR DETECTION	0	0	0	100.000
122 ROUTINE ATTRIT. SENSOR	0	0	0	100.000
123 ROUTINE BETWEEN ROUTINE	0	0	0	100.000
124 ROUTINE BLOCK LOS	0	0	0	100.000
125 ROUTINE BTL CHECK	0	0	0	100.000
126 ROUTINE BTRY INPUT	0	0	0	100.000
127 ROUTINE CAS EVAL	0	0	0	100.000
128 ROUTINE CAT TU INPUT	0	0	0	100.000
129 ROUTINE CHANGE LOC	0	0	0	100.000
130 ROUTINE CHECK CAS CONSTRAINTS	0	0	0	100.000
131 ROUTINE CHECK DEAD	0	0	0	100.000
132 ROUTINE CHECK ENGAGEMENT	0	0	0	100.000
133 ROUTINE CHECK LIST	0	0	0	100.000
134 ROUTINE CHECK STREN	0	0	0	100.000
135 ROUTINE COMBINE TRS	0	0	0	100.000
136 ROUTINE COMPUTE D	0	0	0	100.000
137 ROUTINE COMPUTE WD	0	0	0	100.000
138 ROUTINE CONTRAST TO.FREQ	0	0	0	100.000
139 ROUTINE CREATE FORCE	0	0	0	100.000
140 ROUTINE CREATE TEAMS	0	0	0	100.000
141 ROUTINE DEAD UNIT	0	0	0	100.000
142 ROUTINE DECISION INPUT	0	0	0	100.000
143 ROUTINE DESTROY ORD	0	0	0	100.000
144 ROUTINE DQ CMSN QUEUE	0	0	0	100.000
145 ROUTINE DUST EFFECTS	0	0	0	100.000
146 ROUTINE EMPLOY HELICOPTERS	0	0	0	100.000
147 ROUTINE EMPTY	0	0	0	100.000
148 ROUTINE END CAS MISSION	0	0	0	100.000
149 ROUTINE EQ TE INPUT	0	0	0	100.000
150 ROUTINE ERROR STOP	0	0	0	100.000
151 ROUTINE FARRP CHECK	0	0	0	100.000
152 ROUTINE FARRP INPUT	0	0	0	100.000
153 ROUTINE FASCAM COMPUTATION	0	0	0	100.000
154 ROUTINE FBN FD INPUT	0	0	0	100.000
155 ROUTINE FEBA INITIAL	0	0	0	100.000
156 ROUTINE FILE FD SCHED	0	0	0	100.000
157 ROUTINE FILE KAD SENSOR	0	0	0	100.000
158 ROUTINE FIN BATTLE	0	0	0	100.000
159 ROUTINE FIND START TIME	0	0	0	100.000
160 ROUTINE FLIGHT PATH	0	0	0	100.000
161 ROUTINE FORM TF LIST	0	0	0	100.000
162 ROUTINE FORPOSITION OUT	0	0	0	100.000
163 ROUTINE GENERAL BATTLE	0	0	0	100.000
164 ROUTINE HC COMPUTE TIMES	0	0	0	100.000
165 ROUTINE HC DTSENGAGE	0	0	0	100.000
166 ROUTINE HC EMPTY	0	0	0	100.000
167 ROUTINE HE LA INPUT	0	0	0	100.000
168 ROUTINE HEADING	0	0	0	100.000
169 ROUTINE HEL RANGE COMPUTE	0	0	0	100.000
170 ROUTINE ILLUM COMPUTATION	0	0	0	100.000
171 ROUTINE ILLUM EFFECTS	0	0	0	100.000

172 ROUTINE_ILLLUM.INPUT	0	0	100.000
173 ROUTINE_INIT.REINF	0	0	100.000
174 ROUTINE_INITIAL.DETECT	0	0	100.000
175 ROUTINE_INITIAL.MOVE	0	0	100.000
176 ROUTINE_INTER.BATTLE	0	0	100.000
177 ROUTINE_INTER.HELO	0	0	100.000
178 ROUTINE_JOHNSON.CRITERIA	0	0	100.000
179 ROUTINE_KV.INPUT	0	0	100.000
180 ROUTINE_KV.PRINT	0	0	100.000
181 ROUTINE_KV.SCOREBOARD	0	0	100.000
182 ROUTINE_LINE.CIRCLE	0	0	100.000
183 ROUTINE_LINE.OF.SIGHT	0	0	100.000
184 ROUTINE_LOCATE.SEARCH.AREA	0	0	100.000
185 ROUTINE_LOS.CHECK	0	0	100.000
186 ROUTINE_MADS.INPUT	0	0	100.000
187 ROUTINE_MAIN1	0	0	100.000
188 ROUTINE_MAIN2	0	0	100.000
189 ROUTINE_MAIN3	0	0	100.000
190 ROUTINE_MAO.INPUT	0	0	100.000
191 ROUTINE_MCFR.INPUT	0	0	100.000
192 ROUTINE_MFO.INPUT	0	0	100.000
193 ROUTINE_MIN.MOVE	0	0	100.000
194 ROUTINE_MINE.DELAY	0	0	100.000
195 ROUTINE_MINE.EFFECTS	0	0	100.000
196 ROUTINE_MINE.INPUT	0	0	100.000
197 ROUTINE_MPOB.INPUT	0	0	100.000
198 ROUTINE_MRT.TO.FREQ	0	0	100.000
199 ROUTINE_MUNS.INPUT	0	0	100.000
200 ROUTINE_NEW.SEGMENT	0	0	100.000
201 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
202 ROUTINE_ORD.ATK	0	0	100.000
203 ROUTINE_ORD.DEF	0	0	100.000
204 ROUTINE_ORD.MOVCOR	0	0	100.000
205 ROUTINE_ORD.MOVDIS	0	0	100.000
206 ROUTINE_ORD.REINF	0	0	100.000
207 ROUTINE_ORIENTATION	0	0	100.000
208 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
209 ROUTINE_P.E.M.INPUT	0	0	100.000
210 ROUTINE_PGM.INPUT	0	0	100.000
211 ROUTINE_PGM.MSN.ASGN	0	0	100.000
212 ROUTINE_PIR.DETECTION	0	0	100.000
213 ROUTINE_PK.COMPUTE	0	0	100.000
214 ROUTINE_PK.INPUT	0	0	100.000
215 ROUTINE_PLAT.COUNT	0	0	100.000
216 ROUTINE_POSITION	0	0	100.000
217 ROUTINE_PRED.POS	0	0	100.000
218 ROUTINE_PREP.WITHDRAW	0	0	100.000
219 ROUTINE_PREPARE.LIST	0	0	100.000
220 ROUTINE_PROB.INF	0	0	100.000
221 ROUTINE_PROB.TIME	0	0	100.000
222 ROUTINE_PROX.CHECK	0	0	100.000
223 ROUTINE_PROX.POS	0	0	100.000
224 ROUTINE_RANGE.COMPUTE	0	0	100.000
225 ROUTINE_READ.ORDERS	0	0	100.000
226 ROUTINE_REIN.ARRIVE	0	0	100.000
227 ROUTINE_REPLACE.HC	0	0	100.000
228 ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
229 ROUTINE_REQUEST.FASCAM	0	0	100.000
230 ROUTINE_REQUEST.ILLUM	0	0	100.000

231	ROUTINE_REQUEST_SMOKE	0	0	100.000
232	ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
233	ROUTINE_RESET_FEGA_SECTOR	0	0	100.000
234	ROUTINE_RPV_DETECTION	0	0	100.000
235	ROUTINE_RULE_EN_INPUT	0	0	100.000
236	ROUTINE_SEARCH	0	0	100.000
237	ROUTINE_SEARCH_COVERAGE	0	0	100.000
238	ROUTINE_SEGMENT_ADJUST	0	0	100.000
239	ROUTINE_SENSOR_INPUT	0	0	100.000
240	ROUTINE_SMOKE_COMPUTATION	0	0	100.000
241	ROUTINE_SMOKE_EFFECTS	0	0	100.000
242	ROUTINE_SMOKE_INPUT	0	0	100.000
243	ROUTINE_SNAP_R	0	0	100.000
244	ROUTINE_SNAP2	0	0	100.000
245	ROUTINE_ST_INPUT	0	0	100.000
246	ROUTINE_SUBM_INPUT	0	0	100.000
247	ROUTINE_SWITCH_FO	0	0	100.000
248	ROUTINE_SYS_INPUT	0	0	100.000
249	ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
250	ROUTINE_TACAIR_INPUT	0	0	100.000
251	ROUTINE_TB_INPUT	0	0	100.000
252	ROUTINE_TBF_INPUT	0	0	100.000
253	ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.000
254	ROUTINE_TERM_CHECK	0	0	100.000
255	ROUTINE_TIME_TO_DETECT	0	0	100.000
256	ROUTINE_TR_INPUT	0	0	100.000
257	ROUTINE_TT_FACTORS_INPUT	0	0	100.000
258	ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
259	ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
260	ROUTINE_UNIT_INPUT	0	0	100.000
261	ROUTINE_UNIT_PRIORITY	0	0	100.000
262	ROUTINE_VIS_INPUT	0	0	100.000
263	ROUTINE_WEIBULL_F	0	0	100.000
264	ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 29260

CPU USAGE FOR SIMULATED HOUR 19. = 147.43 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 20

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	9600	24.897	24.897
2 FUNCTION_ACT.RANGE	9491	24.614	49.511
3 ROUTINE_SIZE.ESTIMATE	3202	8.304	57.815
4 ROUTINE_FINAL_COVERAGE	2377	6.165	63.900
5 ROUTINE_LOCATE_SECTOR	1513	3.924	67.904
6 ROUTINE_PDB_DETECTION	1040	2.637	70.601
7 EVENT_PDB_ACTIVATION	958	2.485	73.085
8 FUNCTION_COMBINATIONS	736	1.909	74.994
9 ROUTINE_FO_DETECTION	656	1.701	76.695
10 ROUTINE_OUTPUT_ATTRITION	614	1.592	78.288
11 ROUTINE_NOISE_DEGRADE	518	1.343	79.631
12 ROUTINE_VOLLEY	481	1.247	80.879
13 EVENT_CFR_ACTIVATION	479	1.242	82.121
14 FUNCTION_HE.WLA	453	1.175	83.296
15 FUNCTION_EST.RANGE	439	1.139	84.434
16 FUNCTION_FEB.A.BAND	424	1.100	85.534
17 ROUTINE_EST_COVERAGE	400	1.037	86.571
18 ROUTINE_WEIGHTED_VOLLEYS	400	1.037	87.609
19 ROUTINE_NORMAL_F	292	.757	88.366
20 PROCESS_SHOOT_OUT	291	.755	89.121
21 ROUTINE_GET_TERRAIN	259	.672	89.792
22 ROUTINE_HE_OR_ICM.COMPUTATION	227	.589	90.381
23 ROUTINE_MARGINAL_EFFECTS.ADJ	227	.589	90.970
24 FUNCTION_ICM.WLA	209	.542	91.512
25 ROUTINE_FA.BN.ASGN	197	.511	92.023
26 ROUTINE_TARGET_ANALYSIS	175	.454	92.476
27 ROUTINE_FA.BN.MOVEMENT	171	.443	92.920
28 ROUTINE_REM_EFFECTS.COMPUTATION	170	.441	93.361
29 PROCESS_FIRE_MISSION	168	.436	93.797
30 ROUTINE_BTRY_FM_DEQ	168	.436	94.232
31 ROUTINE_CFR_DETECTION	156	.405	94.637
32 ROUTINE_CHK_COMP_TR	155	.402	95.039
33 ROUTINE_CHK_FD_TR	137	.355	95.394
34 ROUTINE_COMPARE_TRS	137	.355	95.749
35 ROUTINE_TIME_REQ	126	.327	96.076
36 ROUTINE_BTRY_EFFECTS	126	.327	96.403
37 ROUTINE_UNIT_ENVIR	114	.296	96.699
38 PROCESS_TARGET_REPORT	98	.254	96.994
39 ROUTINE_FDC_TR_DEQ	98	.254	97.248
40 ROUTINE_FDC_TR_DEQ	97	.252	97.503
41 ROUTINE_FINISH.COMPUTATION	97	.252	97.754
42 ROUTINE_GAMMA_F	96	.249	98.006
43 EVENT_PDB_OPERATOR	74	.192	98.255
44 ROUTINE_DEQ_FEB.A.SET	60	.156	98.447
45 ROUTINE_ENQ_FEB.A.SET	60	.156	98.602
46 EVENT_CFR_OFF	48	.124	98.758
47 EVENT_CFR_ON	48	.124	98.882
48 ROUTINE_COPY	40	.104	99.007
49 ROUTINE_EST_MIL.WORTH	38	.099	99.110
50 ROUTINE_FD_EFFECTS.REQ	38	.099	99.209
51 EVENT_ARTY_OCCUPATION	35	.091	99.308
52 EVENT_STOP_ARTY.MOVEMENT	35	.091	99.398
53			99.489

	PAGE	97
54 EVENT_START_ARTY.MOVEMENT	31	.080
55 ROUTINE_CHECK.FOR.MINES	31	.080
56 ROUTINE_EXPONENTIAL.F	20	.052
57 PROCESS_HOW.REPAIR	19	.049
58 ROUTINE_DECIDE	17	.044
59 PROCESS_ARTY.ASSESS	15	.039
60 FUNCTION_EST.TR.RANGE	14	.036
61 ROUTINE_PROXIMITY.REQ	14	.036
62 ROUTINE_CHECK.FORCE	8	.021
63 ROUTINE_CFR.DEGRADE	7	.018
64 EVENT_UPDATE.LOC	5	.013
65 ROUTINE_CHECK.PROX	5	.013
66 EVENT_CFR.OPERATOR	4	.010
67 EVENT_SCHEDULE_ARTY.MOVEMENT	2	.005
68 EVENT_ACT.DEF	1	.003
69 EVENT_CHANGE.WEATHER	1	.003
70 EVENT_GET.NX.ORD	1	.003
71 ROUTINE_DQ.CMSN.QUEUE	1	.003
72 ROUTINE_END.MOVE	1	.003
73 'PROGRAM'.MAIN	1	.003
74 EVENT_ACT.ATK	0	0
75 EVENT_ACT.MOVFOR	0	0
76 EVENT_ACT.MOVDIS	0	0
77 EVENT_ACT.REINF	0	0
78 EVENT_AD.ENGAGEMENT	0	0
79 EVENT_BTL.ENDED	0	0
80 EVENT_CHANGE.LITE	0	0
81 EVENT_DQ.OLD.SORTIE.QUEUE	0	0
82 EVENT_END.SIMULATION	0	0
83 EVENT_ENGAGEMENT	0	0
84 EVENT_FEBA.SORTIE	0	0
85 EVENT_HC.DEPART.BATTLE	0	0
86 EVENT_HELLO.ENGAGEMENT	0	0
87 EVENT_INIT.PREPLAN.CAS	0	0
88 EVENT_MOVE	0	0
89 EVENT_OFF.LINE.ATTRITION	0	0
90 EVENT_POSITION.REPORT	0	0
91 EVENT_SENDS.TEAM	0	0
92 EVENT_SET.DEBUG	0	0
93 EVENT_START.BATTLE	0	0
94 EVENT_START.MOVE	0	0
95 FUNCTION_AR.PROB.DETECT	0	0
96 FUNCTION_BTRY.AVAILABLE	0	0
97 FUNCTION_COLLISION	0	0
98 FUNCTION_STAY.TIME	0	0
99 PROCESS.AC.ATK.TGT	0	0
100 PROCESS.AIR.OBSERVER	0	0
101 PROCESS.AIRBORNE.RADAR	0	0
102 PROCESS.ASSESSMENT	0	0
103 PROCESS.CAS.MISSION	0	0
104 PROCESS.FORWARD.OBSERVER	0	0
105 PROCESS_HC.ARRIVE.BATTLE	0	0
106 PROCESS_HC.RETURN.FARRP	0	0
107 PROCESS_HEL.TARGET.ACQUISITION	0	0
108 PROCESS_HELICOPTER.FIRE	0	0
109 PROCESS.MINE.ASSESS	0	0
110 PROCESS_PHOTO.IR.FLIGHT	0	0
111 PROCESS.REMOTE.PILOT.VEHICLE	0	0
112 PROCESS_WITH.DRAW	0	0

113	ROUTINE_AC_BOMB.EFFECTS	0	0	100.000
114	ROUTINE_AC_DF.EFFECTS	0	0	100.000
115	ROUTINE_AC_MUNS.INPUT	0	0	100.000
116	ROUTINE_AD_SHOOT	0	0	100.000
117	ROUTINE_ADJUST	0	0	100.000
118	ROUTINE_AMMO.RPT	0	0	100.000
119	ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
120	ROUTINE_ANGLE.COMPUTE	0	0	100.000
121	ROUTINE_AD_DETECTION	0	0	100.000
122	ROUTINE_AR_DETECTION	0	0	100.000
123	ROUTINE_ATTRIT.SENSOR	0	0	100.000
124	ROUTINE_BETWEEN.ROUTINE	0	0	100.000
125	ROUTINE_BLOCK.LOS	0	0	100.000
126	ROUTINE_BTLL.CHECK	0	0	100.000
127	ROUTINE_BTLY.INPUT	0	0	100.000
128	ROUTINE_CAS.EVAL	0	0	100.000
129	ROUTINE_CAT_TU.INPUT	0	0	100.000
130	ROUTINE_CHANGE.LOC	0	0	100.000
131	ROUTINE_CHECK_CAS.CONSTRAINTS	0	0	100.000
132	ROUTINE_CHECK_DEAD	0	0	100.000
133	ROUTINE_CHECK_ENGAGEMENT	0	0	100.000
134	ROUTINE_CHECK_LIST	0	0	100.000
135	ROUTINE_CHECK_STREN	0	0	100.000
136	ROUTINE_COMBINE.TRS	0	0	100.000
137	ROUTINE_COMPUTE.D	0	0	100.000
138	ROUTINE_COMPUTE.WD	0	0	100.000
139	ROUTINE_CONTRAST.TO.FREQ	0	0	100.000
140	ROUTINE_CREATE.FORCE	0	0	100.000
141	ROUTINE_CREATE.TEAMS	0	0	100.000
142	ROUTINE_DEAD.UNIT	0	0	100.000
143	ROUTINE_DECISION.INPUT	0	0	100.000
144	ROUTINE_DESTROY.ORD	0	0	100.000
145	ROUTINE_DUST.EFFECTS	0	0	100.000
146	ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
147	ROUTINE_EMPTY	0	0	100.000
148	ROUTINE_END_CAS.MISSION	0	0	100.000
149	ROUTINE_EQ_TE.INPUT	0	0	100.000
150	ROUTINE_ERROR.STOP	0	0	100.000
151	ROUTINE_FARRP.CHECK	0	0	100.000
152	ROUTINE_FARRP.INPUT	0	0	100.000
153	ROUTINE_FASCAM.COMPUTATION	0	0	100.000
154	ROUTINE_FBN.FD.INPUT	0	0	100.000
155	ROUTINE_FEBA.INITIAL	0	0	100.000
156	ROUTINE_FILE.FD.SCHD	0	0	100.000
157	ROUTINE_FILE_KAD.SENSOR	0	0	100.000
158	ROUTINE_FIN.BATTLE	0	0	100.000
159	ROUTINE_FIND.START.TIME	0	0	100.000
160	ROUTINE_FLIGHT.PATH	0	0	100.000
161	ROUTINE_FORM.TF.LIST	0	0	100.000
162	ROUTINE_FORPOSITION.OUT	0	0	100.000
163	ROUTINE_GENERAL.BATTLE	0	0	100.000
164	ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
165	ROUTINE_HC.DISENGAGE	0	0	100.000
166	ROUTINE_HC.EMPTY	0	0	100.000
167	ROUTINE_HE.LA.INPUT	0	0	100.000
168	ROUTINE_HEADING	0	0	100.000
169	ROUTINE_HEL_RANGE.COMPUTE	0	0	100.000
170	ROUTINE_ILUM.COMPUTATION	0	0	100.000
171	ROUTINE_ILUM.EFFECTS	0	0	100.000

172	ROUTINE_ILUM.INPUT	0	0	0	100.000
173	ROUTINE_INIT.REINF	0	0	0	100.000
174	ROUTINE_INITIAL.DETECT	0	0	0	100.000
175	ROUTINE_INITIAL.MOVE	0	0	0	100.000
176	ROUTINE_INTER.BATTLE	0	0	0	100.000
177	ROUTINE_INTER.HELO	0	0	0	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0	0	100.000
179	ROUTINE_KV.INPUT	0	0	0	100.000
180	ROUTINE_KV.PRINT	0	0	0	100.000
181	ROUTINE_KV.SCOREBOARD	0	0	0	100.000
182	ROUTINE_LINE.CIRCLE	0	0	0	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0	0	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0	0	100.000
185	ROUTINE_LOS.CHECK	0	0	0	100.000
186	ROUTINE_MADS.INPUT	0	0	0	100.000
187	ROUTINE_MAIN1	0	0	0	100.000
188	ROUTINE_MAIN2	0	0	0	100.000
189	ROUTINE_MAIN3	0	0	0	100.000
190	ROUTINE_MAO.INPUT	0	0	0	100.000
191	ROUTINE_MCFR.INPUT	0	0	0	100.000
192	ROUTINE_MFO.INPUT	0	0	0	100.000
193	ROUTINE_MIN.MOVE	0	0	0	100.000
194	ROUTINE_MINE.DELAY	0	0	0	100.000
195	ROUTINE_MINE.EFFECTS	0	0	0	100.000
196	ROUTINE_MINE.INPUT	0	0	0	100.000
197	ROUTINE_MPOB.INPUT	0	0	0	100.000
198	ROUTINE_MRT.TO.FREQ	0	0	0	100.000
199	ROUTINE_MUNS.INPUT	0	0	0	100.000
200	ROUTINE_NEW.SEGMENT	0	0	0	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	0	100.000
202	ROUTINE_ORD.ATK	0	0	0	100.000
203	ROUTINE_ORD.DEF	0	0	0	100.000
204	ROUTINE_ORD.MOVCOR	0	0	0	100.000
205	ROUTINE_ORD.MOVDIS	0	0	0	100.000
206	ROUTINE_ORD.REINF	0	0	0	100.000
207	ROUTINE_ORIENTATION	0	0	0	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0	0	100.000
209	ROUTINE_P.E.M.INPUT	0	0	0	100.000
210	ROUTINE_PGM.INPUT	0	0	0	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0	0	100.000
212	ROUTINE_PIR.DETECTION	0	0	0	100.000
213	ROUTINE_PK.COMPUTE	0	0	0	100.000
214	ROUTINE_PK.INPUT	0	0	0	100.000
215	ROUTINE_PLAT.COUNT	0	0	0	100.000
216	ROUTINE_POSITION	0	0	0	100.000
217	ROUTINE_PRED.POS	0	0	0	100.000
218	ROUTINE_PREP.WITHDRAW	0	0	0	100.000
219	ROUTINE_PREPARE.LIST	0	0	0	100.000
220	ROUTINE_PROB.INF	0	0	0	100.000
221	ROUTINE_PROB.TIME	0	0	0	100.000
222	ROUTINE_PROX.CHECK	0	0	0	100.000
223	ROUTINE_PROX.POS	0	0	0	100.000
224	ROUTINE_RANGE.COMPUTE	0	0	0	100.000
225	ROUTINE_READ.ORDERS	0	0	0	100.000
226	ROUTINE_REIN.ARRIVE	0	0	0	100.000
227	ROUTINE_REPLACE.HC	0	0	0	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0	0	100.000
229	ROUTINE_REQUEST.FASCAM	0	0	0	100.000
230	ROUTINE_REQUEST.ILLUM	0	0	0	100.000

231	ROUTINE_REQUEST_SMOKE	0	0	100.000
232	ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
233	ROUTINE_RESET_FEGA_SECTOR	0	0	100.000
234	ROUTINE_RPV_DETECTION	0	0	100.000
235	ROUTINE_RULE_EN_INPUT	0	0	100.000
236	ROUTINE_SEARCH	0	0	100.000
237	ROUTINE_SEARCH_COVERAGE	0	0	100.000
238	ROUTINE_SEGMENT_ADJUST	0	0	100.000
239	ROUTINE_SENSOR_INPUT	0	0	100.000
240	ROUTINE_SMOKE_COMPUTATION	0	0	100.000
241	ROUTINE_SMOKE_EFFECTS	0	0	100.000
242	ROUTINE_SMOKE_INPUT	0	0	100.000
243	ROUTINE_SNAP_R	0	0	100.000
244	ROUTINE_SNAP2	0	0	100.000
245	ROUTINE_ST_INPUT	0	0	100.000
246	ROUTINE_SUBM_INPUT	0	0	100.000
247	ROUTINE_SWITCH_FO	0	0	100.000
248	ROUTINE_SYS_INPUT	0	0	100.000
249	ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
250	ROUTINE_TACAIR_INPUT	0	0	100.000
251	ROUTINE_TB_INPUT	0	0	100.000
252	ROUTINE_TBF_INPUT	0	0	100.000
253	ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.000
254	ROUTINE_TERM_CHECK	0	0	100.000
255	ROUTINE_TIME_TO_DETECT	0	0	100.000
256	ROUTINE_TR_INPUT	0	0	100.000
257	ROUTINE_TT_FACTORS_INPUT	0	0	100.000
258	ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
259	ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
260	ROUTINE_UNIT_INPUT	0	0	100.000
261	ROUTINE_UNIT_PRIORITY	0	0	100.000
262	ROUTINE_VIS_INPUT	0	0	100.000
263	ROUTINE_WEIBULL_F	0	0	100.000
264	ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 38559

CPU USAGE FOR SIMULATED HOUR 20. = 190.23 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 21.

TOP 264 (100%) INVOKED ROUTINES

ROUTINES	INVOCATIONS	CALLS	ACC	HRLY	PCT
1 ROUTINE_FRAC COMPUTE	7744	24 844	24	844	24 844
2 FUNCTION_ACT RANGE	7403	23 750	48	593	48 593
3 ROUTINE_SIZE ESTIMATE	2870	9 207	57	801	57 801
4 ROUTINE_FINAL COVERAGE	1955	6 272	64	072	64 072
5 ROUTINE_LOCATE SECTOR	1200	3 850	67	922	67 922
6 ROUTINE_PDB DETECTION	871	2 794	70	716	70 716
7 EVENT_PDB ACTIVATION	786	2 522	73	238	73 238
8 ROUTINE_FD DETECTION	647	2 076	75	314	75 314
9 FUNCTION_COMBINATIONS	612	1 963	77	277	77 277
10 ROUTINE_OUTPUT ATTRITION	467	1 498	78	775	78 775
11 ROUTINE_NOISE DEGRADE	436	1 399	80	174	80 174
12 EVENT_CFR ACTIVATION	394	1 264	81	438	81 438
13 ROUTINE_VOLLEY	392	1 258	82	695	82 695
14 FUNCTION_EST RANGE	368	1 181	83	876	83 876
15 FUNCTION_FEBB BAND	340	1 091	84	967	84 967
16 FUNCTION_HE WLA	336	1 078	86	045	86 045
17 ROUTINE_EST COVERAGE	302	969	87	014	87 014
18 ROUTINE_WEIGHTED VOLLEYS	302	969	87	982	87 982
19 ROUTINE_NORMAL F	272	873	88	855	88 855
20 ROUTINE_GET TERRAIN	234	751	89	606	89 606
21 ROUTINE_HE OR ICM COMPUTATION	179	574	90	180	90 180
22 ROUTINE_MARGINAL EFFECTS ADJ	179	574	90	754	90 754
23 FUNCTION_ICM WLA	161	517	91	271	91 271
24 ROUTINE_FA BN ASSIGN	161	517	91	787	91 787
25 ROUTINE_FA BN MOVEMENT	161	517	92	304	92 304
26 ROUTINE_TARGET ANALYSIS	150	481	92	785	92 785
27 ROUTINE_BTRY_FM DEQ	138	443	93	228	93 228
28 PROCESS_FIRE MISSION	133	427	93	654	93 654
29 ROUTINE_BTRY_FM ENQ	133	427	94	081	94 081
30 ROUTINE_REM EFFECTS COMPUTATION	133	427	94	508	94 508
31 PROCESS_SHOOT OUT	127	407	94	915	94 915
32 ROUTINE_CFR DETECTION	120	385	95	300	95 300
33 ROUTINE_CHK_COMP TR	111	356	95	656	95 656
34 ROUTINE_CHK_FD TR	111	356	96	012	96 012
35 ROUTINE_BTRY_EFFECTS	101	324	96	336	96 336
36 ROUTINE_UNIT_ENVIR	101	324	96	660	96 660
37 ROUTINE_COMPARE TRS	93	298	97	257	97 257
38 ROUTINE_TIME REQ	93	298	97	257	97 257
39 ROUTINE_GAMMA F	88	282	97	539	97 539
40 ROUTINE_FDC_TR DEQ	83	266	97	806	97 806
41 ROUTINE_FINISH COMPUTATION	83	266	98	072	98 072
42 PROCESS_TARGET REPORT	81	260	98	332	98 332
43 ROUTINE_FDC_TR ENQ	81	260	98	592	98 592
44 EVENT_PDB_OPERATOR	58	186	98	778	98 778
45 EVENT_CFR OFF	46	148	98	925	98 925
46 EVENT_CFR ON	44	141	99	066	99 066
47 ROUTINE_FD EFFECTS REQ	35	112	99	179	99 179
48 EVENT_ARTY_OCCUPATION	33	106	99	285	99 285
49 EVENT_START_ARTY MOVEMENT	32	103	99	387	99 387
50 EVENT_STOP_ARTY MOVEMENT	32	103	99	490	99 490
51 ROUTINE_CHECK_FOR MINES	32	103	99	593	99 593
52 ROUTINE_COPY	31	099	99	692	99 692
53 ROUTINE_EST_MIL WORTH	30	096	99	788	99 788

	PAGE	102
54 ROUTINE_EXPONENTIAL.F	058	99 846
55 PROCESS_HOW_REPAIR	045	99 891
56 PROCESS_ARTY_ASSESS	038	99 929
57 ROUTINE_CFR_DEGRADE	019	99 949
58 ROUTINE_DECIDE	019	99 968
59 EVENT_CFR_OPERATOR	006	99 974
60 EVENT_SCHEDULE_ARTY_MOVEMENT	006	99 981
61 FUNCTION_EST_TR_RANGE	006	99 987
62 ROUTINE_CHECK_FORCE	006	99 994
63 ROUTINE_PROXIMITY_REQ	006	100 000
64 "PROGRAM" MAIN	0	100 000
65 EVENT_ACT_ATK	0	100 000
66 EVENT_ACT_DEF	0	100 000
67 EVENT_ACT_MOVCOR	0	100 000
68 EVENT_ACT_MOVDTS	0	100 000
69 EVENT_ACT_REINF	0	100 000
70 EVENT_AD_ENGAGEMENT	0	100 000
71 EVENT_BTLEND	0	100 000
72 EVENT_CHANGE_LITE	0	100 000
73 EVENT_CHANGE_WEATHER	0	100 000
74 EVENT_DQ_OLD_SORTIE_QUEUE	0	100 000
75 EVENT_END_SIMULATION	0	100 000
76 EVENT_ENGAGEMENT	0	100 000
77 EVENT_FEBA_SORTIE	0	100 000
78 EVENT_GET_NX_ORD	0	100 000
79 EVENT_HC_DEPART_BATTLE	0	100 000
80 EVENT_HELG_ENGAGEMENT	0	100 000
81 EVENT_INIT_PREPLAN_CAS	0	100 000
82 EVENT_MOVE	0	100 000
83 EVENT_OFF_LINE_ATTRITION	0	100 000
84 EVENT_POSITION_REPORT	0	100 000
85 EVENT_SEND_TEAM	0	100 000
86 EVENT_SET_DEBUG	0	100 000
87 EVENT_START_BATTLE	0	100 000
88 EVENT_START_MOVE	0	100 000
89 EVENT_UPDATE_LOC	0	100 000
90 FUNCTION_AR_PROB_DETECT	0	100 000
91 FUNCTION_BTRY_AVAILABLE	0	100 000
92 FUNCTION_COLLISION	0	100 000
93 FUNCTION_STAY_TIME	0	100 000
94 PROCESS_AC_ATK_TGT	0	100 000
95 PROCESS_AIR_OBSERVER	0	100 000
96 PROCESS_AIRBORNE_RADAR	0	100 000
97 PROCESS_ASSESSMENT	0	100 000
98 PROCESS_CAS_MISSION	0	100 000
99 PROCESS_FORWARD_OBSERVER	0	100 000
100 PROCESS_HC_ARRIVE_BATTLE	0	100 000
101 PROCESS_HC_RETURN_FARRP	0	100 000
102 PROCESS_HEL_TARGET_ACQUISITION	0	100 000
103 PROCESS_HELICOPTER_FIRE	0	100 000
104 PROCESS_MINE_ASSESS	0	100 000
105 PROCESS_PHOTO_TR_FLIGHT	0	100 000
106 PROCESS_REMOTE_PILOT_VEHICLE	0	100 000
107 PROCESS_WITH_DRAW	0	100 000
108 ROUTINE_AC_BOMB_EFFECTS	0	100 000
109 ROUTINE_AC_DF_EFFECTS	0	100 000
110 ROUTINE_AC_MUNS_INPUT	0	100 000
111 ROUTINE_AD_SHOOT	0	100 000
112 ROUTINE_ADJUST	0	100 000

113	ROUTINE_AMMO_RPT	0	0	100.000
114	ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
115	ROUTINE_ANGLE_COMPUTE	0	0	100.000
116	ROUTINE_AO_DETECTION	0	0	100.000
117	ROUTINE_AR_DETECTION	0	0	100.000
118	ROUTINE_ATTRITION_SENSOR	0	0	100.000
119	ROUTINE_BETWEEN_ROUTINE	0	0	100.000
120	ROUTINE_BLOCK_LOS	0	0	100.000
121	ROUTINE_BT_L_CHECK	0	0	100.000
122	ROUTINE_BT_R_INPUT	0	0	100.000
123	ROUTINE_CAS_EVAL	0	0	100.000
124	ROUTINE_CAT_TU_INPUT	0	0	100.000
125	ROUTINE_CHANGE_LOC	0	0	100.000
126	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
127	ROUTINE_CHECK_DEAD	0	0	100.000
128	ROUTINE_CHECK_ENGAGEMENT	0	0	100.000
129	ROUTINE_CHECK_LIST	0	0	100.000
130	ROUTINE_CHECK_PROX	0	0	100.000
131	ROUTINE_CHECK_STREN	0	0	100.000
132	ROUTINE_COMBINE_TRS	0	0	100.000
133	ROUTINE_COMPUTE_D	0	0	100.000
134	ROUTINE_COMPUTE_WD	0	0	100.000
135	ROUTINE_CONTRAST_TO_FREQ	0	0	100.000
136	ROUTINE_CREATE_FORCE	0	0	100.000
137	ROUTINE_CREATE_TEAMS	0	0	100.000
138	ROUTINE_DEAD_UNIT	0	0	100.000
139	ROUTINE_DECISION_INPUT	0	0	100.000
140	ROUTINE_DEQ_FEGA_SET	0	0	100.000
141	ROUTINE_DESTROY_ORD	0	0	100.000
142	ROUTINE_DQ_CMDSN_QUEUE	0	0	100.000
143	ROUTINE_DUST_EFFECTS	0	0	100.000
144	ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
145	ROUTINE_EMPTY	0	0	100.000
146	ROUTINE_END_CAS_MISSION	0	0	100.000
147	ROUTINE_END_MOVE	0	0	100.000
148	ROUTINE_ENQ_FEGA_SET	0	0	100.000
149	ROUTINE_EQ_TE_INPUT	0	0	100.000
150	ROUTINE_ERROR_STOP	0	0	100.000
151	ROUTINE_FARRP_CHECK	0	0	100.000
152	ROUTINE_FARRP_INPUT	0	0	100.000
153	ROUTINE_FASCAM_COMPUTATION	0	0	100.000
154	ROUTINE_FBN_FD_INPUT	0	0	100.000
155	ROUTINE_FEGA_INITIAL	0	0	100.000
156	ROUTINE_FILE_FD_SCHD	0	0	100.000
157	ROUTINE_FILE_KAD_SENSOR	0	0	100.000
158	ROUTINE_FIN_BATTLE	0	0	100.000
159	ROUTINE_FIND_START_TIME	0	0	100.000
160	ROUTINE_FLIGHT_PATH	0	0	100.000
161	ROUTINE_FORM_TF_LIST	0	0	100.000
162	ROUTINE_FORPOSITION_OUT	0	0	100.000
163	ROUTINE_GENERAL_BATTLE	0	0	100.000
164	ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
165	ROUTINE_HC_DISENGAGE	0	0	100.000
166	ROUTINE_HC_EMPTY	0	0	100.000
167	ROUTINE_HE_LA_INPUT	0	0	100.000
168	ROUTINE_HEADING	0	0	100.000
169	ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
170	ROUTINE_ILUM_COMPUTATION	0	0	100.000
171	ROUTINE_ILUM_EFFECTS	0	0	100.000

172	ROUTINE_ILLUM.INPUT	0	0	PAGE 104
173	ROUTINE_INIT.REINF	0	0	100.000
174	ROUTINE_INITIAL.DETECT	0	0	100.000
175	ROUTINE_INITIAL.MOVE	0	0	100.000
176	ROUTINE_INTER.BATTLE	0	0	100.000
177	ROUTINE_INTER.HELO	0	0	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0	100.000
179	ROUTINE_KV.INPUT	0	0	100.000
180	ROUTINE_KV.PRINT	0	0	100.000
181	ROUTINE_KV.SCOREBOARD	0	0	100.000
182	ROUTINE_LINE.CIRCLE	0	0	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0	100.000
185	ROUTINE_LOS.CHECK	0	0	100.000
186	ROUTINE_MADS.INPUT	0	0	100.000
187	ROUTINE_MAIN1	0	0	100.000
188	ROUTINE_MAIN2	0	0	100.000
189	ROUTINE_MAIN3	0	0	100.000
190	ROUTINE_MAO.INPUT	0	0	100.000
191	ROUTINE_MCFR.INPUT	0	0	100.000
192	ROUTINE_MFO.INPUT	0	0	100.000
193	ROUTINE_MIN.MOVE	0	0	100.000
194	ROUTINE_MINE.DELAY	0	0	100.000
195	ROUTINE_MINE.EFFECTS	0	0	100.000
196	ROUTINE_MINE.INPUT	0	0	100.000
197	ROUTINE_MPDB.INPUT	0	0	100.000
198	ROUTINE_MRT.TO.FREQ	0	0	100.000
199	ROUTINE_MUNS.INPUT	0	0	100.000
200	ROUTINE_NEW.SEGMENT	0	0	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
202	ROUTINE_ORD.ATK	0	0	100.000
203	ROUTINE_ORD.DEF	0	0	100.000
204	ROUTINE_ORD.MOVCOR	0	0	100.000
205	ROUTINE_ORD.MOVDIS	0	0	100.000
206	ROUTINE_ORD.REINF	0	0	100.000
207	ROUTINE_ORIENTATATION	0	0	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
209	ROUTINE_P.E.M.INPUT	0	0	100.000
210	ROUTINE_PGM.INPUT	0	0	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0	100.000
212	ROUTINE_PIR.DETECTION	0	0	100.000
213	ROUTINE_PK.COMPUTE	0	0	100.000
214	ROUTINE_PK.INPUT	0	0	100.000
215	ROUTINE_PLAT.COUNT	0	0	100.000
216	ROUTINE_POSITION	0	0	100.000
217	ROUTINE_PRED.POS	0	0	100.000
218	ROUTINE_PREP.WITHDRAW	0	0	100.000
219	ROUTINE_PREPARE.LIST	0	0	100.000
220	ROUTINE_PROB.INF	0	0	100.000
221	ROUTINE_PROB.TIME	0	0	100.000
222	ROUTINE_PROX.CHECK	0	0	100.000
223	ROUTINE_PROX.POS	0	0	100.000
224	ROUTINE_RANGE.COMPUTE	0	0	100.000
225	ROUTINE_READ.ORDERS	0	0	100.000
226	ROUTINE_REIN.ARRIVE	0	0	100.000
227	ROUTINE_REPLACE.HC	0	0	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
229	ROUTINE_REQUEST.FASCAM	0	0	100.000
230	ROUTINE_REQUEST.ILLUM	0	0	100.000

231 ROUTINE_REQUEST_SMOKE	0	0	0	100.000
232 ROUTINE_REQUEST_WD_FASCAM	0	0	0	100.000
233 ROUTINE_RESET_FEGA_SECTOR	0	0	0	100.000
234 ROUTINE_RPV_DETECTION	0	0	0	100.000
235 ROUTINE_RUL_EN_INPUT	0	0	0	100.000
236 ROUTINE_SEARCH	0	0	0	100.000
237 ROUTINE_SEARCH_COVERAGE	0	0	0	100.000
238 ROUTINE_SEGMENT_ADJUST	0	0	0	100.000
239 ROUTINE_SENSOR_INPUT	0	0	0	100.000
240 ROUTINE_SMOKE_COMPUTATION	0	0	0	100.000
241 ROUTINE_SMOKE_EFFECTS	0	0	0	100.000
242 ROUTINE_SMOKE_INPUT	0	0	0	100.000
243 ROUTINE_SNAP_R	0	0	0	100.000
244 ROUTINE_SNAP2	0	0	0	100.000
245 ROUTINE_ST_INPUT	0	0	0	100.000
246 ROUTINE_SUBM_INPUT	0	0	0	100.000
247 ROUTINE_SWITCH_FO	0	0	0	100.000
248 ROUTINE_SYS_INPUT	0	0	0	100.000
249 ROUTINE_TACAIR_DATA_REPORT	0	0	0	100.000
250 ROUTINE_TACAIR_INPUT	0	0	0	100.000
251 ROUTINE_TB_INPUT	0	0	0	100.000
252 ROUTINE_TBF_INPUT	0	0	0	100.000
253 ROUTINE_TEMPERATURE_ATTENUATION	0	0	0	100.000
254 ROUTINE_TERM_CHECK	0	0	0	100.000
255 ROUTINE_TIME_TO_DETECT	0	0	0	100.000
256 ROUTINE_TR_INPUT	0	0	0	100.000
257 ROUTINE_TT_FACTORS_INPUT	0	0	0	100.000
258 ROUTINE_TYPE_WEAPON_INPUT	0	0	0	100.000
259 ROUTINE_UNIT_ASSIGNMENT	0	0	0	100.000
260 ROUTINE_UNIT_INPUT	0	0	0	100.000
261 ROUTINE_UNIT_PRIORITY	0	0	0	100.000
262 ROUTINE_VIS_INPUT	0	0	0	100.000
263 ROUTINE_WETBULL_F	0	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	0	100.000

TOTAL INVOCATIONS = 31171

CPU USAGE FOR SIMULATED HOUR 21. = 154.16 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 22.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC_COMPUTE	7276	24.703	24.703
2 FUNCTION_ACT_RANGE	6676	22.666	47.369
3 ROUTINE_SIZE_ESTIMATE	2530	8.590	55.958
4 ROUTINE_FINAL_COVERAGE	1696	5.758	61.717
5 ROUTINE_LOCATE_SECTOR	1189	4.037	65.753
6 FUNCTION_COMBINATIONS	860	2.920	68.673
7 ROUTINE_PDB_DETECTION	797	2.706	71.379
8 EVENT_PDB_ACTIVATION	714	2.424	73.803
9 ROUTINE_FO_DETECTION	634	2.153	75.956
10 ROUTINE_OUTPUT_ATTRITION	420	1.426	77.382
11 ROUTINE_NOISE_DEGRADE	400	1.358	78.740
12 FUNCTION_HE_WLA	386	1.311	80.050
13 FUNCTION_EST_RANGE	378	1.283	81.334
14 FUNCTION_FEGA_BAND	358	1.215	82.549
15 EVENT_CFR_ACTIVATION	357	1.212	83.761
16 ROUTINE_VOLLEY	356	1.209	84.970
17 ROUTINE_EST_COVERAGE	337	1.144	86.114
18 ROUTINE_WEIGHTED_VOLLEYS	337	1.144	87.258
19 ROUTINE_NORMAL_F	256	.869	88.127
20 ROUTINE_GET_TERRAIN	200	.679	88.806
21 ROUTINE_HE_OR_ICM_COMPUTATION	194	.659	89.465
22 ROUTINE_MARGINAL_EFFECTS_ADJ	194	.659	90.124
23 FUNCTION_ICM_WLA	177	.601	90.725
24 ROUTINE_FA_BN_ASGN	164	.557	91.281
25 ROUTINE_FA_BN_MOVEMENT	163	.553	91.835
26 ROUTINE_TARGET_ANALYSIS	154	.523	92.358
27 ROUTINE_REM_EFFECTS_COMPUTATION	147	.499	92.857
28 PROCESS_FIRE_MISSION	145	.492	93.349
29 ROUTINE_BTRY_FM_ENQ	145	.492	93.841
30 ROUTINE_BTRY_FM_DEQ	132	.448	94.289
31 ROUTINE_CFR_DETECTION	129	.438	94.727
32 ROUTINE_CHK_COMP_TR	119	.404	95.131
33 ROUTINE_CHK_FD_TR	119	.404	95.535
34 ROUTINE_COMPARE_TRS	97	.329	95.865
35 PROCESS_SHOOT_OUT	96	.326	96.191
36 ROUTINE_TIME_REQ	95	.323	96.513
37 ROUTINE_GAMMA_F	92	.312	96.826
38 ROUTINE_BTRY_EFFECTS	87	.295	97.121
39 ROUTINE_UNIT_ENVIR	87	.295	97.416
40 PROCESS_TARGET_REPORT	82	.278	97.695
41 ROUTINE_FDC_TR_ENQ	82	.278	97.973
42 ROUTINE_FDC_TR_DEQ	81	.275	98.248
43 ROUTINE_FINISH_COMPUTATION	81	.275	98.523
44 EVENT_PDB_OPERATOR	68	.231	98.754
45 ROUTINE_FD_EFFECTS_REQ	47	.160	98.914
46 EVENT_CFR_ON	46	.156	99.070
47 EVENT_CFR_OFF	45	.153	99.223
48 ROUTINE_EST_MIL_WORTH	37	.126	99.348
49 EVENT_ARTY_OCCUPATION	28	.095	99.443
50 EVENT_STOP_ARTY_MOVEMENT	27	.092	99.535
51 EVENT_START_ARTY_MOVEMENT	26	.088	99.623
52 ROUTINE_CHECK_FOR_MINES	26	.088	99.711
53 ROUTINE_COPY	23	.078	99.790

	PAGE	107
54 PROCESS_ARTY_ASSESS	034	99.823
55 PROCESS_HOW_REPAIR	034	99.857
56 ROUTINE_EXPONENTIAL_F	031	99.888
57 ROUTINE_CFR_DEGRADE	027	99.915
58 EVENT_CFR_OPERATOR	020	99.935
59 FUNCTION_EST_TR_RANGE	020	99.956
60 ROUTINE_PROXIMITY_REQ	020	99.976
61 ROUTINE_DECIDE	014	99.990
62 EVENT_SCHEDULE_ARTY_MOVEMENT	007	99.997
63 ROUTINE_CHECK_FORCE	003	100.000
64 **PROGRAM**_MAIN	0	100.000
65 EVENT_ACT_ATK	0	100.000
66 EVENT_ACT_DEF	0	100.000
67 EVENT_ACT_MOVCOR	0	100.000
68 EVENT_ACT_MOVDIS	0	100.000
69 EVENT_ACT_REINF	0	100.000
70 EVENT_AD_ENGAGEMENT	0	100.000
71 EVENT_BTL_ENDED	0	100.000
72 EVENT_CHANGE_LITE	0	100.000
73 EVENT_CHANGE_WEATHER	0	100.000
74 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
75 EVENT_END_SIMULATION	0	100.000
76 EVENT_ENGAGEMENT	0	100.000
77 EVENT_FEBA_SORTIE	0	100.000
78 EVENT_GET_NX_ORD	0	100.000
79 EVENT_HC_DEPART_BATTLE	0	100.000
80 EVENT_HELO_ENGAGEMENT	0	100.000
81 EVENT_INIT_PREPLAN_CAS	0	100.000
82 EVENT_MOVE	0	100.000
83 EVENT_OFF_LINE_ATTRITION	0	100.000
84 EVENT_POSITION_REPORT	0	100.000
85 EVENT_SEND_TEAM	0	100.000
86 EVENT_SET_DEBUG	0	100.000
87 EVENT_START_BATTLE	0	100.000
88 EVENT_START_MOVE	0	100.000
89 EVENT_UPDATE_LOC	0	100.000
90 FUNCTION_AR_PROB_DETECT	0	100.000
91 FUNCTION_BTRY_AVAILABLE	0	100.000
92 FUNCTION_COLLISION	0	100.000
93 FUNCTION_STAY_TIME	0	100.000
94 PROCESS_AC_ATK_TGT	0	100.000
95 PROCESS_AIR_OBSERVER	0	100.000
96 PROCESS_AIRBORNE_RADAR	0	100.000
97 PROCESS_ASSESSMENT	0	100.000
98 PROCESS_CAS_MISSION	0	100.000
99 PROCESS_FORWARD_OBSERVER	0	100.000
100 PROCESS_HC_ARRIVE_BATTLE	0	100.000
101 PROCESS_HC_RETURN_FARRP	0	100.000
102 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
103 PROCESS_HELICOPTER_FIRE	0	100.000
104 PROCESS_MINE_ASSESS	0	100.000
105 PROCESS_PHOTO_IR_FLIGHT	0	100.000
106 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
107 PROCESS_WITH_DRAW	0	100.000
108 ROUTINE_AC_BOMB_EFFECTS	0	100.000
109 ROUTINE_AC_DF_EFFECTS	0	100.000
110 ROUTINE_AC_MUNS_INPUT	0	100.000
111 ROUTINE_AD_SHOOT	0	100.000
112 ROUTINE_ADJUST	0	100.000

113 ROUTINE_AMMO_RPT	0	0	100.000
114 ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
115 ROUTINE_ANGLE_COMPUTE	0	0	100.000
116 ROUTINE_AO_DETECTION	0	0	100.000
117 ROUTINE_AR_DETECTION	0	0	100.000
118 ROUTINE_ATTRIT_SENSOR	0	0	100.000
119 ROUTINE_BETWEEN_ROUTINE	0	0	100.000
120 ROUTINE_BLOCK_LOS	0	0	100.000
121 ROUTINE_BTL_CHECK	0	0	100.000
122 ROUTINE_BTRY_INPUT	0	0	100.000
123 ROUTINE_CAS_EVAL	0	0	100.000
124 ROUTINE_CAT_TU_INPUT	0	0	100.000
125 ROUTINE_CHANGE_LOC	0	0	100.000
126 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
127 ROUTINE_CHECK_DEAD	0	0	100.000
128 ROUTINE_CHECK_ENGAGEMENT	0	0	100.000
129 ROUTINE_CHECK_LIST	0	0	100.000
130 ROUTINE_CHECK_PROX	0	0	100.000
131 ROUTINE_CHECK_STREN	0	0	100.000
132 ROUTINE_COMBINE_TRS	0	0	100.000
133 ROUTINE_COMPUTE_D	0	0	100.000
134 ROUTINE_COMPUTE_WD	0	0	100.000
135 ROUTINE_CONTRAST_TO_FREQ	0	0	100.000
136 ROUTINE_CREATE_FORCE	0	0	100.000
137 ROUTINE_CREATE_TEAMS	0	0	100.000
138 ROUTINE_DEAD_UNIT	0	0	100.000
139 ROUTINE_DECISION_INPUT	0	0	100.000
140 ROUTINE_DEQ_FEBASET	0	0	100.000
141 ROUTINE_DESTROY_ORD	0	0	100.000
142 ROUTINE_DQ_CMEN_QUEUE	0	0	100.000
143 ROUTINE_DUST_EFFECTS	0	0	100.000
144 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
145 ROUTINE_EMPTY	0	0	100.000
146 ROUTINE_END_CAS_MISSION	0	0	100.000
147 ROUTINE_END_MOVE	0	0	100.000
148 ROUTINE_ENQ_FEBASET	0	0	100.000
149 ROUTINE_EQ_TE_INPUT	0	0	100.000
150 ROUTINE_ERROR_STOP	0	0	100.000
151 ROUTINE_FARRP_CHECK	0	0	100.000
152 ROUTINE_FARRP_INPUT	0	0	100.000
153 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
154 ROUTINE_FBN_FD_INPUT	0	0	100.000
155 ROUTINE_FEBASET_INITIAL	0	0	100.000
156 ROUTINE_FILE_FD_SCHD	0	0	100.000
157 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
158 ROUTINE_FIN_BATTLE	0	0	100.000
159 ROUTINE_FIND_START_TIME	0	0	100.000
160 ROUTINE_FLIGHT_PATH	0	0	100.000
161 ROUTINE_FORM_TF_LIST	0	0	100.000
162 ROUTINE_FORPOSITION_OUT	0	0	100.000
163 ROUTINE_GENERAL_BATTLE	0	0	100.000
164 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
165 ROUTINE_HC_DISENGAGE	0	0	100.000
166 ROUTINE_HC_EMPTY	0	0	100.000
167 ROUTINE_HE_LA_INPUT	0	0	100.000
168 ROUTINE_HEADING	0	0	100.000
169 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
170 ROUTINE_ILLUM_COMPUTATION	0	0	100.000
171 ROUTINE_ILLUM_EFFECTS	0	0	100.000

172	ROUTINE_ILLLUM.INPUT	0	0	100.000
173	ROUTINE_INIT.REINF	0	0	100.000
174	ROUTINE_INITIAL.DETECT	0	0	100.000
175	ROUTINE_INITIAL.MOVE	0	0	100.000
176	ROUTINE_INTER.BATTLE	0	0	100.000
177	ROUTINE_INTER.HELO	0	0	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0	100.000
179	ROUTINE_KV.INPUT	0	0	100.000
180	ROUTINE_KV.PRINT	0	0	100.000
181	ROUTINE_KV.SCOREBOARD	0	0	100.000
182	ROUTINE_LINE.CIRCLE	0	0	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0	100.000
185	ROUTINE_LOS.CHECK	0	0	100.000
186	ROUTINE_MADS.INPUT	0	0	100.000
187	ROUTINE_MAIN1	0	0	100.000
188	ROUTINE_MAIN2	0	0	100.000
189	ROUTINE_MAIN3	0	0	100.000
190	ROUTINE_MAO.INPUT	0	0	100.000
191	ROUTINE_MCFR.INPUT	0	0	100.000
192	ROUTINE_MFO.INPUT	0	0	100.000
193	ROUTINE_MIN.MOVE	0	0	100.000
194	ROUTINE_MINE.DELAY	0	0	100.000
195	ROUTINE_MINE.EFFECTS	0	0	100.000
196	ROUTINE_MINE.INPUT	0	0	100.000
197	ROUTINE_MFDB.INPUT	0	0	100.000
198	ROUTINE_MRT.TO.FREQ	0	0	100.000
199	ROUTINE_MUNS.INPUT	0	0	100.000
200	ROUTINE_NEW.SEGMENT	0	0	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
202	ROUTINE_ORD.ATK	0	0	100.000
203	ROUTINE_ORD.DEF	0	0	100.000
204	ROUTINE_ORD.MOVCOR	0	0	100.000
205	ROUTINE_ORD.MOVDIS	0	0	100.000
206	ROUTINE_ORD.REINF	0	0	100.000
207	ROUTINE_ORIENTATION	0	0	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
209	ROUTINE_P.E.M.INPUT	0	0	100.000
210	ROUTINE_PGM.INPUT	0	0	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0	100.000
212	ROUTINE_PIR.DETECTION	0	0	100.000
213	ROUTINE_PK.COMPUTE	0	0	100.000
214	ROUTINE_PK.INPUT	0	0	100.000
215	ROUTINE_PLAT.COUNT	0	0	100.000
216	ROUTINE_POSITION	0	0	100.000
217	ROUTINE_PRED.POS	0	0	100.000
218	ROUTINE_PREP.WITHDRAW	0	0	100.000
219	ROUTINE_PREPARE.LIST	0	0	100.000
220	ROUTINE_PROB.INF	0	0	100.000
221	ROUTINE_PROB.TIME	0	0	100.000
222	ROUTINE_PROX.CHECK	0	0	100.000
223	ROUTINE_PROX.POS	0	0	100.000
224	ROUTINE_RANGE.COMPUTE	0	0	100.000
225	ROUTINE_READ.ORDERS	0	0	100.000
226	ROUTINE_REIN.ARRIVE	0	0	100.000
227	ROUTINE_REPLACE.HC	0	0	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
229	ROUTINE_REQUEST.FASCAM	0	0	100.000
230	ROUTINE_REQUEST.ILLUM	0	0	100.000

	PAGE	110
231 ROUTINE_REQUEST_SMOKE	0	100.000
232 ROUTINE_REQUEST_WD_FASCAM	0	100.000
233 ROUTINE_RESET_FEGA_SECTOR	0	100.000
234 ROUTINE_RPV_DETECTION	0	100.000
235 ROUTINE_RUL_EN_INPUT	0	100.000
236 ROUTINE_SEARCH	0	100.000
237 ROUTINE_SEARCH_COVERAGE	0	100.000
238 ROUTINE_SEGMENT_ADJUST	0	100.000
239 ROUTINE_SENSOR_INPUT	0	100.000
240 ROUTINE_SMOKE_COMPUTATION	0	100.000
241 ROUTINE_SMOKE_EFFECTS	0	100.000
242 ROUTINE_SMOKE_INPUT	0	100.000
243 ROUTINE_SNAP_R	0	100.000
244 ROUTINE_SNAP2	0	100.000
245 ROUTINE_ST_INPUT	0	100.000
246 ROUTINE_SUBM_INPUT	0	100.000
247 ROUTINE_SWITCH_FO	0	100.000
248 ROUTINE_SYS_INPUT	0	100.000
249 ROUTINE_TACAIR_DATA_REPORT	0	100.000
250 ROUTINE_TACAIR_INPUT	0	100.000
251 ROUTINE_TB_INPUT	0	100.000
252 ROUTINE_TBF_INPUT	0	100.000
253 ROUTINE_TEMPERATURE_ATTENUATION	0	100.000
254 ROUTINE_TERM_CHECK	0	100.000
255 ROUTINE_TIME_TO_DETECT	0	100.000
256 ROUTINE_TR_INPUT	0	100.000
257 ROUTINE_TT_FACTORS_INPUT	0	100.000
258 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
259 ROUTINE_UNIT_ASSIGNMENT	0	100.000
260 ROUTINE_UNIT_INPUT	0	100.000
261 ROUTINE_UNIT_PRIORITY	0	100.000
262 ROUTINE_VIS_INPUT	0	100.000
263 ROUTINE_WEIBULL_F	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

TOTAL INVOCATIONS = 29454

CPU USAGE FOR SIMULATED HOUR 22. = 145.85 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 23.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	5796	23.578	23.578
2 FUNCTION_ACT.RANGE	5257	21.386	44.964
3 ROUTINE_SIZE.ESTIMATE	2206	8.974	53.938
4 ROUTINE_FINAL_COVERAGE	1358	5.524	59.462
5 ROUTINE_LOCATE_SECTOR	1077	4.381	63.843
6 FUNCTION_COMBINATIONS	774	3.149	66.992
7 ROUTINE_PDB_DETECTION	687	2.795	69.787
8 ROUTINE_FO_DETECTION	634	2.579	72.366
9 EVENT_PDB_ACTIVATION	620	2.522	74.888
10 ROUTINE_NOISE_DEGRADE	342	1.391	76.279
11 ROUTINE_OUTPUT_ATTRITION	328	1.334	77.614
12 FUNCTION_EST_RANGE	326	1.326	78.940
13 FUNCTION_HE_WLA	317	1.290	80.229
14 ROUTINE_VOLLEY	311	1.265	81.495
15 FUNCTION_FEBA_BAND	310	1.261	82.756
16 EVENT_CFR_ACTIVATION	309	1.257	84.013
17 ROUTINE_EST_COVERAGE	271	1.102	85.115
18 ROUTINE_WEIGHTED_VOLLEYS	271	1.102	86.218
19 ROUTINE_NORMAL_F	232	.944	87.161
20 ROUTINE_GET_TERRAIN	193	.785	87.946
21 ROUTINE_FA_BN.MOVEMENT	160	.651	88.597
22 ROUTINE_FA_BN.ASGN	156	.635	89.232
23 ROUTINE_HE_OR_ICM.COMPUTATION	154	.626	89.858
24 ROUTINE_MARGINAL_EFFECTS.ADJ	154	.626	90.485
25 ROUTINE_COMPARE_TRS	140	.570	91.054
26 ROUTINE_TIME_REQ	140	.570	91.624
27 FUNCTION_ICM.WLA	137	.557	92.181
28 ROUTINE_TARGET_ANALYSIS	136	.553	92.735
29 ROUTINE_BTRY_FM_DEQ	124	.504	93.239
30 PROCESS_FIRE_MISSION	108	.439	93.678
31 ROUTINE_BTRY_FM_ENQ	108	.439	94.118
32 ROUTINE_REM_EFFECTS.COMPUTATION	106	.431	94.549
33 ROUTINE_CHK_COMP_TR	103	.419	94.968
34 ROUTINE_CHK_FD_TR	103	.419	95.387
35 ROUTINE_GAMMA_F	98	.399	95.786
36 ROUTINE_CFR_DETECTION	90	.366	96.152
37 ROUTINE_BTRY_EFFECTS	81	.330	96.481
38 ROUTINE_UNIT_ENVIR	81	.330	96.811
39 ROUTINE_FDC_TR_DEQ	75	.305	97.116
40 ROUTINE_FINISH.COMPUTATION	75	.305	97.421
41 PROCESS_TARGET_REPORT	74	.301	97.722
42 ROUTINE_FDC_TR_ENQ	74	.301	98.023
43 PROCESS_SHOOT_OUT	71	.289	98.312
44 EVENT_PDB_OPERATOR	59	.240	98.552
45 EVENT_CFR_ON	49	.199	98.751
46 EVENT_CFR_OFF	46	.187	98.938
47 ROUTINE_FD_EFFECTS.REQ	43	.175	99.113
48 EVENT_START_ARTY.MOVEMENT	31	.126	99.239
49 ROUTINE_CHECK_FOR_MINES	31	.126	99.365
50 EVENT_STOP_ARTY.MOVEMENT	30	.122	99.487
51 ROUTINE_EST_MIL.WORTH	29	.118	99.605
52 EVENT_ARTY_OCCUPATION	28	.114	99.719
53 ROUTINE_COPY	21	.085	99.805

	PAGE	112
54 ROUTINE_DECIDE	037	99 841
55 FUNCTION_EST_TR_RANGE	033	99 874
56 ROUTINE_PROXIMITY_REO	033	99 906
57 ROUTINE_CHECK_FORCE	028	99 935
58 PROCESS_ARTY_ASSESS	016	99 951
59 PROCESS_HOW_REPAIR	016	99 967
60 ROUTINE_EXPONENTIAL_F	016	99 984
61 EVENT_SCHEDULE_ARTY_MOVEMENT	008	99 992
62 ROUTINE_CFR_DEGRADE	008	100 000
63 "PROGRAM" MAIN	0	100 000
64 EVENT_ACT_ATK	0	100 000
65 EVENT_ACT_DEF	0	100 000
66 EVENT_ACT_MOVCOR	0	100 000
67 EVENT_ACT_MOVDIS	0	100 000
68 EVENT_ACT_REINF	0	100 000
69 EVENT_AD_ENGAGEMENT	0	100 000
70 EVENT_BTL_ENDED	0	100 000
71 EVENT_CFR_OPERATOR	0	100 000
72 EVENT_CHANGE_LITE	0	100 000
73 EVENT_CHANGE_WEATHER	0	100 000
74 EVENT_DQ_OLD_SORTIE_QUEUE	0	100 000
75 EVENT_END_SIMULATION	0	100 000
76 EVENT_ENGAGEMENT	0	100 000
77 EVENT_FEBA_SORTIE	0	100 000
78 EVENT_GET_NX_ORD	0	100 000
79 EVENT_HC_DEPART_BATTLE	0	100 000
80 EVENT_HEL0_ENGAGEMENT	0	100 000
81 EVENT_INIT_PREPLAN_CAS	0	100 000
82 EVENT_MOVE	0	100 000
83 EVENT_OFF_LINE_ATTRITION	0	100 000
84 EVENT_POSITION_REPORT	0	100 000
85 EVENT_SEND_TEAM	0	100 000
86 EVENT_SET_DEBUG	0	100 000
87 EVENT_START_BATTLE	0	100 000
88 EVENT_START_MOVE	0	100 000
89 EVENT_UPDATE_LOC	0	100 000
90 FUNCTION_AR_PROB_DETECT	0	100 000
91 FUNCTION_BTRY_AVAILABLE	0	100 000
92 FUNCTION_COLLISION	0	100 000
93 FUNCTION_STAY_TIME	0	100 000
94 PROCESS_AC_ATK_TGT	0	100 000
95 PROCESS_AIR_OBSERVER	0	100 000
96 PROCESS_AIRBORNE_RADAR	0	100 000
97 PROCESS_ASSESSMENT	0	100 000
98 PROCESS_CAS_MISSION	0	100 000
99 PROCESS_FORWARD_OBSERVER	0	100 000
100 PROCESS_HC_ARRIVE_BATTLE	0	100 000
101 PROCESS_HC_RETURN_FARRP	0	100 000
102 PROCESS_HEL_TARGET_ACQUISITION	0	100 000
103 PROCESS_HELICOPTER_FIRE	0	100 000
104 PROCESS_MINE_ASSESS	0	100 000
105 PROCESS_PHOTO_IR_FLIGHT	0	100 000
106 PROCESS_REMOTE_PILOT_VEHICLE	0	100 000
107 PROCESS_WITH_DRAW	0	100 000
108 ROUTINE_AC_BOMB_EFFECTS	0	100 000
109 ROUTINE_AC_DF_EFFECTS	0	100 000
110 ROUTINE_AC_MUNS_INPUT	0	100 000
111 ROUTINE_AD_SHOOT	0	100 000
112 ROUTINE_ADJUST	0	100 000

113 ROUTINE_AMMO_RPT	0	0	0	100.000
114 ROUTINE_ANGLE_COMPUTE	0	0	0	100.000
115 ROUTINE_AO_DETECTION	0	0	0	100.000
116 ROUTINE_AR_DETECTION	0	0	0	100.000
117 ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
118 ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
119 ROUTINE_BLOCK_LOS	0	0	0	100.000
120 ROUTINE_BTL_CHECK	0	0	0	100.000
121 ROUTINE_BTRY_INPUT	0	0	0	100.000
122 ROUTINE_CAS_EVAL	0	0	0	100.000
123 ROUTINE_CAT_TU_INPUT	0	0	0	100.000
124 ROUTINE_CHANGE_LOC	0	0	0	100.000
125 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
126 ROUTINE_CHECK_DEAD	0	0	0	100.000
127 ROUTINE_CHECK_ENGAGEMENT	0	0	0	100.000
128 ROUTINE_CHECK_LIST	0	0	0	100.000
129 ROUTINE_CHECK_PROX	0	0	0	100.000
130 ROUTINE_CHECK_STREN	0	0	0	100.000
131 ROUTINE_COMBINE_TRS	0	0	0	100.000
132 ROUTINE_COMPUTE_D	0	0	0	100.000
133 ROUTINE_CONTRAST_TO_FREQ	0	0	0	100.000
134 ROUTINE_CREATE_FORCE	0	0	0	100.000
135 ROUTINE_CREATE_TEAMS	0	0	0	100.000
136 ROUTINE_DEAD_UNIT	0	0	0	100.000
137 ROUTINE_DECISION_INPUT	0	0	0	100.000
138 ROUTINE_DEG_FEBASET	0	0	0	100.000
139 ROUTINE_DESTROY_ORD	0	0	0	100.000
140 ROUTINE_DQ_CMSN_QUEUE	0	0	0	100.000
141 ROUTINE_DUST_EFFECTS	0	0	0	100.000
142 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
143 ROUTINE_EMPTY	0	0	0	100.000
144 ROUTINE_END_MOVE	0	0	0	100.000
145 ROUTINE_END_FEBASET	0	0	0	100.000
146 ROUTINE_EQ_TE_INPUT	0	0	0	100.000
147 ROUTINE_ERROR_STOP	0	0	0	100.000
148 ROUTINE_FARRP_CHECK	0	0	0	100.000
149 ROUTINE_FARRP_INPUT	0	0	0	100.000
150 ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
151 ROUTINE_FBN_FD_INPUT	0	0	0	100.000
152 ROUTINE_FEBASET_INITIAL	0	0	0	100.000
153 ROUTINE_FILE_FD_SCHD	0	0	0	100.000
154 ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
155 ROUTINE_FIN_BATTLE	0	0	0	100.000
156 ROUTINE_FIND_START_TIME	0	0	0	100.000
157 ROUTINE_FLIGHT_PATH	0	0	0	100.000
158 ROUTINE_FORM_IF_LIST	0	0	0	100.000
159 ROUTINE_FORPOSITION_OUT	0	0	0	100.000
160 ROUTINE_GENERAL_BATTLE	0	0	0	100.000
161 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
162 ROUTINE_HC_DISENGAGE	0	0	0	100.000
163 ROUTINE_HC_EMPTY	0	0	0	100.000
164 ROUTINE_HE_LA_INPUT	0	0	0	100.000
165 ROUTINE_HEADING	0	0	0	100.000
166 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
167 ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
168 ROUTINE_ILLUM_EFFECTS	0	0	0	100.000

172 ROUTINE_ILUM.INPUT	0	0	100.000
173 ROUTINE_INIT.REINF	0	0	100.000
174 ROUTINE_INITIAL.DETECT	0	0	100.000
175 ROUTINE_INITIAL.MOVE	0	0	100.000
176 ROUTINE_INTER.BATTLE	0	0	100.000
177 ROUTINE_INTER.HELO	0	0	100.000
178 ROUTINE_JOHNSON.CRITERIA	0	0	100.000
179 ROUTINE_KV.INPUT	0	0	100.000
180 ROUTINE_KV.PRINT	0	0	100.000
181 ROUTINE_KV.SCOREBOARD	0	0	100.000
182 ROUTINE_LINE.CIRCLE	0	0	100.000
183 ROUTINE_LINE.OF.SIGHT	0	0	100.000
184 ROUTINE_LOCATE.SEARCH.AREA	0	0	100.000
185 ROUTINE_LOS.CHECK	0	0	100.000
186 ROUTINE_MADS.INPUT	0	0	100.000
187 ROUTINE_MAIN1	0	0	100.000
188 ROUTINE_MAIN2	0	0	100.000
189 ROUTINE_MAIN3	0	0	100.000
190 ROUTINE_MAO.INPUT	0	0	100.000
191 ROUTINE_MCFR.INPUT	0	0	100.000
192 ROUTINE_MFO.INPUT	0	0	100.000
193 ROUTINE_MIN.MOVE	0	0	100.000
194 ROUTINE_MINE.DELAY	0	0	100.000
195 ROUTINE_MINE.EFFECTS	0	0	100.000
196 ROUTINE_MINE.INPUT	0	0	100.000
197 ROUTINE_MPOB.INPUT	0	0	100.000
198 ROUTINE_MRT.TO.FREQ	0	0	100.000
199 ROUTINE_MUNS.INPUT	0	0	100.000
200 ROUTINE_NEW.SEGMENT	0	0	100.000
201 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
202 ROUTINE_ORD.ATK	0	0	100.000
203 ROUTINE_ORD.DEF	0	0	100.000
204 ROUTINE_ORD.MOVCOR	0	0	100.000
205 ROUTINE_ORD.MOVDIS	0	0	100.000
206 ROUTINE_ORD.REINF	0	0	100.000
207 ROUTINE_ORIENTATION	0	0	100.000
208 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
209 ROUTINE_P.E.M.INPUT	0	0	100.000
210 ROUTINE_PGM.INPUT	0	0	100.000
211 ROUTINE_PGM.MSN.ASGN	0	0	100.000
212 ROUTINE_PIR.DETECTION	0	0	100.000
213 ROUTINE_PK.COMPUTE	0	0	100.000
214 ROUTINE_PK.INPUT	0	0	100.000
215 ROUTINE_PLAT.COUNT	0	0	100.000
216 ROUTINE_POSITION	0	0	100.000
217 ROUTINE_PRED.POS	0	0	100.000
218 ROUTINE_PREP.WITHDRAW	0	0	100.000
219 ROUTINE_PREPARE.LIST	0	0	100.000
220 ROUTINE_PROB.INF	0	0	100.000
221 ROUTINE_PROB.TIME	0	0	100.000
222 ROUTINE_PROX.CHECK	0	0	100.000
223 ROUTINE_PROX.POS	0	0	100.000
224 ROUTINE_RANGE.COMPUTE	0	0	100.000
225 ROUTINE_READ.ORDERS	0	0	100.000
226 ROUTINE_REIN.ARRIVE	0	0	100.000
227 ROUTINE_REPLACE.HC	0	0	100.000
228 ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
229 ROUTINE_REQUEST.FASCAM	0	0	100.000
230 ROUTINE_REQUEST.ILLUM	0	0	100.000

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231 ROUTINE_REQUEST.SMOKE	0	100.000
232 ROUTINE_REQUEST.WD.FASCAM	0	100.000
233 ROUTINE_RESET.FEBA.SECTOR	0	100.000
234 ROUTINE_RPV_DETECTION	0	100.000
235 ROUTINE_RULE.EN.INPUT	0	100.000
236 ROUTINE_SEARCH	0	100.000
237 ROUTINE_SEARCH_COVERAGE	0	100.000
238 ROUTINE_SEGMENT_ADJUST	0	100.000
239 ROUTINE_SENSOR.INPUT	0	100.000
240 ROUTINE_SMOKE_COMPUTATION	0	100.000
241 ROUTINE_SMOKE_EFFECTS	0	100.000
242 ROUTINE_SMOKE.INPUT	0	100.000
243 ROUTINE_SNAP.R	0	100.000
244 ROUTINE_SNAP2	0	100.000
245 ROUTINE_ST.INPUT	0	100.000
246 ROUTINE_SUBM.INPUT	0	100.000
247 ROUTINE_SWITCH.FO	0	100.000
248 ROUTINE_SYS.INPUT	0	100.000
249 ROUTINE_TACAIR.DATA.REPORT	0	100.000
250 ROUTINE_TACAIR.INPUT	0	100.000
251 ROUTINE_TB.INPUT	0	100.000
252 ROUTINE_TBF.INPUT	0	100.000
253 ROUTINE_TEMPERATURE.ATTENUATION	0	100.000
254 ROUTINE_TERM.CHECK	0	100.000
255 ROUTINE_TIME.TO.DETECT	0	100.000
256 ROUTINE_TR.INPUT	0	100.000
257 ROUTINE_TT.FACTORS.INPUT	0	100.000
258 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
259 ROUTINE_UNIT.ASSIGNMENT	0	100.000
260 ROUTINE_UNIT.INPUT	0	100.000
261 ROUTINE_UNIT.PRIORITY	0	100.000
262 ROUTINE_VIS.INPUT	0	100.000
263 ROUTINE_WEIBULL.F	0	100.000
264 ROUTINE_WHAT.NEXT	0	100.000

TOTAL INVOCATIONS = 24582

CPU USAGE FOR SIMULATED HOUR 23. = 124.44 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 24.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC COMPUTE	7088	26.366	26.366
2 FUNCTION_ACT_RANGE	5793	21.549	47.915
3 ROUTINE_SIZE_ESTIMATE	2148	7.990	55.905
4 ROUTINE_FINAL_COVERAGE	1682	6.257	62.162
5 ROUTINE_LOCATE_SECTOR	1082	4.025	66.187
6 FUNCTION_COMBINATIONS	740	2.753	68.939
7 ROUTINE_PDB_DETECTION	716	2.663	71.603
8 EVENT_PDB_ACTIVATION	648	2.410	74.013
9 ROUTINE_FO_DETECTION	631	2.347	76.361
10 ROUTINE_OUTPUT_ATTRITION	411	1.529	77.889
11 ROUTINE_NOISE_DEGRADE	360	1.339	79.229
12 EVENT_CFR_ACTIVATION	324	1.205	80.434
13 FUNCTION_EST_RANGE	322	1.198	81.632
14 ROUTINE_VOLLEY	322	1.198	82.829
15 FUNCTION_HE_WLA	318	1.183	84.012
16 FUNCTION_FEBA_BAND	312	1.161	85.173
17 ROUTINE_EST_COVERAGE	285	1.060	86.233
18 ROUTINE_WEIGHTED_VOLLEYS	285	1.060	87.293
19 ROUTINE_NORMAL_F	251	.934	88.227
20 ROUTINE_GET_TERRAIN	210	.781	89.008
21 ROUTINE_HE_OR_ICM_COMPUTATION	165	.614	89.622
22 ROUTINE_MARGINAL_EFFECTS_ADJ	165	.614	90.235
23 ROUTINE_FA_BN_MOVEMENT	161	.599	90.834
24 FUNCTION_ICM_WLA	148	.551	91.385
25 ROUTINE_FA_BN_ASGN	147	.547	91.932
26 ROUTINE_TARGET_ANALYSIS	130	.484	92.415
27 PROCESS_FIRE_MISSION	128	.476	92.891
28 ROUTINE_BTRY_FM_ENQ	126	.469	93.368
29 ROUTINE_REM_EFFECTS_COMPUTATION	126	.469	93.836
30 ROUTINE_BTRY_FM_DEQ	118	.439	94.275
31 ROUTINE_COMPARE_TRS	113	.420	94.696
32 ROUTINE_TIME_REQ	113	.420	95.116
33 ROUTINE_CFR_DETECTION	103	.383	95.499
34 ROUTINE_CHK_COMP_TR	98	.365	95.864
35 ROUTINE_CHK_FD_TR	97	.361	96.224
36 ROUTINE_BTRY_EFFECTS	91	.339	96.563
37 ROUTINE_UNIT_ENVIR	91	.339	96.901
38 ROUTINE_GAMMA_F	86	.320	97.221
39 ROUTINE_FDC_TR_DEQ	73	.272	97.493
40 ROUTINE_FINISH_COMPUTATION	73	.272	97.764
41 PROCESS_SHOOT_OUT	72	.268	98.032
42 PROCESS_TARGET_REPORT	69	.257	98.289
43 ROUTINE_FDC_TR_ENQ	69	.257	98.546
44 EVENT_PDB_OPERATOR	55	.205	98.750
45 EVENT_CFR_OFF	47	.175	98.925
46 EVENT_CFR_ON	43	.160	99.085
47 ROUTINE_FD_EFFECTS_REQ	41	.153	99.237
48 EVENT_ARTY_OCCUPATION	33	.123	99.360
49 EVENT_STOP_ARTY_MOVEMENT	32	.119	99.479
50 ROUTINE_CHECK_FOR_MINES	28	.104	99.583
51 ROUTINE_EST_MIL_WORTH	28	.104	99.688
52 ROUTINE_COPY	18	.067	99.792
53 ROUTINE_COPY	18	.067	99.859

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54 PROCESS_ARTY_ASSESS	022	99.881
55 ROUTINE_EXPONENTIAL_F	022	99.903
56 FUNCTION_EST_TR_RANGE	019	99.922
57 ROUTINE_PROXIMITY_REQ	019	99.940
58 ROUTINE_CFR_DEGRADE	015	99.955
59 PROCESS_HOW_REPAIR	011	99.967
60 EVENT_CFR_OPERATOR	007	99.974
61 EVENT_SCHEDULE_ARTY_MOVEMENT	007	99.981
62 ROUTINE_DECIDE	007	99.989
63 EVENT_POSITION_REPORT	004	99.993
64 ROUTINE_CHECK_FORCE	004	99.996
65 ROUTINE_FORPOSITION_OUT	004	100.
66 "PROGRAM" MAIN	0	100.
67 EVENT_ACT_ATK	0	100.
68 EVENT_ACT_DEF	0	100.
69 EVENT_ACT_MOVCOR	0	100.
70 EVENT_ACT_MOVDIS	0	100.
71 EVENT_ACT_REINF	0	100.
72 EVENT_AD_ENGAGEMENT	0	100.
73 EVENT_BTL_ENDED	0	100.
74 EVENT_CHANGE_LITE	0	100.
75 EVENT_CHANGE_WEATHER	0	100.
76 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.
77 EVENT_END_SIMULATION	0	100.
78 EVENT_ENGAGEMENT	0	100.
79 EVENT_FEBA_SORTIE	0	100.
80 EVENT_GET_NX_ORD	0	100.
81 EVENT_HC_DEPART_BATTLE	0	100.
82 EVENT_HELO_ENGAGEMENT	0	100.
83 EVENT_INIT_PREPLAN_CAS	0	100.
84 EVENT_MOVE	0	100.
85 EVENT_OFF_LINE_ATTRITION	0	100.
86 EVENT_SEND_TEAM	0	100.
87 EVENT_SET_DEBUG	0	100.
88 EVENT_START_BATTLE	0	100.
89 EVENT_START_MOVE	0	100.
90 EVENT_UPDATE_LOC	0	100.
91 FUNCTION_AR_PROB_DETECT	0	100.
92 FUNCTION_BTRY_AVAILABLE	0	100.
93 FUNCTION_COLLISION	0	100.
94 FUNCTION_STAY_TIME	0	100.
95 PROCESS_AC_ATK_TGT	0	100.
96 PROCESS_AIR_OBSERVER	0	100.
97 PROCESS_AIRBORNE_RADAR	0	100.
98 PROCESS_ASSESSMENT	0	100.
99 PROCESS_CAS_MISSION	0	100.
100 PROCESS_FORWARD_OBSERVER	0	100.
101 PROCESS_HC_ARRIVE_BATTLE	0	100.
102 PROCESS_HC_RETURN_FARRP	0	100.
103 PROCESS_HEL_TARGET_ACQUISITION	0	100.
104 PROCESS_HELICOPTER_FIRE	0	100.
105 PROCESS_MINE_ASSESS	0	100.
106 PROCESS_PHOTO_IR_FLIGHT	0	100.
107 PROCESS_REMOTE_PILOT_VEHICLE	0	100.
108 PROCESS_WITH_DRAW	0	100.
109 ROUTINE_AC_BOMB_EFFECTS	0	100.
110 ROUTINE_AC_DF_EFFECTS	0	100.
111 ROUTINE_AC_MUNS_INPUT	0	100.
112 ROUTINE_AD_SHOOT	0	100.

172 ROUTINE_ILUM.INPUT	0	0	0	100
173 ROUTINE_INIT.REINF	0	0	0	100
174 ROUTINE_INITIAL_DETECT	0	0	0	100
175 ROUTINE_INITIAL_MOVE	0	0	0	100
176 ROUTINE_INTER.BATTLE	0	0	0	100
177 ROUTINE_INTER.HELO	0	0	0	100
178 ROUTINE_JOHNSON.CRITERIA	0	0	0	100
179 ROUTINE_KV.INPUT	0	0	0	100
180 ROUTINE_KV.PRINT	0	0	0	100
181 ROUTINE_KV.SCOREBOARD	0	0	0	100
182 ROUTINE_LINE.CIRCLE	0	0	0	100
183 ROUTINE_LINE.OF.SIGHT	0	0	0	100
184 ROUTINE_LOCATE.SEARCH.AREA	0	0	0	100
185 ROUTINE_LOS.CHECK	0	0	0	100
186 ROUTINE_MADS.INPUT	0	0	0	100
187 ROUTINE_MAIN1	0	0	0	100
188 ROUTINE_MAIN2	0	0	0	100
189 ROUTINE_MAIN3	0	0	0	100
190 ROUTINE_MAO.INPUT	0	0	0	100
191 ROUTINE_MCFR.INPUT	0	0	0	100
192 ROUTINE_MFO.INPUT	0	0	0	100
193 ROUTINE_MIN.MOVE	0	0	0	100
194 ROUTINE_MINE.DELAY	0	0	0	100
195 ROUTINE_MINE.EFFECTS	0	0	0	100
196 ROUTINE_MINE.INPUT	0	0	0	100
197 ROUTINE_MPD8.INPUT	0	0	0	100
198 ROUTINE_MRT.TO.FREQ	0	0	0	100
199 ROUTINE_MUNS.INPUT	0	0	0	100
200 ROUTINE_NEW.SEGMENT	0	0	0	100
201 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	0	100
202 ROUTINE_ORD.ATK	0	0	0	100
203 ROUTINE_ORD.DEF	0	0	0	100
204 ROUTINE_ORD.MOVCOR	0	0	0	100
205 ROUTINE_ORD.MOVDIS	0	0	0	100
206 ROUTINE_ORD.REINF	0	0	0	100
207 ROUTINE_ORIENTATION	0	0	0	100
208 ROUTINE_OUTPUT.EXPENDITURES	0	0	0	100
209 ROUTINE_P.E.M.INPUT	0	0	0	100
210 ROUTINE_PGM.INPUT	0	0	0	100
211 ROUTINE_PGM.MSN.ASGN	0	0	0	100
212 ROUTINE_PIR.DETECTION	0	0	0	100
213 ROUTINE_PK.COMPUTE	0	0	0	100
214 ROUTINE_PK.INPUT	0	0	0	100
215 ROUTINE_PLAT.COUNT	0	0	0	100
216 ROUTINE_POSITION	0	0	0	100
217 ROUTINE_PRED.POS	0	0	0	100
218 ROUTINE_PREP.WITHDRAW	0	0	0	100
219 ROUTINE_PREPARE.LIST	0	0	0	100
220 ROUTINE_PROB.INF	0	0	0	100
221 ROUTINE_PROB.TIME	0	0	0	100
222 ROUTINE_PROX.CHECK	0	0	0	100
223 ROUTINE_PROX.POS	0	0	0	100
224 ROUTINE_RANGE.COMPUTE	0	0	0	100
225 ROUTINE_READ.ORDERS	0	0	0	100
226 ROUTINE_REIN.ARRIVE	0	0	0	100
227 ROUTINE_REPLACE.HC	0	0	0	100
228 ROUTINE_REQUEST.DEF.FASCAM	0	0	0	100
229 ROUTINE_REQUEST.FASCAM	0	0	0	100
230 ROUTINE_REQUEST_ILUM	0	0	0	100

231 ROUTINE_REQUEST_SMOKE	0	0	100
232 ROUTINE_REQUEST_WD_FASCAM	0	0	100
233 ROUTINE_RESET_FEDA_SECTOR	0	0	100
234 ROUTINE_RPV_DETECTION	0	0	100
235 ROUTINE_RULE_EN_INPUT	0	0	100
236 ROUTINE_SEARCH	0	0	100
237 ROUTINE_SEARCH_COVERAGE	0	0	100
238 ROUTINE_SEGMENT_ADJUST	0	0	100
239 ROUTINE_SENSOR_INPUT	0	0	100
240 ROUTINE_SMOKE_COMPUTATION	0	0	100
241 ROUTINE_SMOKE_EFFECTS	0	0	100
242 ROUTINE_SMOKE_INPUT	0	0	100
243 ROUTINE_SNAP_R	0	0	100
244 ROUTINE_SNAP2	0	0	100
245 ROUTINE_ST_INPUT	0	0	100
246 ROUTINE_SUBM_INPUT	0	0	100
247 ROUTINE_SWITCH_FO	0	0	100
248 ROUTINE_SYS_INPUT	0	0	100
249 ROUTINE_TACAIR_DATA_REPORT	0	0	100
250 ROUTINE_TACAIR_INPUT	0	0	100
251 ROUTINE_TB_INPUT	0	0	100
252 ROUTINE_TBF_INPUT	0	0	100
253 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100
254 ROUTINE_TERM_CHECK	0	0	100
255 ROUTINE_TIME_TO_DETECT	0	0	100
256 ROUTINE_TR_INPUT	0	0	100
257 ROUTINE_TT_FACTORS_INPUT	0	0	100
258 ROUTINE_TYPE_WEAPON_INPUT	0	0	100
259 ROUTINE_UNIT_ASSIGNMENT	0	0	100
260 ROUTINE_UNIT_INPUT	0	0	100
261 ROUTINE_UNIT_PRIORITY	0	0	100
262 ROUTINE_VIS_INPUT	0	0	100
263 ROUTINE_WEIBULL_F	0	0	100
264 ROUTINE_WHAT_NEXT	0	0	100

TOTAL INVOCATIONS = 26883

CPU USAGE FOR SIMULATED HOUR 24. = 145.84 SECONDS

COSAGE SUMMARY INVOCATION REPORT

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	TOTAL PCT	TOTAL CALLS	ACC	TOTAL PCT
1 FUNCTION_ACT_RANGE	1189098	17.459	17.459	17.459	17.459
2 ROUTINE_RANGE_COMPUTE	792643	11.638	11.638	29.097	29.097
3 ROUTINE_PK_COMPUTE	741236	10.883	10.883	39.980	39.980
4 ROUTINE_PROX_CHECK	399966	5.872	5.872	45.852	45.852
5 ROUTINE_JOHNSON_CRITERIA	344157	5.053	5.053	50.906	50.906
6 ROUTINE_PROB_INF	344157	5.053	5.053	55.959	55.959
7 ROUTINE_PROB_TIME	344157	5.053	5.053	61.012	61.012
8 ROUTINE_SEARCH	344157	5.053	5.053	66.065	66.065
9 ROUTINE_TIME_TO_DETECT	312629	4.590	4.590	70.655	70.655
10 ROUTINE_FRAC_COMPUTE	291000	4.273	4.273	74.927	74.927
11 ROUTINE_CONTRAST_TO_FREQ	268234	3.938	3.938	78.866	78.866
12 ROUTINE_LOCATE_SECTOR	142090	2.086	2.086	80.952	80.952
13 ROUTINE_CHECK_ENGAGEMENT	129648	1.904	1.904	82.856	82.856
14 ROUTINE_SIZE_ESTIMATE	128398	1.885	1.885	84.741	84.741
15 ROUTINE_MRT_TO_FREQ	75923	1.115	1.115	85.855	85.855
16 ROUTINE_TEMPERATURE_ATTENUATION	75923	1.115	1.115	86.970	86.970
17 ROUTINE_FINAL_COVERAGE	74273	1.091	1.091	88.061	88.061
18 PROCESS_ASSESSMENT	53613	.787	.787	88.848	88.848
19 ROUTINE_PDB_DETECTION	44444	.653	.653	89.500	89.500
20 FUNCTION_COMBINATIONS	41320	.607	.607	90.107	90.107
21 ROUTINE_DEQ_FEBA_SET	40041	.588	.588	90.695	90.695
22 ROUTINE_ENQ_FEBA_SET	39866	.585	.585	91.280	91.280
23 PROCESS_SHOOT_OUT	36804	.540	.540	91.821	91.821
24 EVENT_PDB_ACTIVATION	35159	.516	.516	92.337	92.337
25 ROUTINE_WEIBULL_F	23942	.352	.352	92.688	92.688
26 FUNCTION_EST_RANGE	23356	.343	.343	93.031	93.031
27 ROUTINE_NOISE_DEGRADE	22223	.326	.326	93.358	93.358
28 ROUTINE_NORMAL_F	20372	.299	.299	93.657	93.657
29 ROUTINE_F0_DETECTION	18830	.276	.276	93.933	93.933
30 ROUTINE_VOLLEY	17583	.258	.258	94.191	94.191
31 EVENT_CFR_ACTIVATION	17580	.258	.258	94.450	94.450
32 ROUTINE_MIN_MOVE	17414	.256	.256	94.705	94.705
33 FUNCTION_HE_WLA	17263	.253	.253	94.959	94.959
34 ROUTINE_OUTPUT_ATTRITION	16960	.249	.249	95.208	95.208
35 FUNCTION_FEBA_BAND	16059	.236	.236	95.443	95.443
36 ROUTINE_CHANGE_LOC	12816	.188	.188	95.632	95.632
37 ROUTINE_LOS_CHECK	12816	.188	.188	95.820	95.820
38 ROUTINE_EST_COVERAGE	12333	.181	.181	96.001	96.001
39 ROUTINE_WEIGHTED_VOLLEYS	12333	.181	.181	96.182	96.182
40 ROUTINE_COMPUTE_D	11475	.168	.168	96.350	96.350
41 EVENT_UPDATE_LOC	10073	.148	.148	96.498	96.498
42 ROUTINE_TARGET_ANALYSIS	9942	.146	.146	96.644	96.644
43 ROUTINE_GET_TERRAIN	9862	.145	.145	96.789	96.789
44 ROUTINE_HE_OR_ICM_COMPUTATION	9137	.134	.134	96.923	96.923
45 ROUTINE_GAMMA_F	8906	.131	.131	97.054	97.054
46 ROUTINE_COMPARE_TRS	8869	.130	.130	97.184	97.184
47 ROUTINE_MARGINAL_EFFECTS_ADJ	8624	.127	.127	97.311	97.311
48 ROUTINE_TIME_REQ	7399	.109	.109	97.420	97.420
49 ROUTINE_CHK_COMP_TR	7360	.108	.108	97.528	97.528
50 ROUTINE_CHK_FD_TR	7352	.108	.108	97.636	97.636
51 ROUTINE_FA_BN_ASSIGN	6922	.102	.102	97.737	97.737
52 ROUTINE_NEW_SEGMENT	6792	.100	.100	97.837	97.837
53 ROUTINE_FA_BN_MOVEMENT	6682	.098	.098	97.935	97.935

	PAGE	122
54 ROUTINE_CFR_DETECTION	6255	.092
55 ROUTINE_ANGLE_COMPUTE	5699	.084
56 FUNCTION_ICM_WLA	5467	.080
57 PROCESS_FIRE_MISSION	5453	.080
58 ROUTINE_BTRY_FM_ENQ	5453	.080
59 ROUTINE_REM_EFFECTS_COMPUTATION	5443	.080
60 ROUTINE_BTRY_FM_DEQ	5392	.079
61 PROCESS_TARGET_REPORT	5375	.079
62 ROUTINE_FDC_TR_ENQ	4938	.073
63 ROUTINE_FDC_TR_DEQ	4920	.072
64 ROUTINE_FINISH_COMPUTATION	4920	.072
65 ROUTINE_BLOCK_LOS	4276	.063
66 ROUTINE_BTRY_EFFECTS	4054	.060
67 ROUTINE_UNIT_ENVIR	4046	.059
68 ROUTINE_DUST_EFFECTS	3081	.045
69 ROUTINE_SEGMENT_ADJUST	3049	.045
70 ROUTINE_CHECK_PROX	2795	.041
71 ROUTINE_POSITION	2770	.041
72 ROUTINE_CFR_DEGRADE	2604	.038
73 EVENT_MOVE	2542	.037
74 ROUTINE_EXPONENTIAL_F	2541	.037
75 ROUTINE_REQUEST_SMOKE	2511	.037
76 ROUTINE_CAS_EVAL	2500	.037
77 EVENT_CFR_OPERATOR	2404	.035
78 FUNCTION_EST_TR_RANGE	2344	.034
79 ROUTINE_PROXIMITY_REQ	2344	.034
80 ROUTINE_EST_MIL_WORTH	2250	.033
81 EVENT_ENGAGEMENT	1953	.029
82 ROUTINE_REQUEST_ILUM	1953	.029
83 ROUTINE_CHECK_FOR_MINES	1826	.027
84 ROUTINE_FD_EFFECTS_REQ	1819	.027
85 ROUTINE_LOCATE_SEARCH_AREA	1735	.025
86 EVENT_PDB_OPERATOR	1719	.025
87 ROUTINE_COPY	1442	.021
88 ROUTINE_COMPUTE_WD	1376	.020
89 EVENT_START_ARTY_MOVEMENT	1320	.019
90 EVENT_STOP_ARTY_MOVEMENT	1320	.019
91 EVENT_ARTY_OCCUPATION	1318	.019
92 ROUTINE_DECIDE	1074	.016
93 ROUTINE_REQUEST_DEF_FASCAM	1009	.015
94 EVENT_CFR_ON	837	.012
95 EVENT_CFR_OFF	836	.012
96 EVENT_GET_NX_ORD	721	.011
97 ROUTINE_CHECK_FORCE	674	.010
98 ROUTINE_PRED_POS	650	.010
99 PROCESS_ARTY_ASSESS	562	.008
100 PROCESS_WITH_DRAW	558	.008
101 ROUTINE_PREP_WITHDRAW	558	.008
102 ROUTINE_REQUEST_WD_FASCAM	558	.008
103 ROUTINE_TERM_CHECK	546	.008
104 PROCESS_HOW_REPAIR	507	.007
105 EVENT_START_MOVE	506	.007
106 EVENT_ACT_DEF	449	.007
107 PROCESS_FORWARD_OBSERVER	421	.006
108 ROUTINE_COMBINE_TRS	354	.005
109 ROUTINE_CREATE_FORCE	330	.005
110 ROUTINE_UNIT_ASSIGNMENT	330	.005
111 ROUTINE_SWITCH_FO	329	.005
112 ROUTINE_CHECK_DEAD	328	.005

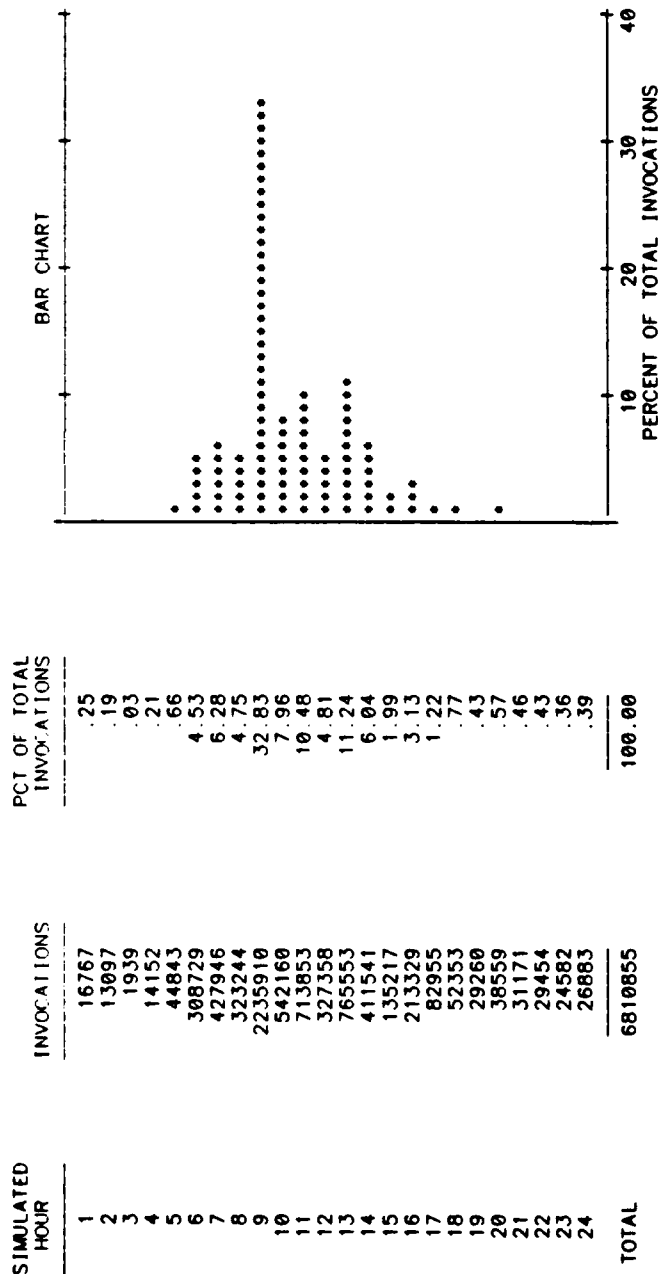
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113 ROUTINE_HEADING	313	.005
114 EVENT_ACT.MOVCOR	295	.004
115 ROUTINE_END.MOVE	285	.004
116 ROUTINE_ORD.DEF	267	.004
117 ROUTINE_CHECK.LIST	248	.004
118 ROUTINE_ORD.MOVCOR	235	.003
119 ROUTINE_UNIT.PRIORITY	222	.003
120 EVENT_ACT.MOVDIS	213	.003
121 ROUTINE_WHAT.NEXT	199	.003
122 ROUTINE_CHECK.STREN	192	.003
123 ROUTINE_DEAD.UNIT	175	.003
124 EVENT_START.BATTLE	165	.002
125 ROUTINE_ADJUST	165	.002
126 ROUTINE_GENERAL.BATTLE	165	.002
127 ROUTINE_INITIAL.DETECT	165	.002
128 ROUTINE_INITIAL.MOVE	165	.002
129 ROUTINE_LINE.OF.SIGHT	165	.002
130 ROUTINE_ORIENTATION	165	.002
131 ROUTINE_EMPTY	164	.002
132 ROUTINE_PGM.MSN.ASGN	140	.002
133 ROUTINE_PROX.POS	138	.002
134 EVENT_ACT.ATK	111	.002
135 ROUTINE_PREPARE.LIST	111	.002
136 EVENT_BYL.ENDED	110	.002
137 ROUTINE_FIN.BATTLE	110	.002
138 ROUTINE_ORD.MOVDIS	106	.002
139 ROUTINE_ORD.ATK	90	.001
140 ROUTINE_FORM.TF.LIST	76	.001
141 ROUTINE_INTER.BATTLE	54	+8.E-04
142 ROUTINE_INTER.HELO	54	+8.E-04
143 EVENT_SCHEDULE.ARTY.MOVEMENT	48	+7.E-04
144 ROUTINE_RESET.FEBA.SECTOR	44	+6.E-04
145 ROUTINE_DESTROY.ORD	36	+5.E-04
146 FUNCTION_COLLISION	18	+3.E-04
147 ROUTINE_CREATE.TEAMS	17	+2.E-04
148 ROUTINE_DQ.CMSN.QUEUE	11	+2.E-04
149 ROUTINE_ATTRIT.SENSOR	10	+1.E-04
150 EVENT_CHANGE.WEATHER	9	+1.E-04
151 EVENT_CHANGE.LITE	2	+3.E-05
152 EVENT_POSITION.REPORT	2	+3.E-05
153 ROUTINE_FORPOSITION.OUT	2	+3.E-05
154 "PROGRAM".MAIN	1	+1.E-05
155 ROUTINE_BTRY.INPUT	1	+1.E-05
156 ROUTINE_CAT.TU.INPUT	1	+1.E-05
157 ROUTINE_DECISION.INPUT	1	+1.E-05
158 ROUTINE_EQ.TE.INPUT	1	+1.E-05
159 ROUTINE_FARRP.INPUT	1	+1.E-05
160 ROUTINE_FBN.FD.INPUT	1	+1.E-05
161 ROUTINE_FEBA.INITIAL	1	+1.E-05
162 ROUTINE_HE.LA.INPUT	1	+1.E-05
163 ROUTINE_ILLLUM.INPUT	1	+1.E-05
164 ROUTINE_KV.INPUT	1	+1.E-05
165 ROUTINE_MAIN1	1	+1.E-05
166 ROUTINE_MAIN2	1	+1.E-05
167 ROUTINE_MAIN3	1	+1.E-05
168 ROUTINE_MAO.INPUT	1	+1.E-05
169 ROUTINE_MCFR.INPUT	1	+1.E-05
170 ROUTINE_MFO.INPUT	1	+1.E-05
171 ROUTINE_MINE.INPUT	1	+1.E-05

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172	ROUTINE_MFDB.INPUT	1	+1.E-05	100.000	
173	ROUTINE_MUNS.INPUT	1	+1.E-05	100.000	
174	ROUTINE_OPEN.INPUT.OUTPUT.FILES	1	+1.E-05	100.000	
175	ROUTINE_P.E.M.INPUT	1	+1.E-05	100.000	
176	ROUTINE_PGM.INPUT	1	+1.E-05	100.000	
177	ROUTINE_PK.INPUT	1	+1.E-05	100.000	
178	ROUTINE_READ.ORDERS	1	+1.E-05	100.000	
179	ROUTINE_RUL.EN.INPUT	1	+1.E-05	100.000	
180	ROUTINE_SENSOR.INPUT	1	+1.E-05	100.000	
181	ROUTINE_SMOKE.INPUT	1	+1.E-05	100.000	
182	ROUTINE_ST.INPUT	1	+1.E-05	100.000	
183	ROUTINE_SUBM.INPUT	1	+1.E-05	100.000	
184	ROUTINE_SYS.INPUT	1	+1.E-05	100.000	
185	ROUTINE_TACAIR.INPUT	1	+1.E-05	100.000	
186	ROUTINE_TB.INPUT	1	+1.E-05	100.000	
187	ROUTINE_TBF.INPUT	1	+1.E-05	100.000	
188	ROUTINE_TT.FACTORS.INPUT	1	+1.E-05	100.000	
189	ROUTINE_TYPE.WEAPON.INPUT	1	+1.E-05	100.000	
190	ROUTINE_UNIT.INPUT	1	+1.E-05	100.000	
191	ROUTINE_VIS.INPUT	1	+1.E-05	100.000	
192	EVENT_ACT.REINF	0	0	100.000	
193	EVENT_AD.ENGAGEMENT	0	0	100.000	
194	EVENT_DQ.OLD.SORTIE.QUEUE	0	0	100.000	
195	EVENT_END.SIMULATION	0	0	100.000	
196	EVENT_FEBA.SORTIE	0	0	100.000	
197	EVENT_HC.DEPART.BATTLE	0	0	100.000	
198	EVENT_HELLO.ENGAGEMENT	0	0	100.000	
199	EVENT_INIT.PREPLAN.CAS	0	0	100.000	
200	EVENT_OFF.LINE.ATTRITION	0	0	100.000	
201	EVENT_SEND.TEAM	0	0	100.000	
202	EVENT_SET.DEBUG	0	0	100.000	
203	FUNCTION_AR.PROB.DETECT	0	0	100.000	
204	FUNCTION_BTRY.AVAILABLE	0	0	100.000	
205	FUNCTION_STAY.TIME	0	0	100.000	
206	PROCESS_AC.ATK.TGT	0	0	100.000	
207	PROCESS_AIR.OBSERVER	0	0	100.000	
208	PROCESS_AIRBORNE.RADAR	0	0	100.000	
209	PROCESS_CAS.MISSION	0	0	100.000	
210	PROCESS_HC.ARRIVE.BATTLE	0	0	100.000	
211	PROCESS_HC.RETURN.FARRP	0	0	100.000	
212	PROCESS_HEL.TARGET.ACQUISITION	0	0	100.000	
213	PROCESS_HELICOPTER.FIRE	0	0	100.000	
214	PROCESS_MINE.ASSESS	0	0	100.000	
215	PROCESS_PHOTO.IR.FLIGHT	0	0	100.000	
216	PROCESS_REMOTE.PILOT.VEHICLE	0	0	100.000	
217	ROUTINE_AC.BOMB.EFFECTS	0	0	100.000	
218	ROUTINE_AC.DF.EFFECTS	0	0	100.000	
219	ROUTINE_AC.MUNS.INPUT	0	0	100.000	
220	ROUTINE_AD.SHOOT	0	0	100.000	
221	ROUTINE_AMMO.RPT	0	0	100.000	
222	ROUTINE_ANALYSIS.OUTPUT	0	0	100.000	
223	ROUTINE_AD.DETECTION	0	0	100.000	
224	ROUTINE_AR.DETECTION	0	0	100.000	
225	ROUTINE_BETWEEN.ROUTINE	0	0	100.000	
226	ROUTINE_BTL.CHECK	0	0	100.000	
227	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000	
228	ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000	
229	ROUTINE_END.CAS.MISSION	0	0	100.000	
230	ROUTINE_ERROR.STOP	0	0	100.000	

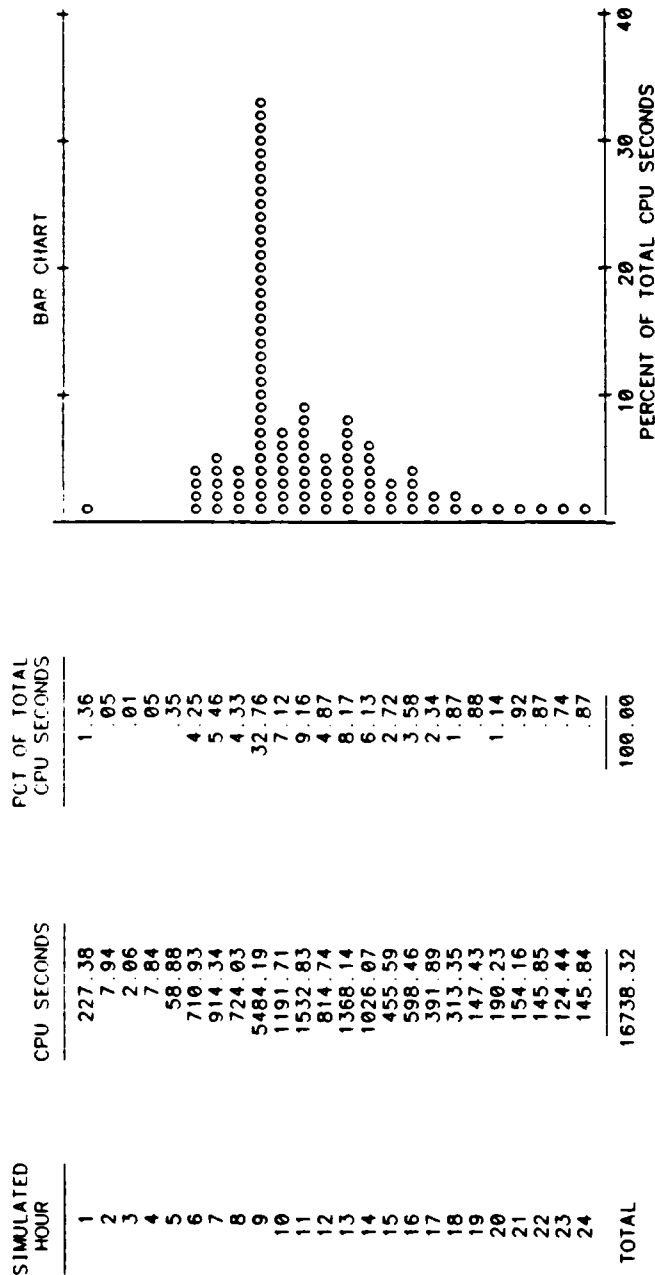
231 ROUTINE_FARRP_CHECK	0	0	100.000
232 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
233 ROUTINE_FILE_FD_SCHD	0	0	100.000
234 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
235 ROUTINE_FIND_START_TIME	0	0	100.000
236 ROUTINE_FLIGHT_PATH	0	0	100.000
237 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
238 ROUTINE_HC_DISENGAGE	0	0	100.000
239 ROUTINE_HC_EMPTY	0	0	100.000
240 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
241 ROUTINE_ILLUM_COMPUTATION	0	0	100.000
242 ROUTINE_ILLUM_EFFECTS	0	0	100.000
243 ROUTINE_INIT_REINF	0	0	100.000
244 ROUTINE_KV_PRINT	0	0	100.000
245 ROUTINE_KV_SCOREBOARD	0	0	100.000
246 ROUTINE_LINE_CIRCLE	0	0	100.000
247 ROUTINE_MADS_INPUT	0	0	100.000
248 ROUTINE_MINE_DELAY	0	0	100.000
249 ROUTINE_MINE_EFFECTS	0	0	100.000
250 ROUTINE_ORD_REINF	0	0	100.000
251 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
252 ROUTINE_PIR_DETECTION	0	0	100.000
253 ROUTINE_PLAT_COUNT	0	0	100.000
254 ROUTINE_REIN_ARRIVE	0	0	100.000
255 ROUTINE_REPLACE_HC	0	0	100.000
256 ROUTINE_REQUEST_FASCAM	0	0	100.000
257 ROUTINE_RPV_DETECTION	0	0	100.000
258 ROUTINE_SEARCH_COVERAGE	0	0	100.000
259 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
260 ROUTINE_SMOKE_EFFECTS	0	0	100.000
261 ROUTINE_SNAP_R	0	0	100.000
262 ROUTINE_SNAP2	0	0	100.000
263 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
264 ROUTINE_TR_INPUT	0	0	100.000

TOTAL INVOCATIONS = 6810855

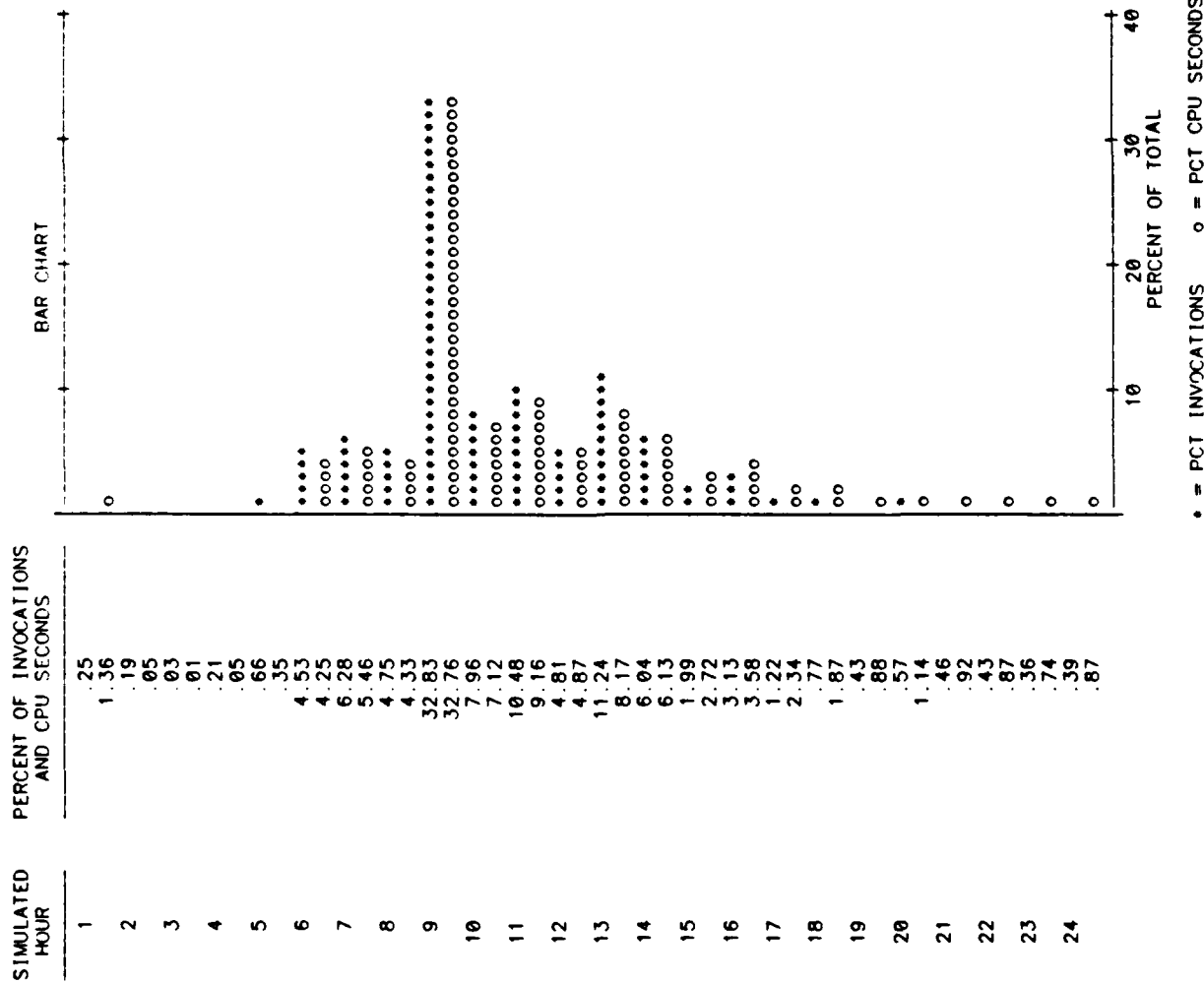
C O S A G E I N V O C A T I O N S U M M A R Y



C O S A G E C P U U S / E S U M M A R Y



COSAGE INVOCATION AND CPU USAGE



APPENDIX C
COSAGE HOURLY INVOCATION REPORT
(random number seed 6)



COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 1.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	9892	59.358	59.358
2 ROUTINE_EXPONENTIAL.F	2048	12.289	71.647
3 ROUTINE_GAMMA.F	1810	10.861	82.508
4 ROUTINE_LOCATE_SECTOR	678	4.068	86.577
5 PROCESS_FORWARD_OBSERVER	421	2.526	89.103
6 ROUTINE_LOCATE_SEARCH_AREA	421	2.526	91.629
7 ROUTINE_ORD_DEF	267	1.602	93.231
8 ROUTINE_ORD_MOVCOR	235	1.410	94.641
9 ROUTINE_FA_BN.MOVEMENT	132	.792	95.434
10 ROUTINE_ORD_MOVDIS	106	.636	96.070
11 EVENT_ACT_DEF	100	.600	96.670
12 ROUTINE_ORD_ATK	90	.540	97.210
13 ROUTINE_FORM_TF_LIST	76	.456	97.666
14 ROUTINE_CHECK_PROX	73	.438	98.104
15 ROUTINE_DEQ_FEBASET	73	.438	98.542
16 ROUTINE_ENQ_FEBASET	73	.438	98.980
17 EVENT_UPDATE_LOC	70	.420	99.400
18 ROUTINE_RESET_FEBASECTOR	29	.174	99.574
19 ROUTINE_CREATE_TEAMS	17	.102	99.676
20 EVENT_ACT_MOVCOR	3	.018	99.694
21 EVENT_START_MOVE	3	.018	99.712
22 ROUTINE_CHECK_FOR_MINES	3	.018	99.730
23 ROUTINE_GET_TERRAIN	3	.018	99.748
24 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.012	99.760
25 PROGRAM__MAIN	1	.006	99.766
26 EVENT_POSITION_REPORT	1	.006	99.772
27 ROUTINE_BTRY_INPUT	1	.006	99.778
28 ROUTINE_CAT_TU_INPUT	1	.006	99.784
29 ROUTINE_DECISION_INPUT	1	.006	99.790
30 ROUTINE_EQ_TE_INPUT	1	.006	99.796
31 ROUTINE_FARRP_INPUT	1	.006	99.802
32 ROUTINE_FBN_FD_INPUT	1	.006	99.808
33 ROUTINE_FEBASE_INITIAL	1	.006	99.814
34 ROUTINE_FORPOSITION_OUT	1	.006	99.820
35 ROUTINE_HE_LA_INPUT	1	.006	99.826
36 ROUTINE_ILUM_INPUT	1	.006	99.832
37 ROUTINE_KV_INPUT	1	.006	99.838
38 ROUTINE_MAIN1	1	.006	99.844
39 ROUTINE_MAIN2	1	.006	99.850
40 ROUTINE_MAIN3	1	.006	99.856
41 ROUTINE_MAO_INPUT	1	.006	99.862
42 ROUTINE_MCFR_INPUT	1	.006	99.868
43 ROUTINE_MFO_INPUT	1	.006	99.874
44 ROUTINE_MINE_INPUT	1	.006	99.880
45 ROUTINE_MPDB_INPUT	1	.006	99.886
46 ROUTINE_MUNS_INPUT	1	.006	99.892
47 ROUTINE_OPEN_INPUT_OUTPUT_FILES	1	.006	99.898
48 ROUTINE_P.E.M.INPUT	1	.006	99.904
49 ROUTINE_PGM_INPUT	1	.006	99.910
50 ROUTINE_PK_INPUT	1	.006	99.916
51 ROUTINE_READ_ORDERS	1	.006	99.922
52 ROUTINE_RUL_EN_INPUT	1	.006	99.928
53 ROUTINE_SENSOR_INPUT	1	.006	99.934

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54 ROUTINE_SMOKE.INPUT	.006	99.940
55 ROUTINE_ST.INPUT	.006	99.946
56 ROUTINE_SUBM.INPUT	.006	99.952
57 ROUTINE_SYS.INPUT	.006	99.958
58 ROUTINE_TACAIR.INPUT	.006	99.964
59 ROUTINE_TB.INPUT	.006	99.970
60 ROUTINE_TBF.INPUT	.006	99.976
61 ROUTINE_TT.FACTORS.INPUT	.006	99.982
62 ROUTINE_TYPE_WEAPON.INPUT	.006	99.988
63 ROUTINE_UNIT.INPUT	.006	99.994
64 ROUTINE_VIS.INPUT	.006	100.000
65 EVENT_ACT.ATK	0.	100.000
66 EVENT_ACT.MOVDIS	0.	100.000
67 EVENT_ACT.REINF	0.	100.000
68 EVENT_AD.ENGAGEMENT	0.	100.000
69 EVENT_ARTY.OCCUPATION	0.	100.000
70 EVENT_BTL.ENDED	0.	100.000
71 EVENT_CFR.ACTIVATION	0.	100.000
72 EVENT_CFR.OFF	0.	100.000
73 EVENT_CFR.ON	0.	100.000
74 EVENT_CFR.OPERATOR	0.	100.000
75 EVENT_CHANGE.LITE	0.	100.000
76 EVENT_CHANGE.WEATHER	0.	100.000
77 EVENT_DQ.OLD.SORTIE.QUEUE	0.	100.000
78 EVENT_END.SIMULATION	0.	100.000
79 EVENT_ENGAGEMENT	0.	100.000
80 EVENT_FEBA.SORTIE	0.	100.000
81 EVENT_GET.NX.ORD	0.	100.000
82 EVENT_HC.DEPART.BATTLE	0.	100.000
83 EVENT_HELLO.ENGAGEMENT	0.	100.000
84 EVENT_INIT.PREPLAN.CAS	0.	100.000
85 EVENT_MOVE	0.	100.000
86 EVENT_OFF.LINE.ATTRITION	0.	100.000
87 EVENT_PDB.ACTIVATION	0.	100.000
88 EVENT_PDB.OPERATOR	0.	100.000
89 EVENT_SEND.TEAM	0.	100.000
90 EVENT_SET.DEBUG	0.	100.000
91 EVENT_START.ARTY.MOVEMENT	0.	100.000
92 EVENT_START.BATTLE	0.	100.000
93 EVENT_STOP.ARTY.MOVEMENT	0.	100.000
94 FUNCTION_AR.PROB.DETECT	0.	100.000
95 FUNCTION_BTRY.AVAILABLE	0.	100.000
96 FUNCTION_COLLISION	0.	100.000
97 FUNCTION_COMBINATIONS	0.	100.000
98 FUNCTION_EST.RANGE	0.	100.000
99 FUNCTION_EST.TR.RANGE	0.	100.000
100 FUNCTION_FEBA.BAND	0.	100.000
101 FUNCTION_HE.WLA	0.	100.000
102 FUNCTION_ICM.WLA	0.	100.000
103 FUNCTION_STAY.TIME	0.	100.000
104 PROCESS_AC.ATK.TGT	0.	100.000
105 PROCESS_AIR.OBSERVER	0.	100.000
106 PROCESS_AIRBORNE.RADAR	0.	100.000
107 PROCESS_ARTY.ASSESS	0.	100.000
108 PROCESS_ASSESSMENT	0.	100.000
109 PROCESS_CAS.MISSION	0.	100.000
110 PROCESS_FIRE.MISSION	0.	100.000
111 PROCESS_HC.ARRIVE.BATTLE	0.	100.000
112 PROCESS_HC.RETURN.FARRP	0.	100.000

113	PROCESS_HEL_TARGET_ACQUISITION	0	0	0	100.000
114	PROCESS_HELICOPTER_FIRE	0	0	0	100.000
115	PROCESS_HOW_REPAIR	0	0	0	100.000
116	PROCESS_MINE_ASSESS	0	0	0	100.000
117	PROCESS_PHOTO_IR_FLIGHT	0	0	0	100.000
118	PROCESS_REMOTE_PILOT_VEHICLE	0	0	0	100.000
119	PROCESS_SHOOT_OUT	0	0	0	100.000
120	PROCESS_TARGET_REPORT	0	0	0	100.000
121	PROCESS_WITHDRAW	0	0	0	100.000
122	ROUTINE_AC_BOMB_EFFECTS	0	0	0	100.000
123	ROUTINE_AC_DF_EFFECTS	0	0	0	100.000
124	ROUTINE_AC_MUNS_INPUT	0	0	0	100.000
125	ROUTINE_AD_SHOOT	0	0	0	100.000
126	ROUTINE_ADJUST	0	0	0	100.000
127	ROUTINE_AMMO_RPT	0	0	0	100.000
128	ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
129	ROUTINE_ANGLE_COMPUTE	0	0	0	100.000
130	ROUTINE_AO_DETECTION	0	0	0	100.000
131	ROUTINE_AR_DETECTION	0	0	0	100.000
132	ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
133	ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
134	ROUTINE_BLOCK_LOS	0	0	0	100.000
135	ROUTINE_BTL_CHECK	0	0	0	100.000
136	ROUTINE_BTRY_EFFECTS	0	0	0	100.000
137	ROUTINE_BTRY_FM_DEQ	0	0	0	100.000
138	ROUTINE_BTRY_FM_ENQ	0	0	0	100.000
139	ROUTINE_CAS_EVAL	0	0	0	100.000
140	ROUTINE_CFR_DEGRADE	0	0	0	100.000
141	ROUTINE_CFR_DETECTION	0	0	0	100.000
142	ROUTINE_CHANGE_LOC	0	0	0	100.000
143	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
144	ROUTINE_CHECK_DEAD	0	0	0	100.000
145	ROUTINE_CHECK_ENGAGEMENT	0	0	0	100.000
146	ROUTINE_CHECK_FORCE	0	0	0	100.000
147	ROUTINE_CHECK_LIST	0	0	0	100.000
148	ROUTINE_CHECK_STREN	0	0	0	100.000
149	ROUTINE_CHK_COMP_TR	0	0	0	100.000
150	ROUTINE_CHK_FD_TR	0	0	0	100.000
151	ROUTINE_COMBINE_TRS	0	0	0	100.000
152	ROUTINE_COMPARE_TRS	0	0	0	100.000
153	ROUTINE_COMPUTE_D	0	0	0	100.000
154	ROUTINE_COMPUTE_WD	0	0	0	100.000
155	ROUTINE_CONTRAST_TO_FREQ	0	0	0	100.000
156	ROUTINE_COPY	0	0	0	100.000
157	ROUTINE_CREATE_FORCE	0	0	0	100.000
158	ROUTINE_DEAD_UNIT	0	0	0	100.000
159	ROUTINE_DECIDE	0	0	0	100.000
160	ROUTINE_DESTROY_ORD	0	0	0	100.000
161	ROUTINE_DO_CMSN_QUEUE	0	0	0	100.000
162	ROUTINE_DUST_EFFECTS	0	0	0	100.000
163	ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
164	ROUTINE_EMPTY	0	0	0	100.000
165	ROUTINE_END_CAS_MISSION	0	0	0	100.000
166	ROUTINE_END_MOVE	0	0	0	100.000
167	ROUTINE_ERROR_STOP	0	0	0	100.000
168	ROUTINE_EST_COVERAGE	0	0	0	100.000
169	ROUTINE_EST_MIL_WORTH	0	0	0	100.000
170	ROUTINE_FA_BN_ASGN	0	0	0	100.000
171	ROUTINE_FARRP_CHECK	0	0	0	100.000

1172	ROUTINE_FASCAM.COMPUTATION	0	0	100.000
1173	ROUTINE_FD.EFFECTS.REQ	0	0	100.000
1174	ROUTINE_FDC.TR.DEG	0	0	100.000
1175	ROUTINE_FDC.TR.ENO	0	0	100.000
1176	ROUTINE_FILE.FD.SCHD	0	0	100.000
1177	ROUTINE_FILE.KAD.SENSOR	0	0	100.000
1178	ROUTINE_FIN.BATTLE	0	0	100.000
1179	ROUTINE_FINAL.COVERAGE	0	0	100.000
1180	ROUTINE_FIND.START.TIME	0	0	100.000
1181	ROUTINE_FINISH.COMPUTATION	0	0	100.000
1182	ROUTINE_FLIGHT.PATH	0	0	100.000
1183	ROUTINE_FO.DETECTION	0	0	100.000
1184	ROUTINE_FRAC.COMPUTE	0	0	100.000
1185	ROUTINE_GENERAL.BATTLE	0	0	100.000
1186	ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
1187	ROUTINE_HC.DISENGAGE	0	0	100.000
1188	ROUTINE_HC.EMPTY	0	0	100.000
1189	ROUTINE_HE.OR.ICM.COMPUTATION	0	0	100.000
1190	ROUTINE_HEADING	0	0	100.000
1191	ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
1192	ROUTINE_ILLUM.COMPUTATION	0	0	100.000
1193	ROUTINE_ILLUM.EFFECTS	0	0	100.000
1194	ROUTINE_INIT.REINF	0	0	100.000
1195	ROUTINE_INITIAL.DETECT	0	0	100.000
1196	ROUTINE_INITIAL.MOVE	0	0	100.000
1197	ROUTINE_INTER.BATTLE	0	0	100.000
1198	ROUTINE_INTER.HEL0	0	0	100.000
1199	ROUTINE_JOHNSON.CRITERIA	0	0	100.000
1200	ROUTINE_KV.PRINT	0	0	100.000
1201	ROUTINE_KV.SCOREBOARD	0	0	100.000
1202	ROUTINE_LINE.CIRCLE	0	0	100.000
1203	ROUTINE_LINE.OF.SIGHT	0	0	100.000
1204	ROUTINE_LOS.CHECK	0	0	100.000
1205	ROUTINE_MADS.INPUT	0	0	100.000
1206	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0	100.000
1207	ROUTINE_MIN.MOVE	0	0	100.000
1208	ROUTINE_MINE.DELAY	0	0	100.000
1209	ROUTINE_MINE.EFFECTS	0	0	100.000
1210	ROUTINE_WRT.TO.FREQ	0	0	100.000
1211	ROUTINE_NEW.SEGMENT	0	0	100.000
1212	ROUTINE_NOISE.DEGRADE	0	0	100.000
1213	ROUTINE_NORMAL.F	0	0	100.000
1214	ROUTINE_ORD.REINF	0	0	100.000
1215	ROUTINE_ORIENTATION	0	0	100.000
1216	ROUTINE_OUTPUT.ATTRITION	0	0	100.000
1217	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
1218	ROUTINE_POB.DETECTION	0	0	100.000
1219	ROUTINE_PGM.MSN.ASGN	0	0	100.000
1220	ROUTINE_PIR.DETECTION	0	0	100.000
1221	ROUTINE_PK.COMPUTE	0	0	100.000
1222	ROUTINE_PLAT.COUNT	0	0	100.000
1223	ROUTINE_POSITION	0	0	100.000
1224	ROUTINE_PRED.POS	0	0	100.000
1225	ROUTINE_PREP.WITHDRAW	0	0	100.000
1226	ROUTINE_PREPARE.LIST	0	0	100.000
1227	ROUTINE_PROB.INF	0	0	100.000
1228	ROUTINE_PROB.TIME	0	0	100.000
1229	ROUTINE_PROX.CHECK	0	0	100.000
1230	ROUTINE_PROX.POS	0	0	100.000

231	ROUTINE_PROXIMITY_REQ	0	0	100.000
232	ROUTINE_RANGE_COMPUTE	0	0	100.000
233	ROUTINE_RETN_ARRIVE	0	0	100.000
234	ROUTINE_FIRE_EFFECTS_COMPUTATION	0	0	100.000
235	ROUTINE_REPLACE_HC	0	0	100.000
236	ROUTINE_REQUEST_DEF_FASCAM	0	0	100.000
237	ROUTINE_REQUEST_FASCAM	0	0	100.000
238	ROUTINE_REQUEST_ILUM	0	0	100.000
239	ROUTINE_REQUEST_SMOKE	0	0	100.000
240	ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
241	ROUTINE_RPV_DETECTION	0	0	100.000
242	ROUTINE_SEARCH	0	0	100.000
243	ROUTINE_SEARCH_COVERAGE	0	0	100.000
244	ROUTINE_SEGMENT_ADJUST	0	0	100.000
245	ROUTINE_SIZE_ESTIMATE	0	0	100.000
246	ROUTINE_SMOKE_COMPUTATION	0	0	100.000
247	ROUTINE_SMOKE_EFFECTS	0	0	100.000
248	ROUTINE_SNAP_R	0	0	100.000
249	ROUTINE_SNAP2	0	0	100.000
250	ROUTINE_SWITCH_FO	0	0	100.000
251	ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
252	ROUTINE_TARGET_ANALYSIS	0	0	100.000
253	ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.000
254	ROUTINE_TERM_CHECK	0	0	100.000
255	ROUTINE_TIME_REQ	0	0	100.000
256	ROUTINE_TIME_TO_DETECT	0	0	100.000
257	ROUTINE_TR_INPUT	0	0	100.000
258	ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
259	ROUTINE_UNIT_ENVIR	0	0	100.000
260	ROUTINE_UNIT_PRIORITY	0	0	100.000
261	ROUTINE_VOLLEY	0	0	100.000
262	ROUTINE_WEIGHTBULL_F	0	0	100.000
263	ROUTINE_WEIGHTED_VOLLEYS	0	0	100.000
264	ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 16665

CPU USAGE FOR SIMULATED HOUR 1. = 255.32 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 2. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	TY
1 FUNCTION_ACT_RANGE	12073	90.843	90.843
2 ROUTINE_LOCATE_SECTOR	442	3.326	94.169
3 ROUTINE_FA_BN_MOVEMENT	161	1.211	95.380
4 ROUTINE_CHECK_PROX	95	.715	96.095
5 ROUTINE_DEQ_FEBA_SET	95	.715	96.810
6 ROUTINE_ENQ_FEBA_SET	95	.715	97.524
7 EVENT_UPDATE_LOC	94	.707	98.232
8 ROUTINE_CHECK_FOR_MINES	49	.369	98.600
9 ROUTINE_GET_TERRAIN	49	.369	98.969
10 EVENT_START_ARTY_MOVEMENT	48	.361	99.330
11 EVENT_STOP_ARTY_MOVEMENT	38	.286	99.616
12 EVENT_ARTY_OCCUPATION	33	.248	99.865
13 EVENT_ACT_DEF	3	.023	99.887
14 EVENT_GET_NX_ORD	3	.023	99.910
15 ROUTINE_CHECK_STREN	3	.023	99.932
16 ROUTINE_PROX_POS	3	.023	99.955
17 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.015	99.970
18 EVENT_ACT_MOVCOR	1	.008	99.977
19 EVENT_CHANGE_WEATHER	1	.008	99.985
20 EVENT_START_MOVE	1	.008	99.992
21 ROUTINE_DQ_CMSN_QUEUE	1	.008	100.000
22 **PROGRAM**_MAIN	0	0.	100.000
23 EVENT_ACT_ATK	0	0.	100.000
24 EVENT_ACT_MOVDIS	0	0.	100.000
25 EVENT_ACT_REINF	0	0.	100.000
26 EVENT_AD_ENGAGEMENT	0	0.	100.000
27 EVENT_BTL_ENDED	0	0.	100.000
28 EVENT_CFR_ACTIVATION	0	0.	100.000
29 EVENT_CFR_OFF	0	0.	100.000
30 EVENT_CFR_ON	0	0.	100.000
31 EVENT_CFR_OPERATOR	0	0.	100.000
32 EVENT_CHANGE_LITE	0	0.	100.000
33 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
34 EVENT_END_SIMULATION	0	0.	100.000
35 EVENT_ENGAGEMENT	0	0.	100.000
36 EVENT_FEBA_SORTIE	0	0.	100.000
37 EVENT_HC_DEPART_BATTLE	0	0.	100.000
38 EVENT_HELO_ENGAGEMENT	0	0.	100.000
39 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
40 EVENT_MOVE	0	0.	100.000
41 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
42 EVENT_PDB_ACTIVATION	0	0.	100.000
43 EVENT_PDB_OPERATOR	0	0.	100.000
44 EVENT_POSITION_REPORT	0	0.	100.000
45 EVENT_SEND_TEAM	0	0.	100.000
46 EVENT_SET_DEBUG	0	0.	100.000
47 EVENT_START_BATTLE	0	0.	100.000
48 FUNCTION_AR_PROB_DETECT	0	0.	100.000
49 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
50 FUNCTION_COLLISION	0	0.	100.000
51 FUNCTION_COMBINATIONS	0	0.	100.000
52 FUNCTION_EST_RANGE	0	0.	100.000
53 FUNCTION_EST_TR_RANGE	0	0.	100.000

113 ROUTINE_CREATE.FORCE	0	0	100.000
114 ROUTINE_CREATE.TEAMS	0	0	100.000
115 ROUTINE_DEAD_UNIT	0	0	100.000
116 ROUTINE_DECIDE	0	0	100.000
117 ROUTINE_DECISION.INPUT	0	0	100.000
118 ROUTINE_DESTROY.ORD	0	0	100.000
119 ROUTINE_DUST.EFFECTS	0	0	100.000
120 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
121 ROUTINE_EMPTY	0	0	100.000
122 ROUTINE_END.CAS.MISSION	0	0	100.000
123 ROUTINE_END.MOVE	0	0	100.000
124 ROUTINE_EQ.TE.INPUT	0	0	100.000
125 ROUTINE_ERROR.STOP	0	0	100.000
126 ROUTINE_EST_COVERAGE	0	0	100.000
127 ROUTINE_EST_MIL.WORTH	0	0	100.000
128 ROUTINE_EXPONENTIAL.F	0	0	100.000
129 ROUTINE_FA.BN.ASGN	0	0	100.000
130 ROUTINE_FARRP.CHECK	0	0	100.000
131 ROUTINE_FARRP.INPUT	0	0	100.000
132 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
133 ROUTINE_FBN.FD.INPUT	0	0	100.000
134 ROUTINE_FD.EFFECTS.REQ	0	0	100.000
135 ROUTINE_FDC.TR.DEO	0	0	100.000
136 ROUTINE_FDC.TR.ENQ	0	0	100.000
137 ROUTINE_FEBA.INITIAL	0	0	100.000
138 ROUTINE_FILE.FD.SCHD	0	0	100.000
139 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
140 ROUTINE_FIN.BATTLE	0	0	100.000
141 ROUTINE_FINAL_COVERAGE	0	0	100.000
142 ROUTINE_FINISH.START.TIME	0	0	100.000
143 ROUTINE_FINISH.COMPUTATION	0	0	100.000
144 ROUTINE_FLIGHT.PATH	0	0	100.000
145 ROUTINE_FO.DETECTION	0	0	100.000
146 ROUTINE_FORM.TF.LIST	0	0	100.000
147 ROUTINE_FORPOSITION.OUT	0	0	100.000
148 ROUTINE_FRAC.COMPUTE	0	0	100.000
149 ROUTINE_GAMMA.F	0	0	100.000
150 ROUTINE_GENERAL.BATTLE	0	0	100.000
151 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
152 ROUTINE_HC.DISENGAGE	0	0	100.000
153 ROUTINE_HC.EMPTY	0	0	100.000
154 ROUTINE_HE.LA.INPUT	0	0	100.000
155 ROUTINE_HE.OR.ICM.COMPUTATION	0	0	100.000
156 ROUTINE_HEADING	0	0	100.000
157 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
158 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
159 ROUTINE_ILLUM.EFFECTS	0	0	100.000
160 ROUTINE_ILLUM.INPUT	0	0	100.000
161 ROUTINE_INIT.REINF	0	0	100.000
162 ROUTINE_INITIAL_DETECT	0	0	100.000
163 ROUTINE_INITIAL_MOVE	0	0	100.000
164 ROUTINE_INTER.BATTLE	0	0	100.000
165 ROUTINE_INTER.HELLO	0	0	100.000
166 ROUTINE_JOHNSON.CRITERIA	0	0	100.000
167 ROUTINE_KV.INPUT	0	0	100.000
168 ROUTINE_KV.PRINT	0	0	100.000
169 ROUTINE_KV.SCOREBOARD	0	0	100.000
170 ROUTINE_LINE.CIRCLE	0	0	100.000
171 ROUTINE_LINE.OF.SIGHT	0	0	100.000

172	ROUTINE_LOCATE_SEARCH_AREA	0	0	0	100.000
173	ROUTINE_LOS_CHECK	0	0	0	100.000
174	ROUTINE_MADS_INPUT	0	0	0	100.000
175	ROUTINE_MAIN1	0	0	0	100.000
176	ROUTINE_MAIN2	0	0	0	100.000
177	ROUTINE_MAIN3	0	0	0	100.000
178	ROUTINE_MAO_INPUT	0	0	0	100.000
179	ROUTINE_MARGINAL_EFFECTS_ADJ	0	0	0	100.000
180	ROUTINE_MCFR_INPUT	0	0	0	100.000
181	ROUTINE_MFO_INPUT	0	0	0	100.000
182	ROUTINE_MIN_MOVE	0	0	0	100.000
183	ROUTINE_MINE_DELAY	0	0	0	100.000
184	ROUTINE_MINE_EFFECTS	0	0	0	100.000
185	ROUTINE_MINE_INPUT	0	0	0	100.000
186	ROUTINE_MPD8_INPUT	0	0	0	100.000
187	ROUTINE_MRT_TO_FREQ	0	0	0	100.000
188	ROUTINE_MUNS_INPUT	0	0	0	100.000
189	ROUTINE_NEW_SEGMENT	0	0	0	100.000
190	ROUTINE_NOISE_DEGRADE	0	0	0	100.000
191	ROUTINE_NORMAL_F	0	0	0	100.000
192	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100.000
193	ROUTINE_ORD_ATK	0	0	0	100.000
194	ROUTINE_ORD_DEF	0	0	0	100.000
195	ROUTINE_ORD_MOVCOR	0	0	0	100.000
196	ROUTINE_ORD_MOVDIS	0	0	0	100.000
197	ROUTINE_ORD_REINF	0	0	0	100.000
198	ROUTINE_ORIENTATION	0	0	0	100.000
199	ROUTINE_OUTPUT_ATTRITION	0	0	0	100.000
200	ROUTINE_OUTPUT_EXPENDITURES	0	0	0	100.000
201	ROUTINE_P_E_M_INPUT	0	0	0	100.000
202	ROUTINE_PDB_DETECTION	0	0	0	100.000
203	ROUTINE_PGM_INPUT	0	0	0	100.000
204	ROUTINE_PGM_MSN_ASSIGN	0	0	0	100.000
205	ROUTINE_PIR_DETECTION	0	0	0	100.000
206	ROUTINE_PK_COMPUTE	0	0	0	100.000
207	ROUTINE_PK_INPUT	0	0	0	100.000
208	ROUTINE_PLAT_COUNT	0	0	0	100.000
209	ROUTINE_POSITION	0	0	0	100.000
210	ROUTINE_PRED_POS	0	0	0	100.000
211	ROUTINE_PREP_WITHDRAW	0	0	0	100.000
212	ROUTINE_PREPARE_LIST	0	0	0	100.000
213	ROUTINE_PROB_INF	0	0	0	100.000
214	ROUTINE_PROB_TIME	0	0	0	100.000
215	ROUTINE_PROX_CHECK	0	0	0	100.000
216	ROUTINE_PROXIMITY_REQ	0	0	0	100.000
217	ROUTINE_RANGE_COMPUTE	0	0	0	100.000
218	ROUTINE_READ_ORDERS	0	0	0	100.000
219	ROUTINE_REIN_ARRIVE	0	0	0	100.000
220	ROUTINE_REM_EFFECTS_COMPUTATION	0	0	0	100.000
221	ROUTINE_REPLACE_HC	0	0	0	100.000
222	ROUTINE_REQUEST_DEF_FASCAM	0	0	0	100.000
223	ROUTINE_REQUEST_FASCAM	0	0	0	100.000
224	ROUTINE_REQUEST_ILUM	0	0	0	100.000
225	ROUTINE_REQUEST_SMOKE	0	0	0	100.000
226	ROUTINE_REQUEST_WD_FASCAM	0	0	0	100.000
227	ROUTINE_RESET_FEGA_SECTOR	0	0	0	100.000
228	ROUTINE_RPV_DETECTION	0	0	0	100.000
229	ROUTINE_RUL_EN_INPUT	0	0	0	100.000
230	ROUTINE_SEARCH	0	0	0	100.000

	PAGE	10
231 ROUTINE_SEARCH_COVERAGE	0	100.000
232 ROUTINE_SEGMENT_ADJUST	0	100.000
233 ROUTINE_SENSOR_INPUT	0	100.000
234 ROUTINE_SIZE_ESTIMATE	0	100.000
235 ROUTINE_SMOKE_COMPUTATION	0	100.000
236 ROUTINE_SMOKE_EFFECTS	0	100.000
237 ROUTINE_SMOKE_INPUT	0	100.000
238 ROUTINE_SNAP_R	0	100.000
239 ROUTINE_SNAP2	0	100.000
240 ROUTINE_ST_INPUT	0	100.000
241 ROUTINE_SUBM_INPUT	0	100.000
242 ROUTINE_SWITCH_FO	0	100.000
243 ROUTINE_SYS_INPUT	0	100.000
244 ROUTINE_TACAIR_DATA_REPORT	0	100.000
245 ROUTINE_TACAIR_INPUT	0	100.000
246 ROUTINE_TARGET_ANALYSIS	0	100.000
247 ROUTINE_TB_INPUT	0	100.000
248 ROUTINE_TBF_INPUT	0	100.000
249 ROUTINE_TEMPERATURE_ATTENUATION	0	100.000
250 ROUTINE_TERM_CHECK	0	100.000
251 ROUTINE_TIME_REQ	0	100.000
252 ROUTINE_TIME_TO_DETECT	0	100.000
253 ROUTINE_TR_INPUT	0	100.000
254 ROUTINE_TT_FACTORS_INPUT	0	100.000
255 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
256 ROUTINE_UNIT_ASSIGNMENT	0	100.000
257 ROUTINE_UNIT_ENVIR	0	100.000
258 ROUTINE_UNIT_INPUT	0	100.000
259 ROUTINE_UNIT_PRIORITY	0	100.000
260 ROUTINE_VIS_INPUT	0	100.000
261 ROUTINE_VOLLEY	0	100.000
262 ROUTINE_WETBULL_F	0	100.000
263 ROUTINE_WEIGHTED_VOLLEYS	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

CPU USAGE FOR SIMULATED HOUR 2. = 8.73 SECONDS

TOTAL INVOCATIONS = 13290

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 3.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	1173	61.672	61.672
2 ROUTINE_LOCATE_SECTOR	373	19.611	81.283
3 ROUTINE_FA_BN_MOVEMENT	144	7.571	88.854
4 ROUTINE_DEQ_FEBAS_SET	40	2.103	90.957
5 ROUTINE_ENQ_FEBAS_SET	40	2.103	93.060
6 ROUTINE_CHECK_PROX	39	2.050	95.110
7 EVENT_UPDATE_LOC	36	1.893	97.003
8 EVENT_ARTY_OCCUPATION	16	.841	97.844
9 EVENT_STOP_ARTY_MOVEMENT	11	.578	98.423
10 ROUTINE_CHECK_FOR_MINES	6	.315	98.738
11 ROUTINE_GET_TERRAIN	6	.315	99.054
12 EVENT_ACT_MOVCOR	3	.158	99.211
13 EVENT_START_ARTY_MOVEMENT	3	.158	99.369
14 EVENT_START_MOVE	3	.158	99.527
15 EVENT_GET_NX_ORD	2	.105	99.632
16 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.105	99.737
17 EVENT_ACT_DEF	1	.053	99.790
18 ROUTINE_CHECK_STREN	1	.053	99.842
19 ROUTINE_END_MOVE	1	.053	99.895
20 ROUTINE_HEADING	1	.053	99.947
21 ROUTINE_PROX_POS	1	.053	100.
22 'PROGRAM' MAIN	0	0.	100.
23 EVENT_ACT_ATK	0	0.	100.
24 EVENT_ACT_MOVDIS	0	0.	100.
25 EVENT_ACT_REINF	0	0.	100.
26 EVENT_AD_ENGAGEMENT	0	0.	100.
27 EVENT_BTL_ENDED	0	0.	100.
28 EVENT_CFR_ACTIVATION	0	0.	100.
29 EVENT_CFR_OFF	0	0.	100.
30 EVENT_CFR_ON	0	0.	100.
31 EVENT_CFR_OPERATOR	0	0.	100.
32 EVENT_CHANGE_LITE	0	0.	100.
33 EVENT_CHANGE_WEATHER	0	0.	100.
34 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.
35 EVENT_END_SIMULATION	0	0.	100.
36 EVENT_ENGAGEMENT	0	0.	100.
37 EVENT_FEBAS_SORTIE	0	0.	100.
38 EVENT_HC_DEPART_BATTLE	0	0.	100.
39 EVENT_HELLO_ENGAGEMENT	0	0.	100.
40 EVENT_INIT_PREPLAN_CAS	0	0.	100.
41 EVENT_MOVE	0	0.	100.
42 EVENT_OFF_LINE_ATTRITION	0	0.	100.
43 EVENT_PDB_ACTIVATION	0	0.	100.
44 EVENT_PDB_OPERATOR	0	0.	100.
45 EVENT_POSITION_REPORT	0	0.	100.
46 EVENT_SEND_TEAM	0	0.	100.
47 EVENT_SET_DEBUG	0	0.	100.
48 EVENT_START_BATTLE	0	0.	100.
49 FUNCTION_AR_PROB_DETECT	0	0.	100.
50 FUNCTION_BTRY_AVAILABLE	0	0.	100.
51 FUNCTION_COLLISION	0	0.	100.
52 FUNCTION_COMBINATIONS	0	0.	100.
53 FUNCTION_EST_RANGE	0	0.	100.

54 FUNCTION_EST_TR_RANGE	0	0	0	100
55 FUNCTION_FEBA_BAND	0	0	0	100
56 FUNCTION_HE_WLA	0	0	0	100
57 FUNCTION_ICM_WLA	0	0	0	100
58 FUNCTION_STAY_TIME	0	0	0	100
59 PROCESS_AC_ATK_TGT	0	0	0	100
60 PROCESS_AIR_OBSERVER	0	0	0	100
61 PROCESS_AIRBORNE_RADAR	0	0	0	100
62 PROCESS_ARTY_ASSESS	0	0	0	100
63 PROCESS_ASSESSMENT	0	0	0	100
64 PROCESS_CAS_MISSION	0	0	0	100
65 PROCESS_FIRE_MISSION	0	0	0	100
66 PROCESS_FORWARD_OBSERVER	0	0	0	100
67 PROCESS_HC_ARRIVE_BATTLE	0	0	0	100
68 PROCESS_HC_RETURN_FARRP	0	0	0	100
69 PROCESS_HEL_TARGET_ACQUISITION	0	0	0	100
70 PROCESS_HELICOPTER_FIRE	0	0	0	100
71 PROCESS_HOW_REPAIR	0	0	0	100
72 PROCESS_MINE_ASSESS	0	0	0	100
73 PROCESS_PHOTO_IR_FLIGHT	0	0	0	100
74 PROCESS_REMOTE_PILOT_VEHICLE	0	0	0	100
75 PROCESS_SHOOT_OUT	0	0	0	100
76 PROCESS_TARGET_REPORT	0	0	0	100
77 PROCESS_WITHDRAW	0	0	0	100
78 ROUTINE_AC_BOMB_EFFECTS	0	0	0	100
79 ROUTINE_AC_DF_EFFECTS	0	0	0	100
80 ROUTINE_AC_MUNS_INPUT	0	0	0	100
81 ROUTINE_AD_SHOOT	0	0	0	100
82 ROUTINE_ADJUST	0	0	0	100
83 ROUTINE_AMMO_RPT	0	0	0	100
84 ROUTINE_ANALYSIS_OUTPUT	0	0	0	100
85 ROUTINE_ANGLE_COMPUTE	0	0	0	100
86 ROUTINE_AO_DETECTION	0	0	0	100
87 ROUTINE_AR_DETECTION	0	0	0	100
88 ROUTINE_ATTRIT_SENSOR	0	0	0	100
89 ROUTINE_BETWEEN_ROUTINE	0	0	0	100
90 ROUTINE_BLOCK_LOS	0	0	0	100
91 ROUTINE_BTL_CHECK	0	0	0	100
92 ROUTINE_BTRY_EFFECTS	0	0	0	100
93 ROUTINE_BTRY_FM_DEQ	0	0	0	100
94 ROUTINE_BTRY_FM_ENO	0	0	0	100
95 ROUTINE_BTRY_INPUT	0	0	0	100
96 ROUTINE_CAS_EVAL	0	0	0	100
97 ROUTINE_CAT_TU_INPUT	0	0	0	100
98 ROUTINE_CFR_DEGRADE	0	0	0	100
99 ROUTINE_CFR_DETECTION	0	0	0	100
100 ROUTINE_CHANGE_LOC	0	0	0	100
101 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100
102 ROUTINE_CHECK_DEAD	0	0	0	100
103 ROUTINE_CHECK_ENGAGEMENT	0	0	0	100
104 ROUTINE_CHECK_FORCE	0	0	0	100
105 ROUTINE_CHECK_LIST	0	0	0	100
106 ROUTINE_CHK_COMP_TR	0	0	0	100
107 ROUTINE_CHK_FD_TR	0	0	0	100
108 ROUTINE_COMBINE_TRS	0	0	0	100
109 ROUTINE_COMPARE_TRS	0	0	0	100
110 ROUTINE_COMPUTE_D	0	0	0	100
111 ROUTINE_COMPUTE_WD	0	0	0	100
112 ROUTINE_CONTRAST_TO_FREQ	0	0	0	100

113 ROUTINE_COPY	0	0	100.
114 ROUTINE_CREATE_FORCE	0	0	100.
115 ROUTINE_CREATE_TEAMS	0	0	100.
116 ROUTINE_DEAD_UNIT	0	0	100.
117 ROUTINE_DECIDE	0	0	100.
118 ROUTINE_DECISION_INPUT	0	0	100.
119 ROUTINE_DESTROY_ORD	0	0	100.
120 ROUTINE_DQ_CMSN_QUEUE	0	0	100.
121 ROUTINE_DUST_EFFECTS	0	0	100.
122 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.
123 ROUTINE_EMPTY	0	0	100.
124 ROUTINE_END_CAS_MISSION	0	0	100.
125 ROUTINE_EQ_TE_INPUT	0	0	100.
126 ROUTINE_ERROR_STOP	0	0	100.
127 ROUTINE_EST_COVERAGE	0	0	100.
128 ROUTINE_EST_MIL_WORTH	0	0	100.
129 ROUTINE_EXPONENTIAL_F	0	0	100.
130 ROUTINE_FA_BN_ASSIGN	0	0	100.
131 ROUTINE_FARRP_CHECK	0	0	100.
132 ROUTINE_FARRP_INPUT	0	0	100.
133 ROUTINE_FASCAM_COMPUTATION	0	0	100.
134 ROUTINE_FBN_FD_INPUT	0	0	100.
135 ROUTINE_FD_EFFECTS_REQ	0	0	100.
136 ROUTINE_FDC_TR_DEQ	0	0	100.
137 ROUTINE_FDC_TR_ENQ	0	0	100.
138 ROUTINE_FEBI_INITIAL	0	0	100.
139 ROUTINE_FILE_FD_SCHD	0	0	100.
140 ROUTINE_FILE_KAD_SENSOR	0	0	100.
141 ROUTINE_FIN_BATTLE	0	0	100.
142 ROUTINE_FINAL_COVERAGE	0	0	100.
143 ROUTINE_FIND_START_TIME	0	0	100.
144 ROUTINE_FINISH_COMPUTATION	0	0	100.
145 ROUTINE_FLIGHT_PATH	0	0	100.
146 ROUTINE_FD_DETECTION	0	0	100.
147 ROUTINE_FORM_TF_LIST	0	0	100.
148 ROUTINE_FORPOSITION_OUT	0	0	100.
149 ROUTINE_FRAC_COMPUTE	0	0	100.
150 ROUTINE_GAMMA_F	0	0	100.
151 ROUTINE_GENERAL_BATTLE	0	0	100.
152 ROUTINE_HC_COMPUTE_TIMES	0	0	100.
153 ROUTINE_HC_DISENGAGE	0	0	100.
154 ROUTINE_HC_EMPTY	0	0	100.
155 ROUTINE_HE_LA_INPUT	0	0	100.
156 ROUTINE_HE_OR_ICM_COMPUTATION	0	0	100.
157 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.
158 ROUTINE_ILUM_COMPUTATION	0	0	100.
159 ROUTINE_ILUM_EFFECTS	0	0	100.
160 ROUTINE_ILUM_INPUT	0	0	100.
161 ROUTINE_INIT_REINF	0	0	100.
162 ROUTINE_INITIAL_DETECT	0	0	100.
163 ROUTINE_INITIAL_MOVE	0	0	100.
164 ROUTINE_INTER_BATTLE	0	0	100.
165 ROUTINE_INTER_HELO	0	0	100.
166 ROUTINE_JOHNSON_CRITERIA	0	0	100.
167 ROUTINE_KV_INPUT	0	0	100.
168 ROUTINE_KV_PRINT	0	0	100.
169 ROUTINE_KV_SCOREBOARD	0	0	100.
170 ROUTINE_LINE_CIRCLE	0	0	100.
171 ROUTINE_LINE_OF_SIGHT	0	0	100.

172	ROUTINE_LOCATE_SEARCH	174	0	0	100
173	ROUTINE_LOS_CHECK		0	0	100
174	ROUTINE_MADS_INPUT		0	0	100
175	ROUTINE_MAIN1		0	0	100
176	ROUTINE_MAIN2		0	0	100
177	ROUTINE_MAIN3		0	0	100
178	ROUTINE_MAO_INPUT		0	0	100
179	ROUTINE_MARGINAL_EFFECTS_ADJ		0	0	100
180	ROUTINE_MCFR_INPUT		0	0	100
181	ROUTINE_MFO_INPUT		0	0	100
182	ROUTINE_MIN_MOVE		0	0	100
183	ROUTINE_MINE_DELAY		0	0	100
184	ROUTINE_MINE_EFFECTS		0	0	100
185	ROUTINE_MINE_INPUT		0	0	100
186	ROUTINE_MPDB_INPUT		0	0	100
187	ROUTINE_MPT_TO_FREQ		0	0	100
188	ROUTINE_MUNS_INPUT		0	0	100
189	ROUTINE_NEW_SEGMENT		0	0	100
190	ROUTINE_NOISE_DEGRADE		0	0	100
191	ROUTINE_NORMAL_F		0	0	100
192	ROUTINE_OPEN_INPUT_OUTPUT_FILES		0	0	100
193	ROUTINE_ORD_ATK		0	0	100
194	ROUTINE_ORD_DEF		0	0	100
195	ROUTINE_ORD_MOVCOR		0	0	100
196	ROUTINE_ORD_MOVOIS		0	0	100
197	ROUTINE_ORD_REINF		0	0	100
198	ROUTINE_ORIENTATION		0	0	100
199	ROUTINE_OUTPUT_ATTRITION		0	0	100
200	ROUTINE_OUTPUT_EXPENDITURES		0	0	100
201	ROUTINE_P_E_M_INPUT		0	0	100
202	ROUTINE_PDB_DETECTION		0	0	100
203	ROUTINE_PGM_INPUT		0	0	100
204	ROUTINE_PGM_MSN_ASGN		0	0	100
205	ROUTINE_PIR_DETECTION		0	0	100
206	ROUTINE_PK_COMPUTE		0	0	100
207	ROUTINE_PK_INPUT		0	0	100
208	ROUTINE_PLAT_COUNT		0	0	100
209	ROUTINE_POSITION		0	0	100
210	ROUTINE_PRED_POS		0	0	100
211	ROUTINE_PREP_WITHDRAW		0	0	100
212	ROUTINE_PREPARE_LIST		0	0	100
213	ROUTINE_PROB_INF		0	0	100
214	ROUTINE_PROB_TIME		0	0	100
215	ROUTINE_PROX_CHECK		0	0	100
216	ROUTINE_PROXIMITY_REQ		0	0	100
217	ROUTINE_RANGE_COMPUTE		0	0	100
218	ROUTINE_READ_ORDERS		0	0	100
219	ROUTINE_REIN_ARRIVE		0	0	100
220	ROUTINE_REM_EFFECTS_COMPUTATION		0	0	100
221	ROUTINE_REPLACE_HC		0	0	100
222	ROUTINE_REQUEST_DEF_FASCAM		0	0	100
223	ROUTINE_REQUEST_FASCAM		0	0	100
224	ROUTINE_REQUEST_ILUM		0	0	100
225	ROUTINE_REQUEST_SMOKE		0	0	100
226	ROUTINE_REQUEST_WD_FASCAM		0	0	100
227	ROUTINE_RESET_FEGA_SECTOR		0	0	100
228	ROUTINE_RPV_DETECTION		0	0	100
229	ROUTINE_RUL_EN_INPUT		0	0	100
230	ROUTINE_SEARCH		0	0	100

231 ROUTINE_SEARCH_COVERAGE	0	0	100
232 ROUTINE_SEGMENT_ADJUST	0	0	100
233 ROUTINE_SENSOR_INPUT	0	0	100
234 ROUTINE_SIZE_ESTIMATE	0	0	100
235 ROUTINE_SMOKE_COMPUTATION	0	0	100
236 ROUTINE_SMOKE_EFFECTS	0	0	100
237 ROUTINE_SMOKE_INPUT	0	0	100
238 ROUTINE_SNAP_R	0	0	100
239 ROUTINE_SNAP2	0	0	100
240 ROUTINE_ST_INPUT	0	0	100
241 ROUTINE_SUBM_INPUT	0	0	100
242 ROUTINE_SWITCH_FO	0	0	100
243 ROUTINE_SYS_INPUT	0	0	100
244 ROUTINE_TACAIR_DATA_REPORT	0	0	100
245 ROUTINE_TACAIR_INPUT	0	0	100
246 ROUTINE_TARGET_ANALYSIS	0	0	100
247 ROUTINE_TB_INPUT	0	0	100
248 ROUTINE_TBF_INPUT	0	0	100
249 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100
250 ROUTINE_TERM_CHECK	0	0	100
251 ROUTINE_TIME_REQ	0	0	100
252 ROUTINE_TIME_TO_DETECT	0	0	100
253 ROUTINE_TR_INPUT	0	0	100
254 ROUTINE_TT_FACTORS_INPUT	0	0	100
255 ROUTINE_TYPE_WEAPON_INPUT	0	0	100
256 ROUTINE_UNIT_ASSIGNMENT	0	0	100
257 ROUTINE_UNIT_ENVIR	0	0	100
258 ROUTINE_UNIT_INPUT	0	0	100
259 ROUTINE_UNIT_PRIORITY	0	0	100
260 ROUTINE_VIS_INPUT	0	0	100
261 ROUTINE_VOLLEY	0	0	100
262 ROUTINE_WEIBULL_F	0	0	100
263 ROUTINE_WEIGHTED_VOLLEYS	0	0	100
264 ROUTINE_WHAT_NEXT	0	0	100

TOTAL INVOCATIONS = 1902

CPU USAGE FOR SIMULATED HOUR 3. = 2.38 SECONDS

COSAGE H O U R L Y I N V O C A T I O N R E P O R T

AT SIMULATED TIME 4.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	12162	91.879	91.879
2 ROUTINE_LOCATE_SECTOR	503	3.800	95.679
3 ROUTINE_FA_BN.MOVEMENT	134	1.012	96.691
4 ROUTINE_CHECK_PROX	101	.763	97.454
5 ROUTINE_DEQ_FEBA.SET	101	.763	98.217
6 ROUTINE_ENQ_FEBA.SET	101	.763	98.980
7 EVENT_UPDATE.LOC	95	.718	99.698
8 EVENT_ACT.MOVCOR	6	.045	99.743
9 EVENT_START.MOVE	6	.045	99.788
10 ROUTINE_CHECK_FOR_MINES	6	.045	99.834
11 ROUTINE_GET_TERRAIN	6	.045	99.879
12 EVENT_ACT.DEF	2	.015	99.894
13 EVENT_ARTY.OCCUPATION	2	.015	99.909
14 EVENT_GET_NX.ORD	2	.015	99.924
15 EVENT_SCHEDULE_ARTY.MOVEMENT	2	.015	99.940
16 EVENT_STOP_ARTY.MOVEMENT	2	.015	99.955
17 ROUTINE_CHECK_STREN	2	.015	99.970
18 ROUTINE_PROX.POS	2	.015	99.985
19 EVENT_CHANGE.WEATHER	1	.008	99.992
20 ROUTINE_DQ_CMSN.QUEUE	1	.008	100.000
21 **PROGRAM**_MAIN	0	0.	100.000
22 EVENT_ACT.ATK	0	0.	100.000
23 EVENT_ACT.MOVDIS	0	0.	100.000
24 EVENT_ACT.REINF	0	0.	100.000
25 EVENT_AD.ENGAGEMENT	0	0.	100.000
26 EVENT_BTL.ENDED	0	0.	100.000
27 EVENT_CFR.ACTIVATION	0	0.	100.000
28 EVENT_CFR.OFF	0	0.	100.000
29 EVENT_CFR.ON	0	0.	100.000
30 EVENT_CFR.OPERATOR	0	0.	100.000
31 EVENT_CHANGE.LITE	0	0.	100.000
32 EVENT_DQ_OLD.SORTIE.QUEUE	0	0.	100.000
33 EVENT_END.SIMULATION	0	0.	100.000
34 EVENT_ENGAGEMENT	0	0.	100.000
35 EVENT_FEBA.SORTIE	0	0.	100.000
36 EVENT_HC.DEPART.BATTLE	0	0.	100.000
37 EVENT_HELLO.ENGAGEMENT	0	0.	100.000
38 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
39 EVENT_MOVE	0	0.	100.000
40 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
41 EVENT_PDB.ACTIVATION	0	0.	100.000
42 EVENT_PDB.OPERATOR	0	0.	100.000
43 EVENT_POSITION.REPORT	0	0.	100.000
44 EVENT_SEND.TEAM	0	0.	100.000
45 EVENT_SET.DEBUG	0	0.	100.000
46 EVENT_START_ARTY.MOVEMENT	0	0.	100.000
47 EVENT_START.BATTLE	0	0.	100.000
48 FUNCTION_AR.PROB.DETECT	0	0.	100.000
49 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
50 FUNCTION_COLLISION	0	0.	100.000
51 FUNCTION_COMBINATIONS	0	0.	100.000
52 FUNCTION_EST.RANGE	0	0.	100.000
53 FUNCTION_EST.TR.RANGE	0	0.	100.000

	PAGE	17
54 FUNCTION_FEBA_BAND	0	100.000
55 FUNCTION_HE_WLA	0	100.000
56 FUNCTION_ICM_WLA	0	100.000
57 FUNCTION_STAY_TIME	0	100.000
58 PROCESS_AC_ATK_TGT	0	100.000
59 PROCESS_AIR_OBSERVER	0	100.000
60 PROCESS_AIRBORNE_RADAR	0	100.000
61 PROCESS_ARTY_ASSESS	0	100.000
62 PROCESS_ASSESSMENT	0	100.000
63 PROCESS_CAS_MISSION	0	100.000
64 PROCESS_FIRE_MISSION	0	100.000
65 PROCESS_FORWARD_OBSERVER	0	100.000
66 PROCESS_HC_ARRIVE_BATTLE	0	100.000
67 PROCESS_HC_RETURN_FARRP	0	100.000
68 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
69 PROCESS_HELICOPTER_FIRE	0	100.000
70 PROCESS_HOW_REPAIR	0	100.000
71 PROCESS_MINE_ASSESS	0	100.000
72 PROCESS_PHOTO_IR_FLIGHT	0	100.000
73 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
74 PROCESS_SHOOT_OUT	0	100.000
75 PROCESS_TARGET_REPORT	0	100.000
76 PROCESS_WITHDRAW	0	100.000
77 ROUTINE_AC_BOMB_EFFECTS	0	100.000
78 ROUTINE_AC_DF_EFFECTS	0	100.000
79 ROUTINE_AC_MUNS_INPUT	0	100.000
80 ROUTINE_AD_SHOOT	0	100.000
81 ROUTINE_ADJUST	0	100.000
82 ROUTINE_AMMO_RPT	0	100.000
83 ROUTINE_ANALYSIS_OUTPUT	0	100.000
84 ROUTINE_ANGLE_COMPUTE	0	100.000
85 ROUTINE_AO_DETECTION	0	100.000
86 ROUTINE_AR_DETECTION	0	100.000
87 ROUTINE_ATTRIT_SENSOR	0	100.000
88 ROUTINE_BETWEEN_ROUTINE	0	100.000
89 ROUTINE_BLOCK_LOS	0	100.000
90 ROUTINE_BTL_CHECK	0	100.000
91 ROUTINE_BTRY_EFFECTS	0	100.000
92 ROUTINE_BTRY_FM_DEQ	0	100.000
93 ROUTINE_BTRY_FM_ENQ	0	100.000
94 ROUTINE_BTRY_INPUT	0	100.000
95 ROUTINE_CAS_EVAL	0	100.000
96 ROUTINE_CAT_TU_INPUT	0	100.000
97 ROUTINE_CFR_DEGRADE	0	100.000
98 ROUTINE_CFR_DETECTION	0	100.000
99 ROUTINE_CHANGE_LOC	0	100.000
100 ROUTINE_CHECK_CAS_CONSTRAINTS	0	100.000
101 ROUTINE_CHECK_DEAD	0	100.000
102 ROUTINE_CHECK_ENGAGEMENT	0	100.000
103 ROUTINE_CHECK_FORCE	0	100.000
104 ROUTINE_CHECK_LIST	0	100.000
105 ROUTINE_CHK_COMP_TR	0	100.000
106 ROUTINE_CHK_FD_TR	0	100.000
107 ROUTINE_COMBINE_TRS	0	100.000
108 ROUTINE_COMPARE_TRS	0	100.000
109 ROUTINE_COMPUTE_D	0	100.000
110 ROUTINE_COMPUTE_WD	0	100.000
111 ROUTINE_CONTRAST_TO_FREQ	0	100.000
112 ROUTINE_COPY	0	100.000

113 ROUTINE_CREATE_FORCE	0	0	0	100.000
114 ROUTINE_CREATE_TEAMS	0	0	0	100.000
115 ROUTINE_DEAD_UNIT	0	0	0	100.000
116 ROUTINE_DECIDE	0	0	0	100.000
117 ROUTINE_DECISION_INPUT	0	0	0	100.000
118 ROUTINE_DESTROY_ORD	0	0	0	100.000
119 ROUTINE_DUST_EFFECTS	0	0	0	100.000
120 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
121 ROUTINE_EMPTY	0	0	0	100.000
122 ROUTINE_END_CAS_MISSION	0	0	0	100.000
123 ROUTINE_END_MOVE	0	0	0	100.000
124 ROUTINE_EQ_TE_INPUT	0	0	0	100.000
125 ROUTINE_ERROR_STOP	0	0	0	100.000
126 ROUTINE_EST_COVERAGE	0	0	0	100.000
127 ROUTINE_EST_MIL_WORTH	0	0	0	100.000
128 ROUTINE_EXPONENTIAL_F	0	0	0	100.000
129 ROUTINE_FA_BN_ASGN	0	0	0	100.000
130 ROUTINE_FARRP_CHECK	0	0	0	100.000
131 ROUTINE_FARRP_INPUT	0	0	0	100.000
132 ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
133 ROUTINE_FBN_FD_INPUT	0	0	0	100.000
134 ROUTINE_FD_EFFECTS_REQ	0	0	0	100.000
135 ROUTINE_FDC_TR_DEQ	0	0	0	100.000
136 ROUTINE_FDC_TR_ENQ	0	0	0	100.000
137 ROUTINE_FEBA_INITIAL	0	0	0	100.000
138 ROUTINE_FILE_FD_SCHD	0	0	0	100.000
139 ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
140 ROUTINE_FIN_BATTLE	0	0	0	100.000
141 ROUTINE_FINAL_COVERAGE	0	0	0	100.000
142 ROUTINE_FIND_START_TIME	0	0	0	100.000
143 ROUTINE_FINISH_COMPUTATION	0	0	0	100.000
144 ROUTINE_FLIGHT_PATH	0	0	0	100.000
145 ROUTINE_FO_DETECTION	0	0	0	100.000
146 ROUTINE_FORM_TF_LIST	0	0	0	100.000
147 ROUTINE_FORPOSITION_OUT	0	0	0	100.000
148 ROUTINE_FRAC_COMPUTE	0	0	0	100.000
149 ROUTINE_GAMMA_F	0	0	0	100.000
150 ROUTINE_GENERAL_BATTLE	0	0	0	100.000
151 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
152 ROUTINE_HC_DISENGAGE	0	0	0	100.000
153 ROUTINE_HC_EMPTY	0	0	0	100.000
154 ROUTINE_HE_LA_INPUT	0	0	0	100.000
155 ROUTINE_HE_OR_ICM_COMPUTATION	0	0	0	100.000
156 ROUTINE_HEADING	0	0	0	100.000
157 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
158 ROUTINE_ILUM_COMPUTATION	0	0	0	100.000
159 ROUTINE_ILUM_EFFECTS	0	0	0	100.000
160 ROUTINE_ILUM_INPUT	0	0	0	100.000
161 ROUTINE_INIT_REINF	0	0	0	100.000
162 ROUTINE_INITIAL_DETECT	0	0	0	100.000
163 ROUTINE_INITIAL_MOVE	0	0	0	100.000
164 ROUTINE_INTER_BATTLE	0	0	0	100.000
165 ROUTINE_INTER_HELO	0	0	0	100.000
166 ROUTINE_JOHNSON_CRITERIA	0	0	0	100.000
167 ROUTINE_KV_INPUT	0	0	0	100.000
168 ROUTINE_KV_PRINT	0	0	0	100.000
169 ROUTINE_KV_SCOREBOARD	0	0	0	100.000
170 ROUTINE_LINE_CIRCLE	0	0	0	100.000
171 ROUTINE_LINE_OF_SIGHT	0	0	0	100.000

172 ROUTINE_LOCATE_SEARCH_AREA	0	0	100.000
173 ROUTINE_LOS_CHECK	0	0	100.000
174 ROUTINE_MADS_INPUT	0	0	100.000
175 ROUTINE_MAIN1	0	0	100.000
176 ROUTINE_MAIN2	0	0	100.000
177 ROUTINE_MAIN3	0	0	100.000
178 ROUTINE_MAO_INPUT	0	0	100.000
179 ROUTINE_MARGINAL_EFFECTS_ADJ	0	0	100.000
180 ROUTINE_MCFR_INPUT	0	0	100.000
181 ROUTINE_MFO_INPUT	0	0	100.000
182 ROUTINE_MIN_MOVE	0	0	100.000
183 ROUTINE_MINE_DELAY	0	0	100.000
184 ROUTINE_MINE_EFFECTS	0	0	100.000
185 ROUTINE_MINE_INPUT	0	0	100.000
186 ROUTINE_MFDB_INPUT	0	0	100.000
187 ROUTINE_MRT_TO_FREQ	0	0	100.000
188 ROUTINE_MUNS_INPUT	0	0	100.000
189 ROUTINE_NEW_SEGMENT	0	0	100.000
190 ROUTINE_NOISE_DEGRADE	0	0	100.000
191 ROUTINE_NORMAL_F	0	0	100.000
192 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.000
193 ROUTINE_ORD_ATK	0	0	100.000
194 ROUTINE_ORD_DEF	0	0	100.000
195 ROUTINE_ORD_MOVCOR	0	0	100.000
196 ROUTINE_ORD_MOVDIS	0	0	100.000
197 ROUTINE_ORD_REINF	0	0	100.000
198 ROUTINE_ORIENTATION	0	0	100.000
199 ROUTINE_OUTPUT_ATTRITION	0	0	100.000
200 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
201 ROUTINE_P_E_M_INPUT	0	0	100.000
202 ROUTINE_PDB_DETECTION	0	0	100.000
203 ROUTINE_PGM_INPUT	0	0	100.000
204 ROUTINE_PGM_MSN_ASGN	0	0	100.000
205 ROUTINE_PIR_DETECTION	0	0	100.000
206 ROUTINE_PK_COMPUTE	0	0	100.000
207 ROUTINE_PK_INPUT	0	0	100.000
208 ROUTINE_PLAT_COUNT	0	0	100.000
209 ROUTINE_POSITION	0	0	100.000
210 ROUTINE_PRED_POS	0	0	100.000
211 ROUTINE_PREP_WITHDRAW	0	0	100.000
212 ROUTINE_PREPARE_LIST	0	0	100.000
213 ROUTINE_PROB_INF	0	0	100.000
214 ROUTINE_PROB_TIME	0	0	100.000
215 ROUTINE_PROX_CHECK	0	0	100.000
216 ROUTINE_PROXIMITY_REQ	0	0	100.000
217 ROUTINE_RANGE_COMPUTE	0	0	100.000
218 ROUTINE_READ_ORDERS	0	0	100.000
219 ROUTINE_REIN_ARRIVE	0	0	100.000
220 ROUTINE_REM_EFFECTS_COMPUTATION	0	0	100.000
221 ROUTINE_REPLACE_HC	0	0	100.000
222 ROUTINE_REQUEST_DEF_FASCAM	0	0	100.000
223 ROUTINE_REQUEST_FASCAM	0	0	100.000
224 ROUTINE_REQUEST_ILUM	0	0	100.000
225 ROUTINE_REQUEST_SMOKE	0	0	100.000
226 ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
227 ROUTINE_RESET_FEDA_SECTOR	0	0	100.000
228 ROUTINE_RPV_DETECTION	0	0	100.000
229 ROUTINE_RUL_EN_INPUT	0	0	100.000
230 ROUTINE_SEARCH	0	0	100.000

	PAGE	20
231 ROUTINE_SEARCH_COVERAGE	0	100.000
232 ROUTINE_SEGMENT_ADJUST	0	100.000
233 ROUTINE_SENSOR_INPUT	0	100.000
234 ROUTINE_SIZE_ESTIMATE	0	100.000
235 ROUTINE_SMOKE_COMPUTATION	0	100.000
236 ROUTINE_SMOKE_EFFECTS	0	100.000
237 ROUTINE_SMOKE_INPUT	0	100.000
238 ROUTINE_SMOKE_R	0	100.000
239 ROUTINE_SNAP2	0	100.000
240 ROUTINE_ST_INPUT	0	100.000
241 ROUTINE_SUBM_INPUT	0	100.000
242 ROUTINE_SWITCH_FO	0	100.000
243 ROUTINE_SYS_INPUT	0	100.000
244 ROUTINE_TACAIR_DATA_REPORT	0	100.000
245 ROUTINE_TACAIR_INPUT	0	100.000
246 ROUTINE_TARGET_ANALYSIS	0	100.000
247 ROUTINE_TB_INPUT	0	100.000
248 ROUTINE_TBF_INPUT	0	100.000
249 ROUTINE_TEMPERATURE_ATTENUATION	0	100.000
250 ROUTINE_TERM_CHECK	0	100.000
251 ROUTINE_TIME_REQ	0	100.000
252 ROUTINE_TIME_TO_DETECT	0	100.000
253 ROUTINE_TR_INPUT	0	100.000
254 ROUTINE_TT_FACTORS_INPUT	0	100.000
255 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
256 ROUTINE_UNIT_ASSIGNMENT	0	100.000
257 ROUTINE_UNIT_ENVIR	0	100.000
258 ROUTINE_UNIT_INPUT	0	100.000
259 ROUTINE_UNIT_PRIORITY	0	100.000
260 ROUTINE_VIS_INPUT	0	100.000
261 ROUTINE_VOLLEY	0	100.000
262 ROUTINE_WEIBULL_F	0	100.000
263 ROUTINE_WEIGHTED_VOLLEYS	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

TOTAL INVOCATIONS = 13237
 CPU USAGE FOR SIMULATED HOUR 4. - 8.62 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 5.
TOP 264 (100%) INVOKED ROUTINES

ROUTINE	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	38427	59.436	59.436
2 ROUTINE_FRAC_COMPUTE	5128	7.932	67.367
3 ROUTINE_LOCATE_SECTOR	3958	6.122	73.489
4 ROUTINE_GAMMA_F	1802	2.787	76.276
5 ROUTINE_SIZE_ESTIMATE	1145	1.771	78.047
6 ROUTINE_FINAL_COVERAGE	1127	1.743	79.791
7 ROUTINE_PK_COMPUTE	821	1.270	81.060
8 ROUTINE_DEO_FEBA_SET	786	1.216	82.276
9 ROUTINE_ENQ_FEBA_SET	784	1.213	83.489
10 ROUTINE_RANGE_COMPUTE	608	.940	84.429
11 ROUTINE_PDB_DETECTION	527	.815	85.244
12 ROUTINE_PROX_CHECK	508	.786	86.030
13 EVENT_PDB_ACTIVATION	459	.710	86.740
14 ROUTINE_LOCATE_SEARCH_AREA	428	.662	87.402
15 ROUTINE_FA_BN_MOVEMENT	411	.636	88.038
16 FUNCTION_EST_RANGE	388	.600	88.638
17 FUNCTION_COMBINATIONS	371	.574	89.212
18 ROUTINE_OUTPUT_ATTRITION	348	.538	89.750
19 EVENT_UPDATE_LOC	295	.456	90.206
20 ROUTINE_JOHNSON_CRITERIA	283	.438	90.644
21 ROUTINE_PROB_INF	283	.438	91.082
22 ROUTINE_PROB_TIME	283	.438	91.519
23 ROUTINE_SEARCH	283	.438	91.957
24 ROUTINE_NOISE_DEGRADE	262	.405	92.362
25 ROUTINE_VOLLEY	231	.357	92.720
26 EVENT_CFR_ACTIVATION	230	.356	93.075
27 FUNCTION_FEBA_BAND	221	.342	93.417
28 FUNCTION_HE_WLA	209	.323	93.740
29 ROUTINE_CHECK_PROX	184	.285	94.025
30 PROCESS_ASSESSMENT	169	.261	94.286
31 ROUTINE_MRT_TO_FREQ	169	.261	94.548
32 ROUTINE_TEMPERATURE_ATTENUATION	169	.261	94.809
33 ROUTINE_NORMAL_F	160	.247	95.057
34 ROUTINE_EST_COVERAGE	159	.246	95.303
35 ROUTINE_WEIGHTED_VOLLEYS	159	.246	95.549
36 ROUTINE_GET_TERRAIN	147	.227	95.776
37 ROUTINE_HE_OR_ICM_COMPUTATION	138	.213	95.989
38 ROUTINE_MARGINAL_EFFECTS_ADJ	125	.193	96.183
39 ROUTINE_CONTRAST_TO_FREQ	114	.176	96.359
40 ROUTINE_TARGET_ANALYSIS	110	.170	96.529
41 PROCESS_SHOOT_OUT	104	.161	96.690
42 ROUTINE_CHK_COMP_TR	100	.155	96.845
43 ROUTINE_CHK_FD_TR	100	.155	96.999
44 ROUTINE_REM_EFFECTS_COMPUTATION	98	.152	97.151
45 FUNCTION_ICM_WLA	94	.145	97.296
46 PROCESS_FIRE_MISSION	88	.136	97.432
47 ROUTINE_BIRY_FM_ENQ	88	.136	97.569
48 ROUTINE_ANGLE_COMPUTE	83	.128	97.697
49 ROUTINE_FA_BN_ASSIGN	83	.128	97.825
50 ROUTINE_CFR_DETECTION	68	.105	97.930
51 PROCESS_TARGET_REPORT	61	.094	98.025
52 ROUTINE_FDC_TR_ENQ	59	.091	98.116
53 ROUTINE_CHECK_FOR_MINES	52	.080	98.197

54 ROUTINE_CFR_DEGRADE	49	.076	98.272
55 ROUTINE_BIRY_EFFECTS	48	.074	98.347
56 ROUTINE_UNIT_ENVJR	48	.074	98.421
57 ROUTINE_WEIBULL_F	46	.071	98.492
58 ROUTINE_BIRY_FM_DEQ	42	.065	98.557
59 ROUTINE_CHECK_ENGAGEMENT	42	.065	98.622
60 EVENT_PDB_OPERATOR	41	.063	98.685
61 EVENT_CFR_OPERATOR	39	.060	98.746
62 ROUTINE_TIME_TO_DETECT	38	.059	98.804
63 ROUTINE_EST_MIL_WORTH	36	.056	98.860
64 ROUTINE_COMPARE_TRS	35	.054	98.914
65 ROUTINE_MIN_MOVE	33	.051	98.965
66 EVENT_START_MOVE	32	.049	99.015
67 ROUTINE_FDC_TR_DEQ	27	.042	99.057
68 ROUTINE_FINISH_COMPUTATION	27	.042	99.098
69 EVENT_ACT_MOVCOR	26	.040	99.138
70 ROUTINE_FD_EFFECTS_REQ	25	.039	99.177
71 ROUTINE_TIME_REQ	25	.039	99.216
72 ROUTINE_CAS_EVAL	24	.037	99.253
73 ROUTINE_FO_DETECTION	23	.036	99.289
74 EVENT_START_ARTY_MOVEMENT	20	.031	99.319
75 EVENT_GET_NX_ORD	19	.029	99.349
76 ROUTINE_REQUEST_SMOKE	18	.028	99.377
77 ROUTINE_COPY	17	.026	99.403
78 EVENT_CFR_ON	15	.023	99.426
79 EVENT_ENGAGEMENT	14	.022	99.448
80 ROUTINE_REQUEST_ILUM	14	.022	99.469
81 EVENT_ARTY_OCCUPATION	13	.020	99.490
82 EVENT_STOP_ARTY_MOVEMENT	13	.020	99.510
83 EVENT_CFR_OFF	12	.019	99.528
84 FUNCTION_EST_TR_RANGE	12	.019	99.547
85 ROUTINE_PROXIMITY_REQ	12	.019	99.565
86 ROUTINE_CHECK_STREN	11	.017	99.582
87 EVENT_MOVE	10	.015	99.598
88 ROUTINE_CHANGE_LOC	10	.015	99.613
89 ROUTINE_CHECK_DEAD	10	.015	99.629
90 ROUTINE_CREATE_FORCE	10	.015	99.644
91 ROUTINE_LOS_CHECK	10	.015	99.660
92 ROUTINE_PROX_POS	10	.015	99.675
93 ROUTINE_SWITCH_FO	10	.015	99.691
94 ROUTINE_UNIT_ASSIGNMENT	10	.015	99.706
95 EVENT_ACT_DEF	9	.014	99.720
96 ROUTINE_COMPUTE_WD	8	.012	99.732
97 ROUTINE_NEW_SEGMENT	8	.012	99.745
98 ROUTINE_SEGMENT_ADJUST	8	.012	99.757
99 ROUTINE_UNIT_PRIORITY	8	.012	99.770
100 ROUTINE_HEADING	7	.011	99.780
101 ROUTINE_REQUEST_DEF_FASCAM	7	.011	99.791
102 EVENT_ACT_MOVOIS	6	.009	99.800
103 ROUTINE_POSITION	6	.009	99.810
104 EVENT_START_BATTLE	5	.008	99.817
105 PROCESS_HOW_REPAIR	5	.008	99.825
106 ROUTINE_ADJUST	5	.008	99.833
107 ROUTINE_DEAD_UNIT	5	.008	99.841
108 ROUTINE_DESTROY_ORD	5	.008	99.848
109 ROUTINE_EMPTY	5	.008	99.856
110 ROUTINE_END_MOVE	5	.008	99.864
111 ROUTINE_GENERAL_BATTLE	5	.008	99.872
112 ROUTINE_INITIAL_DETECT	5	.008	99.879

	PAGE	23
113 ROUTINE_INITIAL MOVE	008	99.887
114 ROUTINE_LINE OF SIGHT	008	99.895
115 ROUTINE_ORIENTATION	008	99.903
116 EVENT_ACT_ATK	005	99.909
117 EVENT_BTL_ENDED	006	99.915
118 PROCESS_WITH_DRAW	006	99.921
119 ROUTINE_CHECK_FORCE	006	99.927
120 ROUTINE_CHECK_LIST	006	99.933
121 ROUTINE_COMPUTE.D	006	99.940
122 ROUTINE_FIN_BATTLE	006	99.946
123 ROUTINE_PREP_WITHDRAW	006	99.952
124 ROUTINE_PREPARE_LIST	006	99.958
125 ROUTINE_REQUEST.WD.FASCAM	006	99.964
126 ROUTINE_TERM_CHECK	006	99.971
127 ROUTINE_DECIDE	005	99.975
128 ROUTINE_PGM.MSN.ASGN	005	99.980
129 ROUTINE_WHAT_NEXT	005	99.985
130 EVENT_SCHEDULE_ARTY.MOVEMENT	003	99.988
131 ROUTINE_COMBINE_TRS	003	99.991
132 ROUTINE_EXPONENTIAL.F	003	99.994
133 ROUTINE_PRED.POS	003	99.997
134 ROUTINE_INTER_BATTLE	002	99.998
135 ROUTINE_INTER_HELO	002	100.000
136 **PROGRAM** MAIN	002	100.000
137 EVENT_ACT_REINF	0	100.000
138 EVENT_AD_ENGAGEMENT	0	100.000
139 EVENT_CHANGE_LITE	0	100.000
140 EVENT_CHANGE_WEATHER	0	100.000
141 EVENT_DQ_OLD_SORTIE.QUEUE	0	100.000
142 EVENT_END_SIMULATION	0	100.000
143 EVENT_FEBA_SORTIE	0	100.000
144 EVENT_HC_DEPART_BATTLE	0	100.000
145 EVENT_HELO_ENGAGEMENT	0	100.000
146 EVENT_INIT_PREPLAN.CAS	0	100.000
147 EVENT_OFF_LINE_ATTRITION	0	100.000
148 EVENT_POSITION.REPORT	0	100.000
149 EVENT_SEND_TEAM	0	100.000
150 EVENT_SET_DEBUG	0	100.000
151 FUNCTION_AR_PROB_DETECT	0	100.000
152 FUNCTION_BTRY_AVAILABLE	0	100.000
153 FUNCTION_COLLISION	0	100.000
154 FUNCTION_STAY_TIME	0	100.000
155 PROCESS_AC_ATK.TGT	0	100.000
156 PROCESS_AIR_OBSERVER	0	100.000
157 PROCESS_AIRBORNE_RADAR	0	100.000
158 PROCESS_ARTY_ASSESS	0	100.000
159 PROCESS_CAS_MISSION	0	100.000
160 PROCESS_FORWARD_OBSERVER	0	100.000
161 PROCESS_HC_ARRIVE_BATTLE	0	100.000
162 PROCESS_HC_RETURN.FARRP	0	100.000
163 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
164 PROCESS_HELICOPTER_FIRE	0	100.000
165 PROCESS_MINE_ASSESS	0	100.000
166 PROCESS_PHOTO_IR_FLIGHT	0	100.000
167 PROCESS_REMOTE_PILOT.VEHICLE	0	100.000
168 ROUTINE_AC_BOMB.EFFECTS	0	100.000
169 ROUTINE_AC_DF.EFFECTS	0	100.000
170 ROUTINE_AC_MUNS.INPUT	0	100.000
171 ROUTINE_AD_SHOOT	0	100.000

172	ROUTINE_AMMO_RPT	0	100,000
173	ROUTINE_ANALYSIS.OUTPUT	0	100,000
174	ROUTINE_AO_DETECTION	0	100,000
175	ROUTINE_AR_DETECTION	0	100,000
176	ROUTINE_ATTRIT_SENSOR	0	100,000
177	ROUTINE_BETWEEN.ROUTINE	0	100,000
178	ROUTINE_BLOCK_LOS	0	100,000
179	ROUTINE_BLOCK_CHECK	0	100,000
180	ROUTINE_BTLY_INPUT	0	100,000
181	ROUTINE_CAT_TU_INPUT	0	100,000
182	ROUTINE_CHECK_CAS_CONSTRAINTS	0	100,000
183	ROUTINE_CREATE_TEAMS	0	100,000
184	ROUTINE_DECISION.INPUT	0	100,000
185	ROUTINE_DQ_CMSN.QUEUE	0	100,000
186	ROUTINE_DUST_EFFECTS	0	100,000
187	ROUTINE_EMPLOY_HELICOPTERS	0	100,000
188	ROUTINE_END_CAS_MISSION	0	100,000
189	ROUTINE_EQ_TE.INPUT	0	100,000
190	ROUTINE_ERROR_STOP	0	100,000
191	ROUTINE_FARRP_CHECK	0	100,000
192	ROUTINE_FARRP.INPUT	0	100,000
193	ROUTINE_FASCAM_COMPUTATION	0	100,000
194	ROUTINE_FBN_FD.INPUT	0	100,000
195	ROUTINE_FEBA_INITIAL	0	100,000
196	ROUTINE_FILE_FD.SCHD	0	100,000
197	ROUTINE_FILE_KAD_SENSOR	0	100,000
198	ROUTINE_FIND_START.TIME	0	100,000
199	ROUTINE_FLIGHT_PATH	0	100,000
200	ROUTINE_FORM_TF.LIST	0	100,000
201	ROUTINE_FORPOSITION.ROUT	0	100,000
202	ROUTINE_HC_COMPUTE.TIMES	0	100,000
203	ROUTINE_HC_DISENGAGE	0	100,000
204	ROUTINE_HC_EMPTY	0	100,000
205	ROUTINE_HE_LA.INPUT	0	100,000
206	ROUTINE_HEL_RANGE.COMPUTE	0	100,000
207	ROUTINE_ILLLUM_COMPUTATION	0	100,000
208	ROUTINE_ILLLUM_EFFECTS	0	100,000
209	ROUTINE_ILLLUM.INPUT	0	100,000
210	ROUTINE_INIT.REINF	0	100,000
211	ROUTINE_KV.INPUT	0	100,000
212	ROUTINE_KV.PRINT	0	100,000
213	ROUTINE_KV_SCOREBOARD	0	100,000
214	ROUTINE_LINE.CIRCLE	0	100,000
215	ROUTINE_MADS.INPUT	0	100,000
216	ROUTINE_MAIN1	0	100,000
217	ROUTINE_MAIN2	0	100,000
218	ROUTINE_MAIN3	0	100,000
219	ROUTINE_MAO.INPUT	0	100,000
220	ROUTINE_MCFR.INPUT	0	100,000
221	ROUTINE_MFO.INPUT	0	100,000
222	ROUTINE_MINE_DELAY	0	100,000
223	ROUTINE_MINE_EFFECTS	0	100,000
224	ROUTINE_MINE.INPUT	0	100,000
225	ROUTINE_MPD8.INPUT	0	100,000
226	ROUTINE_MUNS.INPUT	0	100,000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	100,000
228	ROUTINE_ORD.ATK	0	100,000
229	ROUTINE_ORD.DEF	0	100,000
230	ROUTINE_ORD.MOVCOR	0	100,000

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231 ROUTINE_ORD_MOVDIS	0	100.000
232 ROUTINE_ORD_REINF	0	100.000
233 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
234 ROUTINE_P_E_M_INPUT	0	100.000
235 ROUTINE_PGM_INPUT	0	100.000
236 ROUTINE_PIR_DETECTION	0	100.000
237 ROUTINE_PK_INPUT	0	100.000
238 ROUTINE_PLAT_COUNT	0	100.000
239 ROUTINE_READ_ORDERS	0	100.000
240 ROUTINE_REIN_ARRIVE	0	100.000
241 ROUTINE_REPLACE_HC	0	100.000
242 ROUTINE_REQUEST_FASCAM	0	100.000
243 ROUTINE_RESET_FEBA_SECTOR	0	100.000
244 ROUTINE_RPV_DETECTION	0	100.000
245 ROUTINE_RUL_EN_INPUT	0	100.000
246 ROUTINE_SEARCH_COVERAGE	0	100.000
247 ROUTINE_SENSOR_INPUT	0	100.000
248 ROUTINE_SMOKE_COMPUTATION	0	100.000
249 ROUTINE_SMOKE_EFFECTS	0	100.000
250 ROUTINE_SMOKE_INPUT	0	100.000
251 ROUTINE_SNAP_R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST_INPUT	0	100.000
254 ROUTINE_SUBM_INPUT	0	100.000
255 ROUTINE_SYS_INPUT	0	100.000
256 ROUTINE_TACAIR_DATA_REPORT	0	100.000
257 ROUTINE_TACAIR_INPUT	0	100.000
258 ROUTINE_TB_INPUT	0	100.000
259 ROUTINE_TBF_INPUT	0	100.000
260 ROUTINE_TR_INPUT	0	100.000
261 ROUTINE_TT_FACTORS_INPUT	0	100.000
262 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
263 ROUTINE_UNIT_INPUT	0	100.000
264 ROUTINE_VIS_INPUT	0	100.000

TOTAL INVOCATIONS = 64653

CPU USAGE FOR SIMULATED HOUR 5. = 169.62 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 6.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	99893	38.634	38.634
2 ROUTINE_PK_COMPUTE	24321	9.406	48.040
3 ROUTINE_FRAC_COMPUTE	17404	6.731	54.771
4 ROUTINE_RANGE_COMPUTE	15435	5.970	60.741
5 ROUTINE_PROX_CHECK	14296	5.529	66.270
6 ROUTINE_LOCATE_SECTOR	8871	3.431	69.701
7 ROUTINE_SIZE_ESTIMATE	6527	2.524	72.225
8 ROUTINE_FINAL_COVERAGE	5495	2.125	74.350
9 ROUTINE_JOHNSON_CRITERIA	4644	1.796	76.146
10 ROUTINE_PROB_INF	4644	1.796	77.942
11 ROUTINE_PROB_TIME	4644	1.796	79.738
12 ROUTINE_SEARCH	4644	1.796	81.534
13 PROCESS_ASSESSMENT	3945	1.526	83.060
14 ROUTINE_CONTRAST_TO_FREQ	3252	1.258	84.318
15 ROUTINE_PDB_DETECTION	2812	1.088	85.405
16 EVENT_PDB_ACTIVATION	2439	.943	86.349
17 ROUTINE_DEQ_FEBA_SET	2026	.784	87.132
18 ROUTINE_ENQ_FEBA_SET	2015	.779	87.912
19 FUNCTION_COMBINATIONS	1638	.634	88.545
20 FUNCTION_EST_RANGE	1536	.594	89.139
21 ROUTINE_NOISE_DEGRADE	1398	.541	89.680
22 ROUTINE_MRT_TO_FREQ	1392	.538	90.218
23 ROUTINE_TEMPERATURE_ATTENUATION	1392	.538	90.757
24 ROUTINE_OUTPUT_ATTRITION	1378	.533	91.290
25 ROUTINE_VOLLEY	1227	.475	91.764
26 EVENT_CFR_ACTIVATION	1220	.472	92.236
27 FUNCTION_HE_WLA	1053	.407	92.643
28 FUNCTION_FEBA_BAND	992	.384	93.027
29 PROCESS_SHOOT_OUT	819	.317	93.344
30 ROUTINE_NORMAL_F	775	.300	93.643
31 ROUTINE_EST_COVERAGE	742	.287	93.930
32 ROUTINE_WEIGHTED_VOLLEYS	742	.287	94.217
33 EVENT_UPDATE_LOC	730	.282	94.500
34 ROUTINE_GET_TERRAIN	647	.250	94.750
35 ROUTINE_HE_OR_ICM_COMPUTATION	585	.226	94.976
36 ROUTINE_CHECK_ENGAGEMENT	580	.224	95.200
37 ROUTINE_FA_BN_MOVEMENT	563	.218	95.418
38 ROUTINE_MARGINAL_EFFECTS_ADJ	553	.214	95.632
39 ROUTINE_TIME_TO_DETECT	497	.192	95.824
40 ROUTINE_TARGET_ANALYSIS	464	.179	96.004
41 ROUTINE_ANGLE_COMPUTE	446	.172	96.176
42 ROUTINE_WEIBULL_F	443	.171	96.348
43 ROUTINE_FA_BN_ASGN	407	.157	96.505
44 ROUTINE_REM_EFFECTS_COMPUTATION	370	.143	96.648
45 ROUTINE_CHK_COMP_TR	368	.142	96.790
46 ROUTINE_CHK_FD_TR	368	.142	96.933
47 PROCESS_FIRE_MISSION	366	.142	97.074
48 ROUTINE_BTRY_FM_ENQ	366	.142	97.216
49 ROUTINE_GAMMA_F	346	.134	97.350
50 FUNCTION_ICM_WLA	334	.129	97.479
51 ROUTINE_FO_DETECTION	334	.129	97.608
52 ROUTINE_BTRY_FM_DEQ	315	.122	97.730
53 ROUTINE_BTRY_EFFECTS	266	.103	97.833

54 ROUTINE_UNIT_ENVIR	266	103	PAGE 27
55 ROUTINE_COMPARE_IRS	265	102	97 936
56 PROCESS_TARGET_REPORT	255	099	98 038
57 ROUTINE_CFR_DETECTION	252	097	98 137
58 ROUTINE_FDC_TR_ENQ	244	094	98 234
59 ROUTINE_MIN_MOVE	243	094	98 328
60 ROUTINE_TIME_REQ	228	088	98 422
61 ROUTINE_CHECK_PROX	224	087	98 511
62 ROUTINE_FDC_TR_DEQ	194	075	98 597
63 ROUTINE_FINISH_COMPUTATION	194	075	98 672
64 ROUTINE_CFR_DEGRADE	171	066	98 747
65 ROUTINE_EST_MIL_WORTH	138	053	98 813
66 EVENT_CFR_OPERATOR	137	053	98 867
67 ROUTINE_CAS_EVAL	120	046	98 920
68 ROUTINE_CHECK_FOR_MINES	115	044	98 966
69 EVENT_MOVE	111	043	99 011
70 ROUTINE_CHANGE_LOC	111	043	99 054
71 ROUTINE_LOS_CHECK	111	043	99 097
72 ROUTINE_NEW_SEGMENT	101	039	99 139
73 EVENT_PDB_OPERATOR	100	039	99 179
74 ROUTINE_FD_EFFECTS_REQ	96	037	99 217
75 ROUTINE_SEGMENT_ADJUST	93	036	99 254
76 ROUTINE_COPY	85	033	99 290
77 ROUTINE_REQUEST_SMOKE	80	031	99 323
78 ROUTINE_POSITION	75	029	99 354
79 EVENT_START_ARTY_MOVEMENT	69	027	99 383
80 ROUTINE_LOCATE_SEARCH_AREA	66	026	99 410
81 FUNCTION_EST_TR_RANGE	64	025	99 435
82 ROUTINE_PROXIMITY_REQ	64	025	99 460
83 ROUTINE_COMPUTE_D	61	024	99 485
84 EVENT_ARTY_OCCUPATION	60	023	99 508
85 EVENT_STOP_ARTY_MOVEMENT	60	023	99 532
86 EVENT_ENGAGEMENT	58	022	99 555
87 ROUTINE_REQUEST_ILUM	58	022	99 577
88 EVENT_GET_NX_ORD	55	021	99 600
89 ROUTINE_COMPUTE_WD	54	021	99 621
90 EVENT_START_MOVE	46	018	99 642
91 EVENT_CFR_OFF	41	016	99 660
92 EVENT_CFR_ON	40	015	99 676
93 PROCESS_HOW_REPAIR	35	014	99 691
94 ROUTINE_CREATE_FORCE	34	013	99 705
95 ROUTINE_UNIT_ASSIGNMENT	34	013	99 718
96 ROUTINE_SWITCH_FO	33	013	99 731
97 ROUTINE_CHECK_DEAD	32	012	99 744
98 ROUTINE_DECIDE	32	012	99 756
99 ROUTINE_REQUEST_DEF_FASCAM	32	012	99 768
100 ROUTINE_CHECK_FORCE	25	010	99 781
101 EVENT_ACT_MOVCOR	24	009	99 790
102 ROUTINE_UNIT_PRIORITY	24	009	99 800
103 EVENT_ACT_MOVDIS	22	009	99 809
104 PROCESS_WITH_DRAW	22	009	99 817
105 ROUTINE_PREP_WITHDRAW	22	009	99 826
106 ROUTINE_REQUEST_WD_FASCAM	22	009	99 834
107 ROUTINE_TERM_CHECK	22	009	99 843
108 EVENT_ACT_DEF	20	008	99 851
109 ROUTINE_CHECK_STREN	19	007	99 859
110 ROUTINE_END_MOVE	18	007	99 867
111 EVENT_START_BATTLE	17	007	99 874
112 ROUTINE_ADJUST	17	007	99 880
			99 887

	PAGE	28
113 ROUTINE_CHECK_LIST	007	99.893
114 ROUTINE_GENERAL_BATTLE	007	99.900
115 ROUTINE_INITIAL_DETECT	007	99.906
116 ROUTINE_INITIAL_MOVE	007	99.913
117 ROUTINE_LINE_OF_SIGHT	007	99.920
118 ROUTINE_ORIENTATION	007	99.926
119 ROUTINE_WHAT_NEXT	007	99.933
120 ROUTINE_EMPTY	006	99.939
121 ROUTINE_HEADING	006	99.945
122 ROUTINE_PRED_POS	006	99.951
123 ROUTINE_PROX_POS	005	99.956
124 ROUTINE_EXPONENTIAL_F	005	99.961
125 EVENT_ACT_ATK	005	99.966
126 ROUTINE_DEAD_UNIT	005	99.971
127 ROUTINE_PREPARE_LIST	005	99.975
128 EVENT_BTL_ENDED	004	99.980
129 ROUTINE_FIN_BATTLE	004	99.984
130 ROUTINE_PGM_MSN_ASSIGN	004	99.988
131 ROUTINE_DESTROY_ORD	003	99.991
132 ROUTINE_COMBINE_TRS	003	99.993
133 ROUTINE_INTER_BATTLE	002	99.995
134 ROUTINE_INTER_HELO	002	99.997
135 EVENT_SCHEDULE_ARTY_MOVEMENT	+8.E-04	99.998
136 ROUTINE_DQ_CMDSN_QUEUE	+8.E-04	99.999
137 EVENT_CHANGE_LITE	+4.E-04	99.999
138 EVENT_CHANGE_WEATHER	+4.E-04	100.000
139 ROUTINE_RESET_FEBA_SECTOR	+4.E-04	100.000
140 **PROGRAM**_MAIN	0	100.000
141 EVENT_ACT_REINF	0	100.000
142 EVENT_AD_ENGAGEMENT	0	100.000
143 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
144 EVENT_END_SIMULATION	0	100.000
145 EVENT_FEBA_SORTIE	0	100.000
146 EVENT_HC_DEPART_BATTLE	0	100.000
147 EVENT_HELO_ENGAGEMENT	0	100.000
148 EVENT_INIT_PREPLAN_AS	0	100.000
149 EVENT_OFF_LINE_ATTRITION	0	100.000
150 EVENT_POSITION_REPORT	0	100.000
151 EVENT_SEND_TEAM	0	100.000
152 EVENT_SET_DEBUG	0	100.000
153 FUNCTION_AR_PROB_DETECT	0	100.000
154 FUNCTION_BTTRY_AVAILABLE	0	100.000
155 FUNCTION_COLLISION	0	100.000
156 FUNCTION_STAY_TIME	0	100.000
157 PROCESS_AC_ATK_TGT	0	100.000
158 PROCESS_AIR_OBSERVER	0	100.000
159 PROCESS_AIRBORNE_RADAR	0	100.000
160 PROCESS_ARTY_ASSESS	0	100.000
161 PROCESS_GAS_MISSION	0	100.000
162 PROCESS_FORWARD_OBSERVER	0	100.000
163 PROCESS_HC_ARRIVE_BATTLE	0	100.000
164 PROCESS_HC_RETURN_FARRP	0	100.000
165 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
166 PROCESS_HELICOPTER_FIRE	0	100.000
167 PROCESS_MINE_ASSESS	0	100.000
168 PROCESS_PHOTO_IR_FLIGHT	0	100.000
169 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
170 ROUTINE_AC_BOMB_EFFECTS	0	100.000
171 ROUTINE_AC_DF_EFFECTS	0	100.000

172	ROUTINE_AC	MUNS.INPUT	0	0	100.000
173	ROUTINE_AD	SHOOT	0	0	100.000
174	ROUTINE_AMMO	RPT	0	0	100.000
175	ROUTINE_ANALYSIS	OUTPUT	0	0	100.000
176	ROUTINE_AO	DETECTION	0	0	100.000
177	ROUTINE_AR	DETECTION	0	0	100.000
178	ROUTINE_ATTRIT	SENSOR	0	0	100.000
179	ROUTINE_BETWEEN	ROUTINE	0	0	100.000
180	ROUTINE_BLOCK	LOS	0	0	100.000
181	ROUTINE_BT_L	CHECK	0	0	100.000
182	ROUTINE_BTRY	INPUT	0	0	100.000
183	ROUTINE_CAT_TU	INPUT	0	0	100.000
184	ROUTINE_CHECK_CAS	CONSTRAINTS	0	0	100.000
185	ROUTINE_CREATE	TEAMS	0	0	100.000
186	ROUTINE_DECISION	INPUT	0	0	100.000
187	ROUTINE_DUST	EFFECTS	0	0	100.000
188	ROUTINE_EMPLOY	HELICOPTERS	0	0	100.000
189	ROUTINE_END_CAS	MISSION	0	0	100.000
190	ROUTINE_EQ_TE	INPUT	0	0	100.000
191	ROUTINE_ERROR	STOP	0	0	100.000
192	ROUTINE_FARRP	CHECK	0	0	100.000
193	ROUTINE_FARRP	INPUT	0	0	100.000
194	ROUTINE_FASCAM	COMPUTATION	0	0	100.000
195	ROUTINE_FBN_FD	INPUT	0	0	100.000
196	ROUTINE_FEBA	INITIAL	0	0	100.000
197	ROUTINE_FILE_FD	SCHD	0	0	100.000
198	ROUTINE_FILE_KAD	SENSOR	0	0	100.000
199	ROUTINE_FIND	START.TIME	0	0	100.000
200	ROUTINE_FLIGHT	PATH	0	0	100.000
201	ROUTINE_FORM	TF.LIST	0	0	100.000
202	ROUTINE_FORPOSITION	OUT	0	0	100.000
203	ROUTINE_HC	COMPUTE.TIMES	0	0	100.000
204	ROUTINE_HC	DISENGAGE	0	0	100.000
205	ROUTINE_HC	EMPTY	0	0	100.000
206	ROUTINE_HE_LA	INPUT	0	0	100.000
207	ROUTINE_HEL_RANGE	COMPUTE	0	0	100.000
208	ROUTINE_ILUM	COMPUTATION	0	0	100.000
209	ROUTINE_ILUM	EFFECTS	0	0	100.000
210	ROUTINE_ILUM	INPUT	0	0	100.000
211	ROUTINE_INIT	REINF	0	0	100.000
212	ROUTINE_KV	INPUT	0	0	100.000
213	ROUTINE_KV	PRINT	0	0	100.000
214	ROUTINE_KV	SCOREBOARD	0	0	100.000
215	ROUTINE_LINE	CIRCLE	0	0	100.000
216	ROUTINE_MADS	INPUT	0	0	100.000
217	ROUTINE_MAIN1		0	0	100.000
218	ROUTINE_MAIN2		0	0	100.000
219	ROUTINE_MAIN3		0	0	100.000
220	ROUTINE_MAO	INPUT	0	0	100.000
221	ROUTINE_MCFR	INPUT	0	0	100.000
222	ROUTINE_MFO	INPUT	0	0	100.000
223	ROUTINE_MINE	DELAY	0	0	100.000
224	ROUTINE_MINE	EFFECTS	0	0	100.000
225	ROUTINE_MINE	INPUT	0	0	100.000
226	ROUTINE_MFDB	INPUT	0	0	100.000
227	ROUTINE_MUNS	INPUT	0	0	100.000
228	ROUTINE_OPEN	INPUT.OUTPUT.FILES	0	0	100.000
229	ROUTINE_ORD	ATK	0	0	100.000
230	ROUTINE_ORD	DEF	0	0	100.000

231 ROUTINE_ORD.MOVCOR	0	0	100.000
232 ROUTINE_ORD.MOVDIS	0	0	100.000
233 ROUTINE_ORD.REINF	0	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
235 ROUTINE_P & M.INPUT	0	0	100.000
236 ROUTINE_PGM.INPUT	0	0	100.000
237 ROUTINE_PIR.DETECTION	0	0	100.000
238 ROUTINE_PK.INPUT	0	0	100.000
239 ROUTINE_PLAT.COUNT	0	0	100.000
240 ROUTINE_READ.ORDERS	0	0	100.000
241 ROUTINE_REIN.ARRIVE	0	0	100.000
242 ROUTINE_REPLACE.HC	0	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	0	100.000
244 ROUTINE_RPV.DETECTION	0	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	0	100.000
247 ROUTINE_SENSOR.INPUT	0	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	0	100.000
250 ROUTINE_SMOKE.INPUT	0	0	100.000
251 ROUTINE_SNAP.R	0	0	100.000
252 ROUTINE_SNAP2	0	0	100.000
253 ROUTINE_ST.INPUT	0	0	100.000
254 ROUTINE_SUBM.INPUT	0	0	100.000
255 ROUTINE_SYS.INPUT	0	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
257 ROUTINE_TACAIR.INPUT	0	0	100.000
258 ROUTINE_TB.INPUT	0	0	100.000
259 ROUTINE_TBF.INPUT	0	0	100.000
260 ROUTINE_TR.INPUT	0	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
263 ROUTINE_UNIT.INPUT	0	0	100.000
264 ROUTINE_VIS.INPUT	0	0	100.000

TOTAL INVOCATIONS = 258563

CPU USAGE FOR SIMULATED HOUR 6. = 854.55 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 7.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	135756	32.609	32.609
2 ROUTINE_PK_COMPUTE	54519	13.096	45.704
3 ROUTINE_RANGE_COMPUTE	32518	7.811	53.515
4 ROUTINE_PROX_CHECK	30052	7.219	60.734
5 ROUTINE_FRAC_COMPUTE	22704	5.454	66.187
6 ROUTINE_LOCATE_SECTOR	12295	2.953	69.141
7 ROUTINE_JOHNSON_CRITERIA	10888	2.615	71.756
8 ROUTINE_PROB_INF	10888	2.615	74.371
9 ROUTINE_PROB_TIME	10888	2.615	76.987
10 ROUTINE_SEARCH	10888	2.615	79.602
11 ROUTINE_CONTRAST_TO_FREQ	8240	1.979	81.581
12 ROUTINE_SIZE_ESTIMATE	7279	1.748	83.330
13 ROUTINE_FINAL_COVERAGE	5753	1.382	84.712
14 PROCESS_ASSESSMENT	4752	1.141	85.853
15 ROUTINE_PDB_DETECTION	3415	.820	86.673
16 ROUTINE_DEQ_FEBA_SET	3195	.767	87.441
17 ROUTINE_ENQ_FEBA_SET	3177	.763	88.204
18 PROCESS_SHOOT_OUT	2957	.710	88.914
19 EVENT_PDB_ACTIVATION	2770	.665	89.580
20 ROUTINE_MRT_TO_FREQ	2648	.636	90.216
21 ROUTINE_TEMPERATURE_ATTENUATION	2648	.636	90.852
22 ROUTINE_CHECK_ENGAGEMENT	2150	.516	91.368
23 FUNCTION_COMBINATIONS	2067	.496	91.865
24 FUNCTION_EST_RANGE	1805	.434	92.298
25 ROUTINE_NOISE_DEGRADE	1708	.410	92.708
26 ROUTINE_OUTPUT_ATTRITION	1447	.348	93.056
27 EVENT_CFR_ACTIVATION	1384	.332	93.388
28 ROUTINE_VOLLEY	1384	.332	93.721
29 FUNCTION_HE_WLA	1256	.302	94.023
30 FUNCTION_FEBA_BAND	1228	.295	94.318
31 EVENT_UPDATE_LOC	1151	.276	94.594
32 ROUTINE_NORMAL_F	1056	.254	94.848
33 ROUTINE_TIME_TO_DETECT	991	.238	95.086
34 ROUTINE_EST_COVERAGE	825	.198	95.284
35 ROUTINE_WEIGHTED_VOLLEYS	825	.198	95.482
36 ROUTINE_GET_TERRAIN	767	.184	95.666
37 ROUTINE_FA_BN_MOVEMENT	718	.172	95.839
38 ROUTINE_WEIBULL_F	707	.170	96.009
39 ROUTINE_HE_OR_ICM_COMPUTATION	705	.169	96.178
40 ROUTINE_MIN_MOVE	635	.153	96.330
41 ROUTINE_MARGINAL_EFFECTS_ADJ	621	.149	96.480
42 ROUTINE_TARGET_ANALYSIS	601	.144	96.624
43 ROUTINE_GAMMA_F	540	.130	96.754
44 ROUTINE_FA_BN_ASSGN	523	.126	96.879
45 ROUTINE_CHK_COMP_TR	505	.121	97.001
46 ROUTINE_CHK_FD_TR	505	.121	97.122
47 ROUTINE_ANGLE_COMPUTE	438	.105	97.227
48 ROUTINE_FO_DETECTION	438	.105	97.332
49 ROUTINE_CFR_DETECTION	433	.104	97.436
50 ROUTINE_CHANGE_LOC	406	.098	97.534
51 ROUTINE_LOS_CHECK	406	.098	97.631
52 ROUTINE_BTRY_FM_DEQ	387	.093	97.724
53 PROCESS_FIRE_MISSION	384	.092	97.817

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54 ROUTINE_BTRY_FM_ENQ	384	092
55 ROUTINE_REM_EFFECTS_COMPUTATION	377	091
56 ROUTINE_COMPARE_IPS	369	089
57 PROCESS_TARGET_REPORT	347	083
58 FUNCTION_ICM_WLA	345	083
59 ROUTINE_CHECK_PROX	345	083
60 ROUTINE_FDC_TR_ENQ	328	079
61 ROUTINE_TIME_REQ	324	078
62 ROUTINE_FDC_TR_DEQ	315	076
63 ROUTINE_FINISH_COMPUTATION	315	076
64 ROUTINE_BTRY_EFFECTS	309	074
65 ROUTINE_UNIT_ENVIR	309	074
66 ROUTINE_COMPUTE_D	305	073
67 ROUTINE_REQUEST_SMOKE	253	061
68 ROUTINE_CFR_DEGRADE	228	055
69 EVENT_CFR_OPERATOR	227	055
70 ROUTINE_CAS_EVAL	221	053
71 ROUTINE_EST_MIL_WORTH	206	049
72 EVENT_ENGAGEMENT	198	048
73 ROUTINE_REQUEST_ILUM	198	048
74 ROUTINE_CHECK_FOR_MINES	149	036
75 EVENT_MOVE	142	034
76 ROUTINE_NEW_SEGMENT	138	033
77 ROUTINE_FD_EFFECTS_REQ	130	031
78 ROUTINE_COPY	119	029
79 ROUTINE_LOCATE_SEARCH_AREA	112	027
80 ROUTINE_COMPUTE_WD	108	026
81 ROUTINE_SEGMENT_ADJUST	107	026
82 EVENT_PDB_OPERATOR	104	025
83 ROUTINE_REQUEST_DEF_FASCAM	103	025
84 EVENT_START_ARTY_MOVEMENT	99	024
85 ROUTINE_POSITION	96	023
86 EVENT_STOP_ARTY_MOVEMENT	94	023
87 EVENT_ARTY_OCCUPATION	87	021
88 EVENT_GET_NX_ORD	84	020
89 FUNCTION_EST_TR_RANGE	75	018
90 ROUTINE_PROXIMITY_REQ	75	018
91 ROUTINE_CHECK_FORCE	60	014
92 PROCESS_WITH_DRAW	55	013
93 ROUTINE_PREP_WITHDRAW	55	013
94 ROUTINE_REQUEST_WD_FASCAM	55	013
95 ROUTINE_TERM_CHECK	54	013
96 ROUTINE_DECIDE	51	012
97 EVENT_START_MOVE	50	012
98 PROCESS_HOW_REPAIR	45	011
99 EVENT_CFR_OFF	44	011
100 ROUTINE_DUST_EFFECTS	44	011
101 EVENT_CFR_ON	43	010
102 ROUTINE_CHECK_DEAD	40	010
103 ROUTINE_CREATE_FORCE	40	010
104 ROUTINE_SWITCH_FO	40	010
105 ROUTINE_UNIT_ASSIGNMENT	40	010
106 ROUTINE_UNIT_PRIORITY	38	009
107 EVENT_ACT_MOVDIS	34	008
108 ROUTINE_WHAT_NEXT	33	008
109 ROUTINE_BLOCK_LOS	29	007
110 ROUTINE_EXPONENTIAL_F	29	007
111 EVENT_ACT_DEF	28	007
112 ROUTINE_CHECK_LIST	28	007

113 ROUTINE_END_MOVE	28	007	99.903
114 ROUTINE_HEADING	24	006	99.909
115 ROUTINE_PGM_MSN_ASSIGN	24	006	99.915
116 ROUTINE_CHECK_STREN	21	005	99.920
117 EVENT_START_BATTLE	20	005	99.925
118 ROUTINE_ADJUST	20	005	99.930
119 ROUTINE_EMPTY	20	005	99.934
120 ROUTINE_GENERAL_BATTLE	20	005	99.939
121 ROUTINE_INITIAL_DETECT	20	005	99.944
122 ROUTINE_INITIAL_MOVE	20	005	99.949
123 ROUTINE_LINE_OF_SIGHT	20	005	99.954
124 ROUTINE_ORIENTATION	20	005	99.958
125 ROUTINE_PROX_POS	20	005	99.963
126 EVENT_ACT_ATK	19	005	99.968
127 EVENT_BTL_ENDED	19	005	99.972
128 ROUTINE_DEAD_UNIT	19	005	99.977
129 ROUTINE_FIN_BATTLE	19	005	99.982
130 ROUTINE_PREPARE_LIST	19	005	99.986
131 EVENT_ACT_MOVCOR	16	004	99.990
132 ROUTINE_COMBINE_TRS	11	003	99.993
133 ROUTINE_DESTROY_ORD	11	003	99.995
134 ROUTINE_ATTRIT_SENSOR	6	001	99.997
135 ROUTINE_PRED_POS	6	001	99.998
136 PROCESS_ARTY_ASSESS	3	+7.E-04	99.999
137 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+5.E-04	99.999
138 ROUTINE_INTER_BATTLE	1	+2.E-04	100.000
139 ROUTINE_INTER_HELO	1	+2.E-04	100.000
140 ROUTINE_RESET_FEBA_SECTOR	1	+2.E-04	100.000
141 "PROGRAM" MAIN	0	0	100.
142 EVENT_ACT_REINF	0	0	100.
143 EVENT_AD_ENGAGEMENT	0	0	100.
144 EVENT_CHANGE_LITE	0	0	100.
145 EVENT_CHANGE_WEATHER	0	0	100.
146 EVENT_DQ_OLD_SORTIE_QUEUE	0	0	100.
147 EVENT_END_SIMULATION	0	0	100.
148 EVENT_FEBA_SORTIE	0	0	100.
149 EVENT_HC_DEPART_BATTLE	0	0	100.
150 EVENT_HELO_ENGAGEMENT	0	0	100.
151 EVENT_INIT_PREPLAN_CAS	0	0	100.
152 EVENT_OFF_LINE_ATTRITION	0	0	100.
153 EVENT_POSITION_REPORT	0	0	100.
154 EVENT_SEND_TEAM	0	0	100.
155 EVENT_SET_DEBUG	0	0	100.
156 FUNCTION_AR_PROB_DETECT	0	0	100.
157 FUNCTION_BTRY_AVAILABLE	0	0	100.
158 FUNCTION_COLLISION	0	0	100.
159 FUNCTION_STAY_TIME	0	0	100.
160 PROCESS_AC_ATK_TGT	0	0	100.
161 PROCESS_AIR_OBSERVER	0	0	100.
162 PROCESS_AIRBORNE_RADAR	0	0	100.
163 PROCESS_CAS_MISSION	0	0	100.
164 PROCESS_FORWARD_OBSERVER	0	0	100.
165 PROCESS_HC_ARRIVE_BATTLE	0	0	100.
166 PROCESS_HC_RETURN_FARRP	0	0	100.
167 PROCESS_HEL_TARGET_ACQUISITION	0	0	100.
168 PROCESS_HELICOPTER_FIRE	0	0	100.
169 PROCESS_MINE_ASSESS	0	0	100.
170 PROCESS_PHOTO_IR_FLIGHT	0	0	100.
171 PROCESS_REMOTE_PILOT_VEHICLE	0	0	100.

231 ROUTINE_ORD.MOVCUR	0	0	100
232 ROUTINE_ORD.MOVDIS	0	0	100
233 ROUTINE_ORD.REINF	0	0	100
234 ROUTINE_OUTPUT.EXPENDITURES	0	0	100
235 ROUTINE_P.E.M.INPUT	0	0	100
236 ROUTINE_PGM.INPUT	0	0	100
237 ROUTINE_PIR.DETECTION	0	0	100
238 ROUTINE_PK.INPUT	0	0	100
239 ROUTINE_PLAT.COUNT	0	0	100
240 ROUTINE_READ.ORDERS	0	0	100
241 ROUTINE_REIN.ARRIVE	0	0	100
242 ROUTINE_REPLACE.HC	0	0	100
243 ROUTINE_REQUEST.FASCAM	0	0	100
244 ROUTINE_RPV.DETECTION	0	0	100
245 ROUTINE_RUL.EN.INPUT	0	0	100
246 ROUTINE_SEARCH.COVERAGE	0	0	100
247 ROUTINE_SENSOR.INPUT	0	0	100
248 ROUTINE_SMOKE.COMPUTATION	0	0	100
249 ROUTINE_SMOKE.EFFECTS	0	0	100
250 ROUTINE_SMOKE.INPUT	0	0	100
251 ROUTINE_SMOKE.R	0	0	100
252 ROUTINE_SNAP2	0	0	100
253 ROUTINE_ST.INPUT	0	0	100
254 ROUTINE_SUBM.INPUT	0	0	100
255 ROUTINE_SYS.INPUT	0	0	100
256 ROUTINE_TACAIR.DATA.REPORT	0	0	100
257 ROUTINE_TACAIR.INPUT	0	0	100
258 ROUTINE_TB.INPUT	0	0	100
259 ROUTINE_TBF.INPUT	0	0	100
260 ROUTINE_TR.INPUT	0	0	100
261 ROUTINE_TT.FACTORS.INPUT	0	0	100
262 ROUTINE_TYPE.WEAPON.INPUT	0	0	100
263 ROUTINE_UNIT.INPUT	0	0	100
264 ROUTINE_VIS.INPUT	0	0	100

TOTAL INVOCATIONS = 416316

CPU USAGE FOR SIMULATED HOUR 7. = 1138.52 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 8

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	108441	30.341	30.341
2 ROUTINE_PK_COMPUTE	39080	10.934	41.275
3 ROUTINE_RANGE_COMPUTE	24160	6.760	48.035
4 ROUTINE_PROX_CHECK	21668	6.063	54.098
5 ROUTINE_JOHNSON_CRITERIA	15363	4.298	58.396
6 ROUTINE_PROB_INF	15363	4.298	62.695
7 ROUTINE_PROB_TIME	15363	4.298	66.993
8 ROUTINE_SEARCH	15363	4.298	71.292
9 ROUTINE_FRAC_COMPUTE	14940	4.180	75.472
10 ROUTINE_CONTRAST_TO_FREQ	12399	3.469	78.941
11 ROUTINE_LOCATE_SECTOR	9891	2.767	81.708
12 ROUTINE_SIZE_ESTIMATE	7934	2.220	83.928
13 ROUTINE_FINAL_COVERAGE	3793	1.061	84.990
14 PROCESS_ASSESSMENT	3754	1.050	86.040
15 ROUTINE_DEQ_FEGA_SET	3307	.925	86.965
16 ROUTINE_ENO_FEGA_SET	3289	.920	87.885
17 ROUTINE_MRT_TO_FREQ	2964	.829	88.715
18 ROUTINE_TEMPERATURE_ATTENUATION	2964	.829	89.544
19 ROUTINE_PDB_DETECTION	2799	.783	90.327
20 ROUTINE_CHECK_ENGAGEMENT	2461	.689	91.016
21 PROCESS_SHOOT_OUT	2217	.620	91.636
22 EVENT_PDB_ACTIVATION	1782	.499	92.135
23 FUNCTION_COMBINATIONS	1766	.494	92.629
24 ROUTINE_NOISE_DEGRADE	1402	.392	93.021
25 FUNCTION_EST_RANGE	1266	.354	93.375
26 ROUTINE_TIME_TO_DETECT	1079	.302	93.677
27 EVENT_UPDATE_LOC	1061	.297	93.974
28 ROUTINE_OUTPUT_ATTRITION	969	.271	94.245
29 EVENT_CFR_ACTIVATION	891	.249	94.494
30 ROUTINE_NORMAL_F	888	.248	94.743
31 ROUTINE_VOLLEY	888	.248	94.991
32 FUNCTION_FEGA_BAND	873	.244	95.236
33 FUNCTION_HE_WLA	741	.207	95.443
34 ROUTINE_WEIBULL_F	701	.196	95.639
35 ROUTINE_GET_TERRAIN	564	.158	95.797
36 ROUTINE_TARGET_ANALYSIS	547	.153	95.950
37 ROUTINE_EST_COVERAGE	533	.149	96.099
38 ROUTINE_WEIGHTED_VOLLEYS	533	.149	96.248
39 ROUTINE_FA_BN_ASSIGN	479	.134	96.382
40 ROUTINE_MIN_MOVE	474	.133	96.515
41 ROUTINE_CHK_COMP_TR	451	.126	96.641
42 ROUTINE_CHK_FD_TR	451	.126	96.767
43 ROUTINE_FO_DETECTION	420	.118	96.885
44 ROUTINE_FA_BN_MOVEMENT	394	.110	96.995
45 ROUTINE_HE_OR_TCM_COMPUTATION	394	.110	97.105
46 ROUTINE_CHANGE_LOC	389	.109	97.214
47 ROUTINE_LOS_CHECK	389	.109	97.323
48 ROUTINE_MARGINAL_EFFECTS_ADJ	374	.105	97.428
49 ROUTINE_GAMMA_F	372	.104	97.532
50 ROUTINE_CHECK_PROX	357	.100	97.632
51 ROUTINE_COMPARE_TRS	342	.096	97.727
52 PROCESS_TARGET_REPORT	313	.088	97.815
53 ROUTINE_FDC_TR_DEQ	312	.087	97.902

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54 ROUTINE_FINISH.COMPUTATION	312	.087
55 ROUTINE_TIME.REQ	308	.086
56 ROUTINE_FDC.TR.ENQ	298	.083
57 ROUTINE_COMPUTE.D	283	.079
58 ROUTINE_BTRY.FM.DEQ	282	.079
59 ROUTINE_ANGLE.COMPUTE	278	.078
60 PROCESS_FIRE.MISSION	273	.076
61 ROUTINE_BTRY.FM.ENQ	273	.076
62 ROUTINE_REM.EFFECTS.COMPUTATION	270	.076
63 ROUTINE_CAS.EVAL	237	.066
64 FUNCTION_ICM.WLA	235	.066
65 ROUTINE_CFR.DETECTION	230	.064
66 ROUTINE_REQUEST.SMOKE	216	.060
67 ROUTINE_BTRY.EFFECTS	203	.057
68 ROUTINE_UNIT.ENVR	203	.057
69 EVENT_CFR.OPERATOR	175	.049
70 ROUTINE_CHECK.FOR.MINES	168	.047
71 ROUTINE_CFR.DEGRADE	165	.046
72 EVENT_ENGAGEMENT	161	.045
73 ROUTINE_REQUEST.ILLUM	161	.045
74 ROUTINE_EST.MIL.WORTH	157	.044
75 EVENT_MOVE	133	.037
76 ROUTINE_NEW.SEGMENT	133	.037
77 EVENT_PDB.OPERATOR	118	.033
78 EVENT_START.ARTY.MOVEMENT	117	.033
79 ROUTINE_COMPUTE.WD	115	.032
80 ROUTINE_COPY	115	.032
81 ROUTINE_FD.EFFECTS.REQ	108	.030
82 EVENT_ARTY.OCCUPATION	98	.027
83 ROUTINE_SEGMENT.ADJUST	94	.026
84 EVENT_STOP.ARTY.MOVEMENT	93	.026
85 ROUTINE_POSITION	85	.024
86 ROUTINE_REQUEST.DEF.FASCAM	81	.023
87 FUNCTION_EST.TR.RANGE	76	.021
88 ROUTINE_PROXIMITY.REQ	76	.021
89 ROUTINE_LOCATE.SEARCH.AREA	70	.020
90 ROUTINE_DUST.EFFECTS	64	.018
91 EVENT_GET.NX.ORD	57	.016
92 ROUTINE_TERM.CHECK	56	.016
93 PROCESS_WITH.DRAW	55	.015
94 ROUTINE_PREP.WITHDRAW	55	.015
95 ROUTINE_REQUEST.WD.FASCAM	55	.015
96 ROUTINE_CHECK.FORCE	52	.015
97 EVENT_START.MOVE	51	.014
98 EVENT_CFR.ON	44	.012
99 EVENT_CFR.OFF	42	.012
100 PROCESS_HOW.REPAIR	34	.010
101 ROUTINE_DECIDE	34	.010
102 EVENT_ACT.DEF	30	.008
103 EVENT_ACT.MOVCOR	30	.008
104 ROUTINE_EXPONENTIAL.F	25	.007
105 ROUTINE_END.MOVE	24	.007
106 EVENT_ACT.MOV015	21	.006
107 ROUTINE_CHECK.LIST	21	.006
108 ROUTINE_CHECK.DEAD	20	.006
109 ROUTINE_CREATE.FORCE	20	.006
110 ROUTINE_PRED.POS	20	.006
111 ROUTINE_SWITCH.FO	20	.006
112 ROUTINE_UNIT.ASSIGNMENT	20	.006

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113 ROUTINE_DEAD_UNIT	005	99.936
114 ROUTINE_HEADING	005	99.941
115 ROUTINE_UNIT_PRIORITY	005	99.945
116 ROUTINE_WHAT_NEXT	005	99.951
117 ROUTINE_CHECK_SIREN	003	99.954
118 ROUTINE_PROX_POS	003	99.957
119 EVENT_START_BATTLE	003	99.960
120 ROUTINE_ADJUST	003	99.963
121 ROUTINE_BLOCK_LOS	003	99.966
122 ROUTINE_EMPTY	003	99.969
123 ROUTINE_GENERAL_BATTLE	003	99.971
124 ROUTINE_INITIAL_DETECT	003	99.974
125 ROUTINE_INITIAL_MOVE	003	99.977
126 ROUTINE_LINE_OF_SIGHT	003	99.980
127 ROUTINE_ORIENTATION	003	99.983
128 EVENT_ACT_ATK	003	99.985
129 EVENT_BTL_ENDED	003	99.988
130 ROUTINE_FIN_BATTLE	003	99.990
131 ROUTINE_PREPARE_LIST	003	99.993
132 ROUTINE_COMBINE_TRS	002	99.995
133 ROUTINE_PGM_MSN_ASGN	002	99.997
134 ROUTINE_ATTRIT_SENSOR	+8.E-04	99.997
135 EVENT_SCHEDULE_ARTY_MOVEMENT	+6.E-04	99.998
136 FUNCTION_COLLISION	+6.E-04	99.999
137 PROCESS_ARTY_ASSESS	+6.E-04	99.999
138 ROUTINE_DESTROY_ORD	+3.E-04	99.999
139 ROUTINE_INTER_BATTLE	+3.E-04	100.000
140 ROUTINE_INTER_HEL0	+3.E-04	100.000
141 ..PROGRAM.. MAIN	0	100.000
142 EVENT_ACT_REINF	0	100.000
143 EVENT_AD_ENGAGEMENT	0	100.000
144 EVENT_CHANGE_LITE	0	100.000
145 EVENT_CHANGE_WEATHER	0	100.000
146 EVENT_D0_OLD_SORTIE_QUEUE	0	100.000
147 EVENT_END_SIMULATION	0	100.000
148 EVENT_FEBA_SORTIE	0	100.000
149 EVENT_HC_DEPART_BATTLE	0	100.000
150 EVENT_HEL0_ENGAGEMENT	0	100.000
151 EVENT_INIT_PREPLAN_CAS	0	100.000
152 EVENT_OFF_LINE_ATTRITION	0	100.000
153 EVENT_POSITION_REPORT	0	100.000
154 EVENT_SEN0_TEAM	0	100.000
155 EVENT_SET_DEBUG	0	100.000
156 FUNCTION_AR_PROB_DETECT	0	100.000
157 FUNCTION_BTRY_AVAILABLE	0	100.000
158 FUNCTION_STAY_TIME	0	100.000
159 PROCESS_AC_ATK_TGT	0	100.000
160 PROCESS_AIR_OBSERVER	0	100.000
161 PROCESS_AIRBORNE_RADAR	0	100.000
162 PROCESS_CAS_MISSION	0	100.000
163 PROCESS_FORWARD_OBSERVER	0	100.000
164 PROCESS_HC_ARRIVE_BATTLE	0	100.000
165 PROCESS_HC_RETURN_FARRP	0	100.000
166 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
167 PROCESS_HELICOPTER_FIRE	0	100.000
168 PROCESS_MINE_ASSESS	0	100.000
169 PROCESS_PHOTO_IR_FLIGHT	0	100.000
170 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
171 ROUTINE_AC_BOMB_EFFECTS	0	100.000

172 ROUTINE_AC_DF_EFFECTS	0	0	100.000
173 ROUTINE_AC_MUNS.INPUT	0	0	100.000
174 ROUTINE_AD_SHOOT	0	0	100.000
175 ROUTINE_AMMO_RPT	0	0	100.000
176 ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
177 ROUTINE_AO_DETECTION	0	0	100.000
178 ROUTINE_AR_DETECTION	0	0	100.000
179 ROUTINE_BETWEEN_ROUTINE	0	0	100.000
180 ROUTINE_BTL_CHECK	0	0	100.000
181 ROUTINE_BTTRY.INPUT	0	0	100.000
182 ROUTINE_CAT_TU.INPUT	0	0	100.000
183 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
184 ROUTINE_CREATE_TEAMS	0	0	100.000
185 ROUTINE_DECISION.INPUT	0	0	100.000
186 ROUTINE_DQ_CMSN_QUEUE	0	0	100.000
187 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
188 ROUTINE_END_CAS_MISSION	0	0	100.000
189 ROUTINE_EQ_TE.INPUT	0	0	100.000
190 ROUTINE_ERROR_STOP	0	0	100.000
191 ROUTINE_FARRP_CHECK	0	0	100.000
192 ROUTINE_FARRP.INPUT	0	0	100.000
193 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
194 ROUTINE_FBN_FD.INPUT	0	0	100.000
195 ROUTINE_FEBA_INITIAL	0	0	100.000
196 ROUTINE_FILE_FD_SCHD	0	0	100.000
197 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
198 ROUTINE_FIND_START_TIME	0	0	100.000
199 ROUTINE_FLIGHT_PATH	0	0	100.000
200 ROUTINE_FORM_TF_LIST	0	0	100.000
201 ROUTINE_FORPOSITION_OUT	0	0	100.000
202 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
203 ROUTINE_HC_DISENGAGE	0	0	100.000
204 ROUTINE_HC_EMPTY	0	0	100.000
205 ROUTINE_HE_LA.INPUT	0	0	100.000
206 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
207 ROUTINE_ILLLUM_COMPUTATION	0	0	100.000
208 ROUTINE_ILLLUM_EFFECTS	0	0	100.000
209 ROUTINE_ILLLUM.INPUT	0	0	100.000
210 ROUTINE_INIT_REINF	0	0	100.000
211 ROUTINE_KV.INPUT	0	0	100.000
212 ROUTINE_KV.PRINT	0	0	100.000
213 ROUTINE_KV_SCOREBOARD	0	0	100.000
214 ROUTINE_LINE_CIRCLE	0	0	100.000
215 ROUTINE_MADS.INPUT	0	0	100.000
216 ROUTINE_MAIN1	0	0	100.000
217 ROUTINE_MAIN2	0	0	100.000
218 ROUTINE_MAIN3	0	0	100.000
219 ROUTINE_MAO.INPUT	0	0	100.000
220 ROUTINE_MCFR.INPUT	0	0	100.000
221 ROUTINE_MFO.INPUT	0	0	100.000
222 ROUTINE_MINE_DELAY	0	0	100.000
223 ROUTINE_MINE_EFFECTS	0	0	100.000
224 ROUTINE_MINE.INPUT	0	0	100.000
225 ROUTINE_MFDB.INPUT	0	0	100.000
226 ROUTINE_MUNS.INPUT	0	0	100.000
227 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
228 ROUTINE_ORD.ATK	0	0	100.000
229 ROUTINE_ORD.DEF	0	0	100.000
230 ROUTINE_ORD.MOVCOR	0	0	100.000

231	ROUTINE_ORD_MOVDIS	0	0	100.000
232	ROUTINE_ORD_REINF	0	0	100.000
233	ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
234	ROUTINE_P_E_M_INPUT	0	0	100.000
235	ROUTINE_PGM_INPUT	0	0	100.000
236	ROUTINE_PIR_DETECTION	0	0	100.000
237	ROUTINE_PK_INPUT	0	0	100.000
238	ROUTINE_PLAT_COUNT	0	0	100.000
239	ROUTINE_READ_ORDERS	0	0	100.000
240	ROUTINE_REIN_ARRIVE	0	0	100.000
241	ROUTINE_REPLACE_HC	0	0	100.000
242	ROUTINE_REQUEST_FASCAM	0	0	100.000
243	ROUTINE_RESET_FEGA_SECTOR	0	0	100.000
244	ROUTINE_RPV_DETECTION	0	0	100.000
245	ROUTINE_RUL_EN_INPUT	0	0	100.000
246	ROUTINE_SEARCH_COVERAGE	0	0	100.000
247	ROUTINE_SENSOR_INPUT	0	0	100.000
248	ROUTINE_SMOKE_COMPUTATION	0	0	100.000
249	ROUTINE_SMOKE_EFFECTS	0	0	100.000
250	ROUTINE_SMOKE_INPUT	0	0	100.000
251	ROUTINE_SNAP_R	0	0	100.000
252	ROUTINE_SNAP2	0	0	100.000
253	ROUTINE_ST_INPUT	0	0	100.000
254	ROUTINE_SUBM_INPUT	0	0	100.000
255	ROUTINE_SYS_INPUT	0	0	100.000
256	ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
257	ROUTINE_TACAIR_INPUT	0	0	100.000
258	ROUTINE_TB_INPUT	0	0	100.000
259	ROUTINE_TBF_INPUT	0	0	100.000
260	ROUTINE_TR_INPUT	0	0	100.000
261	ROUTINE_TT_FACTORS_INPUT	0	0	100.000
262	ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
263	ROUTINE_UNIT_INPUT	0	0	100.000
264	ROUTINE_VIS_INPUT	0	0	100.000

TOTAL INVOCATIONS = 357406

CPU USAGE FOR SIMULATED HOUR 8. = 866.10 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 9

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	128905	20.344	20.344
2 ROUTINE_PK_COMPUTE	106655	16.833	37.177
3 ROUTINE_RANGE_COMPUTE	70914	11.192	48.369
4 ROUTINE_PROX_CHECK	58935	9.301	57.670
5 ROUTINE_JOHNSON_CRITERIA	24077	3.800	61.470
6 ROUTINE_PROB_INF	24077	3.800	65.270
7 ROUTINE_PROB_TIME	24077	3.800	69.069
8 ROUTINE_SEARCH	24077	3.800	72.869
9 ROUTINE_FRAC_COMPUTE	16484	2.602	75.471
10 ROUTINE_CONTRAST_TO_FREQ	16287	2.570	78.041
11 ROUTINE_LOCATE_SECTOR	14419	2.276	80.317
12 ROUTINE_SIZE_ESTIMATE	12284	1.939	82.256
13 PROCESS_ASSESSMENT	10164	1.604	83.860
14 ROUTINE_MRT_TO_FREQ	7790	1.229	85.089
15 ROUTINE_TEMPERATURE_ATTENUATION	7790	1.229	86.319
16 ROUTINE_TIME_TO_DETECT	6501	1.026	87.345
17 ROUTINE_CHECK_ENGAGEMENT	4980	.786	88.131
18 ROUTINE_DEQ_FEBA_SET	4905	.774	88.905
19 ROUTINE_ENO_FEBA_SET	4865	.768	89.673
20 FUNCTION_COMBINATIONS	4841	.764	90.437
21 ROUTINE_FINAL_COVERAGE	4147	.654	91.091
22 PROCESS_SHOOT_OUT	3680	.581	91.672
23 ROUTINE_PDB_DETECTION	3598	.568	92.240
24 ROUTINE_WEIBULL_F	3370	.532	92.772
25 EVENT_PDB_ACTIVATION	2661	.420	93.192
26 FUNCTION_EST_RANGE	2376	.375	93.567
27 EVENT_UPDATE_LOC	2364	.373	93.940
28 ROUTINE_FO_DETECTION	1969	.311	94.250
29 ROUTINE_NOISE_DEGRADE	1798	.284	94.534
30 FUNCTION_HE_WLA	1516	.239	94.773
31 FUNCTION_FEBA_BAND	1425	.225	94.998
32 ROUTINE_VOLLEY	1333	.210	95.209
33 EVENT_CFR_ACTIVATION	1330	.210	95.419
34 ROUTINE_NORMAL_F	1271	.201	95.619
35 ROUTINE_GAMMA_F	1110	.175	95.794
36 ROUTINE_TARGET_ANALYSIS	1006	.159	95.953
37 ROUTINE_OUTPUT_ATTRITION	965	.152	96.105
38 ROUTINE_EST_COVERAGE	964	.152	96.258
39 ROUTINE_WEIGHTED_VOLLEYS	964	.152	96.410
40 ROUTINE_NEW_SEGMENT	845	.133	96.543
41 ROUTINE_HE_OR_ICM_COMPUTATION	835	.132	96.675
42 ROUTINE_ANGLE_COMPUTE	805	.127	96.802
43 ROUTINE_GET_TERRAIN	728	.115	96.917
44 ROUTINE_MARGINAL_EFFECTS_ADJ	722	.114	97.031
45 ROUTINE_CHK_COMP_TR	695	.110	97.140
46 ROUTINE_CHK_FD_TR	694	.110	97.250
47 ROUTINE_COMPARE_TRS	633	.100	97.350
48 ROUTINE_MIN_MOVE	629	.099	97.449
49 ROUTINE_CAS_EVAL	622	.098	97.547
50 ROUTINE_FA_BN_ASGN	590	.093	97.640
51 ROUTINE_TIME_REQ	571	.090	97.731
52 ROUTINE_REQUEST_SMOKE	570	.090	97.820
53 PROCESS_TARGET_REPORT	540	.085	97.906

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54 ROUTINE_FDC_TR_ENQ	500	.079
55 EVENT_MOVE	473	.075
56 ROUTINE_CHANGE_LOC	473	.075
57 ROUTINE_LOS_CHECK	473	.075
58 EVENT_ENGAGEMENT	430	.068
59 ROUTINE_REQUEST_ILUM	430	.068
60 ROUTINE_REM_EFFECTS_COMPUTATION	411	.065
61 PROCESS_FIRE_MISSION	400	.063
62 ROUTINE_BTRY_FM_ENQ	400	.063
63 ROUTINE_FA_BN_MOVEMENT	399	.063
64 ROUTINE_FDC_TR_DEQ	399	.063
65 ROUTINE_FINISH_COMPUTATION	399	.063
66 FUNCTION_ICM_WLA	384	.061
67 ROUTINE_BTRY_FM_DEQ	379	.060
68 ROUTINE_SEGMENT_ADJUST	341	.054
69 ROUTINE_CFR_DETECTION	339	.054
70 ROUTINE_POSITION	326	.051
71 FUNCTION_EST_TR_RANGE	301	.048
72 ROUTINE_PROXIMITY_REQ	301	.048
73 ROUTINE_COMPUTE_WD	298	.047
74 ROUTINE_BTRY_EFFECTS	290	.046
75 ROUTINE_UNIT_ENVIR	290	.046
76 ROUTINE_CHECK_PROX	281	.044
77 ROUTINE_EST_MIL_WORTH	270	.043
78 ROUTINE_LOCATE_SEARCH_AREA	252	.040
79 ROUTINE_CFR_DEGRADE	235	.037
80 ROUTINE_REQUEST_DEF_FASCAM	204	.032
81 EVENT_CFR_OPERATOR	198	.031
82 ROUTINE_COMPUTE_D	182	.029
83 ROUTINE_CHECK_FOR_MINES	179	.028
84 ROUTINE_CHECK_FORCE	159	.025
85 ROUTINE_FD_EFFECTS_REQ	159	.025
86 ROUTINE_COPY	145	.023
87 ROUTINE_DECIDE	144	.023
88 PROCESS_WITH_DRAW	140	.022
89 ROUTINE_PREP_WITHDRAW	140	.022
90 ROUTINE_REQUEST_WD_FASCAM	140	.022
91 EVENT_GET_NX_ORD	139	.022
92 ROUTINE_TERM_CHECK	139	.022
93 EVENT_PDB_OPERATOR	120	.019
94 EVENT_STOP_ARTY_MOVEMENT	114	.018
95 EVENT_ARTY_OCCUPATION	102	.016
96 EVENT_START_ARTY_MOVEMENT	93	.015
97 EVENT_START_MOVE	86	.014
98 ROUTINE_PRED_POS	80	.013
99 EVENT_ACT_DEF	75	.012
100 ROUTINE_END_MOVE	66	.010
101 EVENT_ACT_MOVDIS	55	.009
102 ROUTINE_DEAD_UNIT	49	.008
103 ROUTINE_CHECK_DEAD	48	.008
104 ROUTINE_SWITCH_FO	47	.007
105 ROUTINE_CREATE_FORCE	46	.007
106 ROUTINE_UNIT_ASSIGNMENT	46	.007
107 EVENT_CFR_OFF	41	.006
108 ROUTINE_HEADING	41	.006
109 EVENT_CFR_ON	39	.006
110 ROUTINE_CHECK_LIST	37	.006
111 ROUTINE_UNIT_PRIORITY	36	.006
112 ROUTINE_WHAT_NEXT	36	.006

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113 ROUTINE_COMBINE.TRS	35	.006
114 PROCESS_HOW_REPAIR	32	.005
115 EVENT_ACT_MOVCOR	31	.005
116 ROUTINE_EXPONENTIAL.F	29	.005
117 ROUTINE_CHECK_STREN	26	.004
118 ROUTINE_EMPTY	24	.004
119 EVENT_START_BATTLE	23	.004
120 ROUTINE_ADJUST	23	.004
121 ROUTINE_GENERAL_BATTLE	23	.004
122 ROUTINE_INITIAL_DETECT	23	.004
123 ROUTINE_INITIAL_MOVE	23	.004
124 ROUTINE_LINE_OF_SIGHT	23	.004
125 ROUTINE_ORIENTATION	23	.004
126 ROUTINE_PROX_POS	21	.003
127 EVENT_BTL_ENDED	19	.003
128 ROUTINE_FIN_BATTLE	19	.003
129 EVENT_ACT_ATK	18	.003
130 ROUTINE_PGM_MSN_ASSGN	18	.003
131 ROUTINE_PREPARE_LIST	18	.003
132 ROUTINE_INTER_BATTLE	18	.003
133 ROUTINE_INTER_HEL0	18	.003
134 EVENT_SCHEDULE_ARTY_MOVEMENT	5	+8.E-04
135 ROUTINE_ATTRIT_SENSOR	5	+8.E-04
136 ROUTINE_DESTROY_ORD	2	+3.E-04
137 EVENT_CHANGE_WEATHER	2	+3.E-04
138 FUNCTION_COLLISION	2	+3.E-04
139 PROCESS_ARTY_ASSESS	2	+3.E-04
140 ROUTINE_DQ_CMSN_QUEUE	1	+2.E-04
141 ..PROGRAM..MAIN	1	+2.E-04
142 EVENT_ACT_REINF	1	+2.E-04
143 EVENT_AD_ENGAGEMENT	0	0
144 EVENT_CHANGE_LITE	0	0
145 EVENT_DQ_OLD_SORTIE_QUEUE	0	0
146 EVENT_END_SIMULATION	0	0
147 EVENT_FEBA_SORTIE	0	0
148 EVENT_HC_DEPART_BATTLE	0	0
149 EVENT_HEL0_ENGAGEMENT	0	0
150 EVENT_INIT_PREPLAN_CAS	0	0
151 EVENT_OFF_LINE_ATTRITION	0	0
152 EVENT_POSITION_REPORT	0	0
153 EVENT_SEND_TEAM	0	0
154 EVENT_SET_DEBUG	0	0
155 FUNCTION_AR_PROB_DETECT	0	0
156 FUNCTION_BTRY_AVAILABLE	0	0
157 FUNCTION_STAY_TIME	0	0
158 PROCESS_AC_ATK_TGT	0	0
159 PROCESS_AIR_OBSERVER	0	0
160 PROCESS_AIRBORNE_RADAR	0	0
161 PROCESS_CAS_MISSION	0	0
162 PROCESS_FORWARD_OBSERVER	0	0
163 PROCESS_HC_ARRIVE_BATTLE	0	0
164 PROCESS_HC_RETURN_FARRP	0	0
165 PROCESS_HEL_TARGET_ACQUISITION	0	0
166 PROCESS_HELICOPTER_FIRE	0	0
167 PROCESS_MINE_ASSESS	0	0
168 PROCESS_PHOTO_IR_FLIGHT	0	0
169 PROCESS_REMOTE_PILOT_VEHICLE	0	0
170 ROUTINE_AC_BOMB_EFFECTS	0	0
171 ROUTINE_AC_DF_EFFECTS	0	0

172 ROUTINE_AC.MUNS.INPUT	0	0	100.000
173 ROUTINE_AD.SHOOT	0	0	100.000
174 ROUTINE_AMMO.RPT	0	0	100.000
175 ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
176 ROUTINE_AD.DETECTION	0	0	100.000
177 ROUTINE_AR.DETECTION	0	0	100.000
178 ROUTINE_BETWEEN.ROUTINE	0	0	100.000
179 ROUTINE_BLOCK.LOS	0	0	100.000
180 ROUTINE_BTL.CHECK	0	0	100.000
181 ROUTINE_BTRY.INPUT	0	0	100.000
182 ROUTINE_CAT.TU.INPUT	0	0	100.000
183 ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
184 ROUTINE_CREATE.TEAMS	0	0	100.000
185 ROUTINE_DECISION.INPUT	0	0	100.000
186 ROUTINE_DUST.EFFECTS	0	0	100.000
187 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
188 ROUTINE_END.CAS.MISSION	0	0	100.000
189 ROUTINE_EQ.ITE.INPUT	0	0	100.000
190 ROUTINE_ERROR.STOP	0	0	100.000
191 ROUTINE_FARRP.CHECK	0	0	100.000
192 ROUTINE_FARRP.INPUT	0	0	100.000
193 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
194 ROUTINE_FBN.FD.INPUT	0	0	100.000
195 ROUTINE_FEBA.INITIAL	0	0	100.000
196 ROUTINE_FILE.FD.SCHD	0	0	100.000
197 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
198 ROUTINE_FIND.START.TIME	0	0	100.000
199 ROUTINE_FLIGHT.PATH	0	0	100.000
200 ROUTINE_FORM.TF.LIST	0	0	100.000
201 ROUTINE_FORPOSITION.OUT	0	0	100.000
202 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
203 ROUTINE_HC.DISENGAGE	0	0	100.000
204 ROUTINE_HC.EMPTY	0	0	100.000
205 ROUTINE_HE.LA.INPUT	0	0	100.000
206 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
207 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
208 ROUTINE_ILLUM.EFFECTS	0	0	100.000
209 ROUTINE_ILLUM.INPUT	0	0	100.000
210 ROUTINE_INIT.REINF	0	0	100.000
211 ROUTINE_KV.INPUT	0	0	100.000
212 ROUTINE_KV.PRINT	0	0	100.000
213 ROUTINE_KV.SCOREBOARD	0	0	100.000
214 ROUTINE_LINE.CIRCLE	0	0	100.000
215 ROUTINE_MADS.INPUT	0	0	100.000
216 ROUTINE_MAIN1	0	0	100.000
217 ROUTINE_MAIN2	0	0	100.000
218 ROUTINE_MAIN3	0	0	100.000
219 ROUTINE_MAO.INPUT	0	0	100.000
220 ROUTINE_MCFR.INPUT	0	0	100.000
221 ROUTINE_MFO.INPUT	0	0	100.000
222 ROUTINE_MINE.DELAY	0	0	100.000
223 ROUTINE_MINE.EFFECTS	0	0	100.000
224 ROUTINE_MINE.INPUT	0	0	100.000
225 ROUTINE_MPD8.INPUT	0	0	100.000
226 ROUTINE_MUNS.INPUT	0	0	100.000
227 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
228 ROUTINE_ORD.ATK	0	0	100.000
229 ROUTINE_ORD.DEF	0	0	100.000
230 ROUTINE_ORD.MOVCOR	0	0	100.000

	PAGE	45
231 ROUTINE_ORD_MOV01S	0	100.000
232 ROUTINE_ORD_REIN	0	100.000
233 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
234 ROUTINE_C_E_M_INPUT	0	100.000
235 ROUTINE_FGM_INPUT	0	100.000
236 ROUTINE_PIR_DETECTION	0	100.000
237 ROUTINE_PK_INPUT	0	100.000
238 ROUTINE_PLAT_COUNT	0	100.000
239 ROUTINE_READ_ORDERS	0	100.000
240 ROUTINE_REIN_ARRIVE	0	100.000
241 ROUTINE_REPLACE_HC	0	100.000
242 ROUTINE_REQUEST_FASCAM	0	100.000
243 ROUTINE_RESET_FEGA_SECTOR	0	100.000
244 ROUTINE_RPV_DETECTION	0	100.000
245 ROUTINE_RULE_EN_INPUT	0	100.000
246 ROUTINE_SEARCH_COVERAGE	0	100.000
247 ROUTINE_SENSOR_INPUT	0	100.000
248 ROUTINE_SMOKE_COMPUTATION	0	100.000
249 ROUTINE_SMOKE_EFFECTS	0	100.000
250 ROUTINE_SMOKE_INPUT	0	100.000
251 ROUTINE_SNAP_R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST_INPUT	0	100.000
254 ROUTINE_SUBM_INPUT	0	100.000
255 ROUTINE_SYS_INPUT	0	100.000
256 ROUTINE_TACAIR_DATA_REPORT	0	100.000
257 ROUTINE_TACAIR_INPUT	0	100.000
258 ROUTINE_TB_INPUT	0	100.000
259 ROUTINE_TBF_INPUT	0	100.000
260 ROUTINE_TR_INPUT	0	100.000
261 ROUTINE_TT_FACTORS_INPUT	0	100.000
262 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
263 ROUTINE_UNIT_INPUT	0	100.000
264 ROUTINE_VIS_INPUT	0	100.000

TOTAL INVOCATIONS = 633623

CPU USAGE FOR SIMULATED HOUR 9. = 1755.64 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 10.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	85229	21.178	21.178
2 ROUTINE_PK_COMPUTE	76812	19.087	40.265
3 ROUTINE_RANGE_COMPUTE	43220	10.739	51.004
4 ROUTINE_PROX_CHECK	41399	10.287	61.291
5 ROUTINE_FRAC_COMPUTE	22448	5.578	66.869
6 ROUTINE_LOCATE_SECTOR	9874	2.454	69.323
7 ROUTINE_JOHNSON_CRITERIA	9522	2.366	71.689
8 ROUTINE_PROB_INF	9522	2.366	74.055
9 ROUTINE_PROB_TIME	9522	2.366	76.421
10 ROUTINE_SEARCH	9522	2.366	78.787
11 ROUTINE_SIZE_ESTIMATE	9084	2.257	81.044
12 ROUTINE_CONTRAST_TO_FREQ	6988	1.736	82.781
13 ROUTINE_FINAL_COVERAGE	6147	1.527	84.308
14 PROCESS_ASSESSMENT	5425	1.348	85.656
15 ROUTINE_PDB_DETECTION	3981	.989	86.645
16 EVENT_PDB_ACTIVATION	2897	.720	87.365
17 FUNCTION_COMBINATIONS	2749	.683	88.048
18 PROCESS_SHOOT_OUT	2625	.652	88.700
19 ROUTINE_MRT_TO_FREQ	2534	.630	89.330
20 ROUTINE_TEMPERATURE_ATTENUATION	2534	.630	89.960
21 ROUTINE_DEQ_FEB_A.SET	2191	.544	90.504
22 ROUTINE_ENO_FEB_A.SET	2173	.540	91.044
23 ROUTINE_NOISE_DEGRADE	1987	.494	91.538
24 FUNCTION_EST_RANGE	1805	.449	91.986
25 ROUTINE_VOLLEY	1451	.361	92.347
26 EVENT_CFR_ACTIVATION	1416	.359	92.706
27 ROUTINE_OUTPUT_ATTRITION	1361	.338	93.044
28 FUNCTION_HE_WLA	1356	.337	93.381
29 FUNCTION_FEB_A.BAND	1253	.311	93.693
30 ROUTINE_NORMAL_F	1171	.291	93.984
31 ROUTINE_CHECK_ENGAGEMENT	1054	.262	94.246
32 ROUTINE_TIME_TO_DETECT	960	.239	94.484
33 ROUTINE_EST_COVERAGE	935	.232	94.716
34 ROUTINE_WEIGHTED_VOLLEYS	935	.232	94.949
35 ROUTINE_GET_TERRAIN	802	.199	95.148
36 EVENT_UPDATE_LOC	799	.199	95.347
37 ROUTINE_TARGET_ANALYSIS	760	.189	95.535
38 ROUTINE_HE_OR_ICM_COMPUTATION	692	.172	95.707
39 ROUTINE_FO_DETECTION	652	.162	95.869
40 ROUTINE_MARGINAL_EFFECTS_ADJ	648	.161	96.030
41 ROUTINE_CHK_COMP_TR	601	.149	96.180
42 ROUTINE_CHK_FD_TR	600	.149	96.329
43 ROUTINE_FA_BN_MOVEMENT	593	.147	96.476
44 ROUTINE_GAMMA_F	590	.147	96.623
45 ROUTINE_WEIBULL_F	573	.142	96.765
46 ROUTINE_FA_BN_ASSIGN	561	.139	96.905
47 ROUTINE_ANGLE_COMPUTE	509	.126	97.031
48 ROUTINE_MIN_MOVE	489	.122	97.153
49 ROUTINE_COMPARE_TRS	478	.119	97.271
50 PROCESS_FIRE_MISSION	442	.110	97.381
51 ROUTINE_BTRY_FM_ENO	442	.110	97.491
52 ROUTINE_CFR_DETECTION	436	.108	97.599
53 ROUTINE_TIME_REQ	434	.108	97.707

	47			
54 ROUTINE_REM_EFFECTS_COMPUTATION	431	107	97.814	
55 PROCESS_TARGET_REPORT	421	105	97.919	
56 ROUTINE_FDC_TR_DEQ	415	103	98.022	
57 ROUTINE_FINISH_COMPUTATION	415	103	98.125	
58 ROUTINE_BTRY_FM_DEQ	403	100	98.225	
59 FUNCTION_ICM_WIA	397	099	98.324	
60 ROUTINE_FDC_TR_ENQ	393	098	98.422	
61 ROUTINE_BTRY_EFFECTS	328	082	98.503	
62 ROUTINE_UNIT_ENVIR	327	081	98.584	
63 ROUTINE_CFR_DEGRADE	292	073	98.657	
64 ROUTINE_CHANGE_LOC	289	072	98.729	
65 ROUTINE_LOS_CHECK	289	072	98.801	
66 EVENT_CFR_OPERATOR	254	063	98.864	
67 ROUTINE_EST_MIL_WORTH	242	060	98.924	
68 ROUTINE_COMPUTE_D	229	057	98.981	
69 ROUTINE_CAS_EVAL	199	049	99.030	
70 ROUTINE_CHECK_PROX	193	048	99.078	
71 ROUTINE_REQUEST_SMOKE	190	047	99.125	
72 EVENT_ENGAGEMENT	157	039	99.164	
73 ROUTINE_REQUEST_ILUM	157	039	99.203	
74 ROUTINE_FD_EFFECTS_REQ	150	037	99.241	
75 ROUTINE_CHECK_FOR_MINES	146	036	99.277	
76 EVENT_MOVE	142	035	99.312	
77 ROUTINE_NEW_SEGMENT	132	033	99.345	
78 ROUTINE_COPY	129	032	99.377	
79 ROUTINE_SEGMENT_ADJUST	128	032	99.409	
80 FUNCTION_EST_TR_RANGE	123	031	99.439	
81 ROUTINE_LOCATE_SEARCH_AREA	123	031	99.470	
82 ROUTINE_PROXIMITY_REQ	123	031	99.501	
83 EVENT_PDB_OPERATOR	120	030	99.530	
84 EVENT_ARTY_OCCUPATION	111	028	99.558	
85 ROUTINE_POSITION	110	027	99.585	
86 EVENT_STOP_ARTY_MOVEMENT	103	026	99.611	
87 EVENT_START_ARTY_MOVEMENT	93	023	99.634	
88 EVENT_GET_NX_ORD	85	021	99.655	
89 ROUTINE_REQUEST_DEF_FASCAM	82	020	99.675	
90 ROUTINE_COMPUTE_WD	66	016	99.692	
91 EVENT_START_MOVE	53	013	99.705	
92 ROUTINE_EXPONENTIAL_F	47	012	99.717	
93 ROUTINE_CREATE_FORCE	42	010	99.727	
94 ROUTINE_UNIT_ASSIGNMENT	42	010	99.738	
95 EVENT_CFR_OFF	41	010	99.748	
96 EVENT_CFR_ON	41	010	99.758	
97 PROCESS_HOW_REPAIR	41	010	99.768	
98 ROUTINE_SWITCH_FO	39	010	99.778	
99 EVENT_ACT_DEF	37	009	99.787	
100 EVENT_ACT_MOVCOR	37	009	99.796	
101 ROUTINE_CHECK_DEAD	36	009	99.805	
102 ROUTINE_CHECK_FORCE	34	008	99.814	
103 ROUTINE_DECIDE	34	008	99.822	
104 ROUTINE_END_MOVE	34	008	99.831	
105 PROCESS_WITH_DRAW	33	008	99.839	
106 ROUTINE_PREP_WITHDRAW	33	008	99.847	
107 ROUTINE_REQUEST_WD_FASCAM	33	008	99.855	
108 ROUTINE_TERM_CHECK	33	008	99.863	
109 ROUTINE_UNIT_PRIORITY	32	008	99.871	
110 ROUTINE_CHECK_LIST	28	007	99.878	
111 ROUTINE_BLOCK_LOS	26	006	99.885	
112 ROUTINE_DUST_EFFECTS	26	006	99.891	

	PAGE	48
113 ROUTINE_WHAT_NEXT	24	.006
114 ROUTINE_CHECK_STREN	23	.006
115 ROUTINE_HEADING	23	.006
116 EVENT_START_BATTLE	21	.005
117 ROUTINE_ADJUST	21	.005
118 ROUTINE_COMBINE_TRS	21	.005
119 ROUTINE_GENERAL_BATTLE	21	.005
120 ROUTINE_INITIAL_DETECT	21	.005
121 ROUTINE_INITIAL_MOVE	21	.005
122 ROUTINE_LINE_OF_SIGHT	21	.005
123 ROUTINE_ORIENTATION	21	.005
124 ROUTINE_PRED_POS	20	.005
125 ROUTINE_EMPTY	18	.004
126 ROUTINE_PGM_MSN_ASGN	18	.004
127 ROUTINE_PROX_POS	18	.004
128 EVENT_ACT_ATK	16	.004
129 EVENT_ACT_MOVDIS	16	.004
130 ROUTINE_PREPARE_LIST	16	.004
131 ROUTINE_DEAD_UNIT	15	.004
132 EVENT_BTL_ENDED	13	.003
133 ROUTINE_FIN_BATTLE	13	.003
134 ROUTINE_ATTRIT_SENSOR	12	.003
135 PROCESS_ARTY_ASSES	7	.002
136 ROUTINE_INTER_BATTLE	5	.001
137 ROUTINE_INTER_HELO	5	.001
138 ROUTINE_DESTROY_ORD	4	.001
139 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+5.E-04
140 FUNCTION_COLLISION	1	+2.E-04
141 ROUTINE_RESET_FEBASECTOR	1	+2.E-04
142 **PROGRAM**MAIN	0	0.
143 EVENT_ACT_REINF	0	0.
144 EVENT_AD_ENGAGEMENT	0	0.
145 EVENT_CHANGE_LITE	0	0.
146 EVENT_CHANGE_WEATHER	0	0.
147 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.
148 EVENT_END_SIMULATION	0	0.
149 EVENT_FEBASORTIE	0	0.
150 EVENT_HC_DEPART_BATTLE	0	0.
151 EVENT_HELO_ENGAGEMENT	0	0.
152 EVENT_INIT_PREPLAN_CAS	0	0.
153 EVENT_OFF_LINE_ATTRITION	0	0.
154 EVENT_POSITION_REPORT	0	0.
155 EVENT_SEND_TEAM	0	0.
156 EVENT_SET_DEBUG	0	0.
157 FUNCTION_AR_PROB_DETECT	0	0.
158 FUNCTION_BTRY_AVAILABLE	0	0.
159 FUNCTION_STAY_TIME	0	0.
160 PROCESS_AC_ATK_TGT	0	0.
161 PROCESS_AIR_OBSERVER	0	0.
162 PROCESS_AIRBORNE_RADAR	0	0.
163 PROCESS_CAS_MISSION	0	0.
164 PROCESS_FORWARD_OBSERVER	0	0.
165 PROCESS_HC_ARRIVE_BATTLE	0	0.
166 PROCESS_HC_RETURN_FARRP	0	0.
167 PROCESS_HEL_TARGET_ACQUISITION	0	0.
168 PROCESS_HELICOPTER_FIRE	0	0.
169 PROCESS_MINE_ASSES	0	0.
170 PROCESS_PHOTO_IR_FLIGHT	0	0.
171 PROCESS_REMOTE_PILOT_VEHICLE	0	0.

172 ROUTINE_AC BOMB EFFECTS	0	0	100.000
173 ROUTINE_AC DF EFFECTS	0	0	100.000
174 ROUTINE_AC MUNS. INPUT	0	0	100.000
175 ROUTINE_AD SHOOT	0	0	100.000
176 ROUTINE_AMMO RPT	0	0	100.000
177 ROUTINE_ANALYSIS OUTPUT	0	0	100.000
178 ROUTINE_AD DETECTION	0	0	100.000
179 ROUTINE_AR DETECTION	0	0	100.000
180 ROUTINE_BETWEEN ROUTINE	0	0	100.000
181 ROUTINE_BTL CHECK	0	0	100.000
182 ROUTINE_BTRY INPUT	0	0	100.000
183 ROUTINE_CAT.TU. INPUT	0	0	100.000
184 ROUTINE_CHECK CAS CONSTRAINTS	0	0	100.000
185 ROUTINE_CREATE TEAMS	0	0	100.000
186 ROUTINE_DECISION INPUT	0	0	100.000
187 ROUTINE_DQ_CMSN QUEUE	0	0	100.000
188 ROUTINE_EMPLOY HELICOPTERS	0	0	100.000
189 ROUTINE_END CAS MISSION	0	0	100.000
190 ROUTINE_EQ.TE. INPUT	0	0	100.000
191 ROUTINE_ERROR STOP	0	0	100.000
192 ROUTINE_FARRP CHECK	0	0	100.000
193 ROUTINE_FARRP INPUT	0	0	100.000
194 ROUTINE_FASCAM COMPUTATION	0	0	100.000
195 ROUTINE_FBN.FD. INPUT	0	0	100.000
196 ROUTINE_FEBA INITIAL	0	0	100.000
197 ROUTINE_FILE.FD.SCHD	0	0	100.000
198 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
199 ROUTINE_FIND.START.TIME	0	0	100.000
200 ROUTINE_FLIGHT.PATH	0	0	100.000
201 ROUTINE_FORM.TF.LIST	0	0	100.000
202 ROUTINE_FORPOSITION.OUT	0	0	100.000
203 ROUTINE_HC COMPUTE.TIMES	0	0	100.000
204 ROUTINE_HC.DISENGAGE	0	0	100.000
205 ROUTINE_HC.EMPTY	0	0	100.000
206 ROUTINE_HE.LA.INPUT	0	0	100.000
207 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
208 ROUTINE_ILUM.COMPUTATION	0	0	100.000
209 ROUTINE_ILUM.EFFECTS	0	0	100.000
210 ROUTINE_ILUM.INPUT	0	0	100.000
211 ROUTINE_INIT.REINF	0	0	100.000
212 ROUTINE_KV.INPUT	0	0	100.000
213 ROUTINE_KV.PRINT	0	0	100.000
214 ROUTINE_KV.SCOREBOARD	0	0	100.000
215 ROUTINE_LINE.CIRCLE	0	0	100.000
216 ROUTINE_MADS.INPUT	0	0	100.000
217 ROUTINE_MAIN1	0	0	100.000
218 ROUTINE_MAIN2	0	0	100.000
219 ROUTINE_MAIN3	0	0	100.000
220 ROUTINE_MAO.INPUT	0	0	100.000
221 ROUTINE_MCFR.INPUT	0	0	100.000
222 ROUTINE_MFO.INPUT	0	0	100.000
223 ROUTINE_MINE.DELAY	0	0	100.000
224 ROUTINE_MINE.EFFECTS	0	0	100.000
225 ROUTINE_MINE.INPUT	0	0	100.000
226 ROUTINE_MPD8.INPUT	0	0	100.000
227 ROUTINE_MUNS.INPUT	0	0	100.000
228 ROUTINE_OPEN.INPUT OUTPUT.FILES	0	0	100.000
229 ROUTINE_ORD.ATK	0	0	100.000
230 ROUTINE_ORD.DEF	0	0	100.000

TOTAL INVOCATIONS = 402440

CPU USAGE FOR SIMULATED HOUR 10. = 1181.04 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 11.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	86257	24.408	24.408
2 ROUTINE_PK_COMPUTE	61231	17.327	41.735
3 ROUTINE_RANGE_COMPUTE	33693	9.534	51.269
4 ROUTINE_PROX_CHECK	32296	9.139	60.407
5 ROUTINE_FRAC_COMPUTE	26532	7.508	67.915
6 ROUTINE_SIZE_ESTIMATE	10778	3.050	70.965
7 ROUTINE_LOCATE_SECTOR	8423	2.383	73.349
8 ROUTINE_FINAL_COVERAGE	7170	2.029	75.377
9 ROUTINE_JOHNSON_CRITERIA	5486	1.552	76.930
10 ROUTINE_PROB_INF	5486	1.552	78.482
11 ROUTINE_PROB_TIME	5486	1.552	80.035
12 ROUTINE_SEARCH	5486	1.552	81.587
13 ROUTINE_PDB_DETECTION	4328	1.225	82.812
14 ROUTINE_CONTRAST_TO_FREQ	4076	1.153	83.965
15 FUNCTION_COMBINATIONS	3283	.929	84.894
16 EVENT_PDB_ACTIVATION	3276	.927	85.821
17 PROCESS_ASSESSMENT	3145	.890	86.711
18 FUNCTION_EST_RANGE	2230	.631	87.342
19 ROUTINE_NOISE_DEGRADE	2167	.613	87.955
20 PROCESS_SHOOT_OUT	1860	.526	88.481
21 FUNCTION_HE_WLA	1784	.505	88.986
22 ROUTINE_NORMAL_F	1727	.489	89.475
23 EVENT_CFR_ACTIVATION	1637	.463	89.938
24 ROUTINE_VOLLEY	1636	.463	90.401
25 ROUTINE_OUTPUT_ATTRITION	1605	.454	90.855
26 ROUTINE_DEQ_FEBA_SET	1595	.451	91.307
27 ROUTINE_ENO_FEBA_SET	1579	.447	91.753
28 FUNCTION_FEBA_BAND	1535	.434	92.188
29 ROUTINE_MRT_TO_FREQ	1410	.399	92.587
30 ROUTINE_TEMPERATURE_ATTENUATION	1410	.399	92.986
31 ROUTINE_EST_COVERAGE	1176	.333	93.319
32 ROUTINE_WEIGHTED_VOLLEYS	1176	.333	93.651
33 ROUTINE_CHECK_ENGAGEMENT	947	.268	93.919
34 ROUTINE_HE_OR_ICM_COMPUTATION	915	.259	94.178
35 ROUTINE_GET_TERRAIN	865	.245	94.423
36 ROUTINE_MARGINAL_EFFECTS_ADJ	863	.244	94.667
37 ROUTINE_TARGET_ANALYSIS	847	.240	94.907
38 ROUTINE_COMPARE_TRS	695	.197	95.103
39 ROUTINE_CHK_COMP_TR	646	.183	95.286
40 ROUTINE_CHK_FD_TR	645	.183	95.469
41 ROUTINE_CFR_DETECTION	623	.176	95.645
42 ROUTINE_FA_BN_ASSIGN	620	.175	95.821
43 ROUTINE_TIME_TO_DETECT	605	.171	95.992
44 EVENT_UPDATE_LOC	575	.163	96.154
45 ROUTINE_TIME_REQ	562	.159	96.313
46 ROUTINE_FO_DETECTION	543	.154	96.467
47 ROUTINE_WEIBULL_F	498	.141	96.608
48 ROUTINE_GAMMA_F	496	.140	96.748
49 ROUTINE_BTRY_FM_DEQ	484	.137	96.885
50 ROUTINE_REM_EFFECTS_COMPUTATION	482	.136	97.022
51 PROCESS_FIRE_MISSION	478	.135	97.157
52 ROUTINE_BTRY_FM_ENQ	478	.135	97.292
53 ROUTINE_FDC_TR_DEQ	452	.128	97.420

	PAGE	52
54 ROUTINE_FINISH COMPUTATION	128	97.548
55 PROCESS_TARGET REPORT	128	97.676
56 ROUTINE_MIN MOVE	126	97.802
57 FUNCTION_ICM.WLA	124	97.925
58 ROUTINE_FDC.TR.ENG	119	98.045
59 ROUTINE_FA.BN.MOVEMENT	106	98.151
60 ROUTINE_BTRY.EFFECTS	104	98.254
61 ROUTINE_UNIT_ENVIR	104	98.358
62 ROUTINE_ANGLE.COMPUTE	100	98.458
63 ROUTINE_CFR.DEGRADE	097	98.555
64 ROUTINE_CHANGE.LOC	080	98.635
65 ROUTINE_LOS.CHECK	080	98.716
66 EVENT_CFR.OPERATOR	078	98.794
67 ROUTINE_EST.MIL.WORTH	073	98.866
68 ROUTINE_DUST.EFFECTS	070	98.937
69 ROUTINE_COMPUTE.D	066	99.003
70 ROUTINE_FD.EFFECTS.REQ	048	99.051
71 ROUTINE_CHECK.PROX	040	99.091
72 ROUTINE_COPY	038	99.129
73 ROUTINE_REQUEST.SMOKE	037	99.166
74 ROUTINE_CHECK.FOR.MINES	036	99.202
75 FUNCTION_EST.TR.RANGE	035	99.237
76 ROUTINE_PROXIMITY.REQ	035	99.272
77 EVENT_MOVE	035	99.306
78 EVENT_PDB.OPERATOR	034	99.340
79 ROUTINE_SEGMENT.ADJUST	033	99.373
80 ROUTINE_NEW.SEGMENT	031	99.404
81 EVENT_ENGAGEMENT	029	99.434
82 ROUTINE_REQUEST.ILLUM	029	99.463
83 ROUTINE_LOCATE.SEARCH.AREA	028	99.492
84 EVENT_STOP.ARTY.MOVEMENT	028	99.520
85 ROUTINE_POSITION	028	99.547
86 EVENT_ARTY.OCCUPATION	027	99.574
87 ROUTINE_BLOCK.LOS	027	99.601
88 ROUTINE_CAS.EVAL	027	99.627
89 EVENT_START.ARTY.MOVEMENT	026	99.653
90 EVENT_GET.NX.ORD	022	99.675
91 ROUTINE_REQUEST.DEF.FASCAM	018	99.693
92 ROUTINE_COMPUTE.WD	015	99.708
93 PROCESS_HOW.REPAIR	015	99.723
94 EVENT_CFR.ON	012	99.735
95 EVENT_ACT.DEF	012	99.746
96 EVENT_CFR.OFF	012	99.758
97 EVENT_START.MOVE	010	99.768
98 ROUTINE_CHECK.DEAD	010	99.778
99 ROUTINE_EXPONENTIAL.F	010	99.789
100 ROUTINE_DECIDE	010	99.798
101 ROUTINE_SWITCH.FO	009	99.808
102 ROUTINE_CREATE.FORCE	008	99.816
103 ROUTINE_UNIT.ASSIGNMENT	008	99.825
104 EVENT_ACT.MOVCOR	008	99.833
105 PROCESS_WITH.DRAW	008	99.841
106 ROUTINE_CHECK.FORCE	008	99.849
107 ROUTINE_PREP.WITHDRAW	008	99.857
108 ROUTINE_REQUEST.WD.FASCAM	008	99.864
109 ROUTINE_WHAT.NEXT	008	99.872
110 ROUTINE_END.MOVE	008	99.880
111 ROUTINE_TERM.CHECK	008	99.888
112 ROUTINE_PGM.MSN.ASGN	007	99.895

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113 ROUTINE_COMBINE_IRS	007	99.902
114 ROUTINE_PRED_POS	007	99.909
115 PROCESS_ARTY_ASSESS	007	99.916
116 ROUTINE_UNIT_PRIORITY	006	99.922
117 ROUTINE_HEADING	006	99.928
118 ROUTINE_CHECK_LIST	005	99.933
119 ROUTINE_EMPTY	005	99.938
120 ROUTINE_CHECK_STREN	005	99.943
121 EVENT_START_BATTLE	004	99.947
122 ROUTINE_ADJUST	004	99.951
123 ROUTINE_GENERAL_BATTLE	004	99.955
124 ROUTINE_INITIAL_DETECT	004	99.960
125 ROUTINE_INITIAL_MOVE	004	99.964
126 ROUTINE_LINE_OF_SIGHT	004	99.968
127 ROUTINE_ORIENTATON	004	99.972
128 EVENT_BTL_ENDED	004	99.976
129 ROUTINE_FIN_BATTLE	004	99.980
130 ROUTINE_PROX_POS	003	99.984
131 EVENT_ACT_ATK	003	99.987
132 ROUTINE_PREPARE_LIST	003	99.990
133 EVENT_ACT_MOVDIS	002	99.992
134 ROUTINE_ATTRIT_SENSOR	002	99.994
135 ROUTINE_DEAD_UNIT	002	99.996
136 ROUTINE_INTER_BATTLE	001	99.997
137 ROUTINE_INTER_HELO	001	99.998
138 EVENT_SCHEDULE_ARTY_MOVEMENT	+6 E-04	99.999
139 FUNCTION_COLLISION	+6 E-04	99.999
140 ROUTINE_DESTROY_ORD	+6 E-04	100.000
141 ROUTINE_RESET_FEBA_SECTOR	+3 E-04	100.000
142 **PROGRAM** MAIN	0	100.000
143 EVENT_ACT_REINF	0	100.000
144 EVENT_AD_ENGAGEMENT	0	100.000
145 EVENT_CHANGE_LITE	0	100.000
146 EVENT_CHANGE_WEATHER	0	100.000
147 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
148 EVENT_END_SIMULATION	0	100.000
149 EVENT_FEBA_SORTIE	0	100.000
150 EVENT_HC_DEPART_BATTLE	0	100.000
151 EVENT_HELO_ENGAGEMENT	0	100.000
152 EVENT_INIT_PREPLAN_CAS	0	100.000
153 EVENT_OFF_LINE_ATTRITION	0	100.000
154 EVENT_POSITION_REPORT	0	100.000
155 EVENT_SEND_TEAM	0	100.000
156 EVENT_SET_DEBUG	0	100.000
157 FUNCTION_AR_PROB_DETECT	0	100.000
158 FUNCTION_BTRY_AVAILABLE	0	100.000
159 FUNCTION_STAY_TIME	0	100.000
160 PROCESS_AC_ATK_TGT	0	100.000
161 PROCESS_AIR_OBSERVER	0	100.000
162 PROCESS_AIRBORNE_RADAR	0	100.000
163 PROCESS_CAS_MISSION	0	100.000
164 PROCESS_FORWARD_OBSERVER	0	100.000
165 PROCESS_HC_ARRIVE_BATTLE	0	100.000
166 PROCESS_HC_RETURN_FARRP	0	100.000
167 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
168 PROCESS_HELICOPTER_FIRE	0	100.000
169 PROCESS_MINE_ASSESS	0	100.000
170 PROCESS_PHOTO_IR_FLIGHT	0	100.000
171 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000

172 ROUTINE AC BOMB EFFECTS	0	0	100.000
173 ROUTINE AC DF EFFECTS	0	0	100.000
174 ROUTINE AC MIRS INPUT	0	0	100.000
175 ROUTINE AD SHOOT	0	0	100.000
176 ROUTINE AIMMO RPT	0	0	100.000
177 ROUTINE ANALYSTS OUTPUT	0	0	100.000
178 ROUTINE AO DETECTION	0	0	100.000
179 ROUTINE AR DETECTION	0	0	100.000
180 ROUTINE BETWEEN ROUTINE	0	0	100.000
181 ROUTINE BTL CHECK	0	0	100.000
182 ROUTINE BTRY INPUT	0	0	100.000
183 ROUTINE CAT TU INPUT	0	0	100.000
184 ROUTINE CHECK CAS CONSTRAINTS	0	0	100.000
185 ROUTINE CREATE TEAMS	0	0	100.000
186 ROUTINE DECISION INPUT	0	0	100.000
187 ROUTINE DQ CMSN QUEUE	0	0	100.000
188 ROUTINE EMPLOY HELICOPTERS	0	0	100.000
189 ROUTINE END CAS MISSION	0	0	100.000
190 ROUTINE EQ TE INPUT	0	0	100.000
191 ROUTINE ERROR STOP	0	0	100.000
192 ROUTINE FARRP CHECK	0	0	100.000
193 ROUTINE FARRP INPUT	0	0	100.000
194 ROUTINE FASCAM COMPUTATION	0	0	100.000
195 ROUTINE FBN FD INPUT	0	0	100.000
196 ROUTINE FEBA INITIAL	0	0	100.000
197 ROUTINE FILE FD SCHED	0	0	100.000
198 ROUTINE FILE KAD SENSOR	0	0	100.000
199 ROUTINE FIND START TIME	0	0	100.000
200 ROUTINE FLIGHT PATH	0	0	100.000
201 ROUTINE FORM TF LIST	0	0	100.000
202 ROUTINE FORPOSITION OUT	0	0	100.000
203 ROUTINE HC COMPUTE TIMES	0	0	100.000
204 ROUTINE HC DISENGAGE	0	0	100.000
205 ROUTINE HC EMPTY	0	0	100.000
206 ROUTINE HE LA INPUT	0	0	100.000
207 ROUTINE HEL RANGE COMPUTE	0	0	100.000
208 ROUTINE ILLUM COMPUTATION	0	0	100.000
209 ROUTINE ILLUM EFFECTS	0	0	100.000
210 ROUTINE INIT REINF	0	0	100.000
211 ROUTINE INIT REINF	0	0	100.000
212 ROUTINE KV INPUT	0	0	100.000
213 ROUTINE KV PRINT	0	0	100.000
214 ROUTINE KV SCOREBOARD	0	0	100.000
215 ROUTINE LINE CIRCLE	0	0	100.000
216 ROUTINE MADS INPUT	0	0	100.000
217 ROUTINE MAIN1	0	0	100.000
218 ROUTINE MAIN2	0	0	100.000
219 ROUTINE MAIN3	0	0	100.000
220 ROUTINE MAO INPUT	0	0	100.000
221 ROUTINE MCFR INPUT	0	0	100.000
222 ROUTINE MFO INPUT	0	0	100.000
223 ROUTINE MINE DELAY	0	0	100.000
224 ROUTINE MINE EFFECTS	0	0	100.000
225 ROUTINE MINE INPUT	0	0	100.000
226 ROUTINE MPDB INPUT	0	0	100.000
227 ROUTINE MUNS INPUT	0	0	100.000
228 ROUTINE OPEN INPUT	0	0	100.000
229 ROUTINE ORD ATK	0	0	100.000
230 ROUTINE ORD DEF	0	0	100.000

OUTPUT FILES

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231 ROUTINE_ORD_MOVCOR	0	100.000
232 ROUTINE_ORD_MOVDIS	0	100.000
233 ROUTINE_ORD_REINF	0	100.000
234 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
235 ROUTINE_P_E_M_INPUT	0	100.000
236 ROUTINE_PGM_INPUT	0	100.000
237 ROUTINE_PIR_DETECTION	0	100.000
238 ROUTINE_PK_INPUT	0	100.000
239 ROUTINE_PLAT_COUNT	0	100.000
240 ROUTINE_READ_ORDERS	0	100.000
241 ROUTINE_REIN_ARRIVE	0	100.000
242 ROUTINE_REPLACE_HC	0	100.000
243 ROUTINE_REQUEST_FASCAM	0	100.000
244 ROUTINE_RPV_DETECTION	0	100.000
245 ROUTINE_RUL_EN_INPUT	0	100.000
246 ROUTINE_SEARCH_COVERAGE	0	100.000
247 ROUTINE_SENSOR_INPUT	0	100.000
248 ROUTINE_SMOKE_COMPUTATION	0	100.000
249 ROUTINE_SMOKE_EFFECTS	0	100.000
250 ROUTINE_SMOKE_INPUT	0	100.000
251 ROUTINE_SNAP_R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST_INPUT	0	100.000
254 ROUTINE_SUBM_INPUT	0	100.000
255 ROUTINE_SYS_INPUT	0	100.000
256 ROUTINE_TACAIR_DATA_REPORT	0	100.000
257 ROUTINE_TACAIR_INPUT	0	100.000
258 ROUTINE_TB_INPUT	0	100.000
259 ROUTINE_TBF_INPUT	0	100.000
260 ROUTINE_TR_INPUT	0	100.000
261 ROUTINE_TT_FACTORS_INPUT	0	100.000
262 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
263 ROUTINE_UNIT_INPUT	0	100.000
264 ROUTINE_VIS_INPUT	0	100.000

TOTAL INVOCATIONS = 353395

CPU USAGE FOR SIMULATED HOUR 11 = 950.67 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 12.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	93952	15.036	15.036
2 ROUTINE_RANGE COMPUTE	62210	9.955	24.991
3 FUNCTION_ACT RANGE	60472	9.677	34.668
4 ROUTINE_PROX CHECK	49989	7.999	42.667
5 ROUTINE_JOHNSON CRITERIA	43128	6.901	49.568
6 ROUTINE_PROB INF	43128	6.901	56.470
7 ROUTINE_PROB TIME	43128	6.901	63.371
8 ROUTINE_SEARCH	43128	6.901	70.272
9 ROUTINE_CONTRAST_TO_FREQ	38437	6.151	76.423
10 ROUTINE_FRAC COMPUTE	24128	3.861	80.284
11 ROUTINE_LOCATE SECTOR	11444	1.831	82.115
12 ROUTINE_SIZE ESTIMATE	10300	1.648	83.763
13 ROUTINE_TIME TO DETECT	8750	1.400	85.164
14 ROUTINE_CHECK ENGAGEMENT	7708	1.233	86.397
15 ROUTINE_FINAL COVERAGE	5975	.956	87.353
16 PROCESS_ASSESSMENT	5645	.903	88.257
17 ROUTINE_MRT_TO_FREQ	4691	.751	89.007
18 ROUTINE_TEMPERATURE ATTENUATION	4691	.751	89.758
19 ROUTINE_DEQ_FEBASET	3618	.579	90.337
20 ROUTINE_ENO_FEBASET	3614	.578	90.915
21 FUNCTION_COMBINATIONS	3558	.569	91.484
22 ROUTINE_PDB DETECTION	3418	.547	92.031
23 PROCESS_SHOOT_OUT	3374	.540	92.571
24 ROUTINE_MIN_MOVE	3334	.534	93.105
25 EVENT_PDB ACTIVATION	2524	.404	93.509
26 ROUTINE_CHANGE_LOC	2373	.380	93.888
27 ROUTINE_LOS CHECK	2373	.380	94.268
28 ROUTINE_COMPUTE_D	2313	.370	94.638
29 ROUTINE_NORMAL_F	2117	.339	94.977
30 FUNCTION_EST_RANGE	1960	.314	95.291
31 ROUTINE_NOISE DEGRADE	1710	.274	95.564
32 FUNCTION_HE_WLA	1483	.237	95.802
33 ROUTINE_OUTPUT ATTRITION	1335	.214	96.015
34 FUNCTION_FEBASEBAND	1323	.212	96.227
35 EVENT_CFR ACTIVATION	1261	.202	96.429
36 ROUTINE_VOLLEY	1261	.202	96.631
37 ROUTINE_EST_COVERAGE	1013	.162	96.793
38 ROUTINE_WEIGHTED VOLLEYS	1013	.162	96.955
39 ROUTINE_TARGET ANALYSIS	799	.128	97.083
40 ROUTINE_HE_OR_ICM COMPUTATION	763	.122	97.205
41 ROUTINE_MARGINAL EFFECTS ADJ	749	.120	97.325
42 ROUTINE_GET_TERRAIN	701	.112	97.437
43 ROUTINE_WEIBULL_F	668	.107	97.544
44 ROUTINE_CHK_COMP_TR	614	.098	97.642
45 ROUTINE_CHK_FD_TR	614	.098	97.741
46 ROUTINE_COMPARE_TRS	604	.097	97.837
47 ROUTINE_FO DETECTION	601	.096	97.933
48 ROUTINE_FA_BN_ASSIGN	560	.090	98.023
49 ROUTINE_BLOCK_LOS	542	.087	98.110
50 ROUTINE_DUST_EFFECTS	540	.086	98.196
51 ROUTINE_TIME_REQ	518	.083	98.279
52 ROUTINE_CFR DETECTION	509	.081	98.361
53 ROUTINE_ANGLE COMPUTE	486	.078	98.438

54 PROCESS_TARGET_REPORT 429 .069
 55 ROUTINE_FDC_TR_END 403 .064
 56 FUNCTION_ICM_WLA 389 .062
 57 PROCESS_FIRE_MISSION 389 .062
 58 ROUTINE_BTR_FM_DEQ 389 .062
 59 ROUTINE_BTR_FM_END 389 .062
 60 ROUTINE_REM_EFFECTS_COMPUTATION 386 .062
 61 ROUTINE_FDC_TR_DEQ 366 .059
 62 ROUTINE_FINISH_COMPUTATION 366 .059
 63 EVENT_UPDATE_LOC 355 .057
 64 ROUTINE_GAMMA_F 320 .051
 65 ROUTINE_CFR_DEGRADE 319 .051
 66 ROUTINE_BTR_EFFECTS 290 .046
 67 ROUTINE_FA_BN_MOVEMENT 290 .046
 68 ROUTINE_UNIT_ENVIR 290 .046
 69 ROUTINE_SEGMENT_ADJUST 256 .041
 70 EVENT_CFR_OPERATOR 251 .040
 71 ROUTINE_POSITION 220 .035
 72 ROUTINE_EST_MIL_WORTH 209 .033
 73 ROUTINE_NEW_SEGMENT 199 .032
 74 ROUTINE_CAS_EVAL 188 .030
 75 ROUTINE_REQUEST_SMOKE 183 .029
 76 EVENT_ENGAGEMENT 160 .026
 77 ROUTINE_REQUEST_ILUM 160 .026
 78 EVENT_MOVE 153 .024
 79 ROUTINE_FD_EFFECTS_REQ 135 .022
 80 FUNCTION_EST_TR_RANGE 134 .021
 81 ROUTINE_PROXIMITY_REQ 134 .021
 82 ROUTINE_CHECK_PROX 129 .021
 83 ROUTINE_COPY 124 .020
 84 EVENT_PDB_OPERATOR 120 .019
 85 ROUTINE_CHECK_FOR_MINES 119 .019
 86 ROUTINE_REQUEST_DEF_FASCAM 105 .017
 87 EVENT_START_ARTY_MOVEMENT 88 .014
 88 EVENT_ARTY_OCCUPATION 79 .013
 89 EVENT_STOP_ARTY_MOVEMENT 76 .012
 90 ROUTINE_DECIDE 66 .011
 91 ROUTINE_COMPUTE_WD 60 .010
 92 ROUTINE_LOCATE_SEARCH_AREA 59 .009
 93 ROUTINE_PRED_POS 51 .008
 94 PROCESS_HOW_REPAIR 46 .007
 95 EVENT_GET_NX_ORD 44 .007
 96 PROCESS_ARTY_ASSESS 41 .007
 97 EVENT_CFR_OFF 38 .006
 98 ROUTINE_EXPONENTIAL_F 38 .006
 99 EVENT_CFR_ON 37 .006
 100 ROUTINE_CREATE_FORCE 34 .005
 101 ROUTINE_UNIT_ASSIGNMENT 34 .005
 102 ROUTINE_SWITCH_FO 32 .005
 103 EVENT_START_MOVE 31 .005
 104 ROUTINE_CHECK_DEAD 30 .005
 105 ROUTINE_CHECK_FORCE 28 .004
 106 ROUTINE_COMBINE_TRS 26 .004
 107 ROUTINE_HEADING 26 .004
 108 EVENT_ACI_MOVCOR 25 .004
 109 PROCESS_WITHDRAW 23 .004
 110 ROUTINE_PREF_WITHDRAW 23 .004
 111 ROUTINE_REQUEST_WD_FASCAM 23 .004
 112 ROUTINE_TERM_CHECK 23 .004

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COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE
GENERATOR) ANALYSIS AND (U) SCIENCE APPLICATIONS INC
LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84

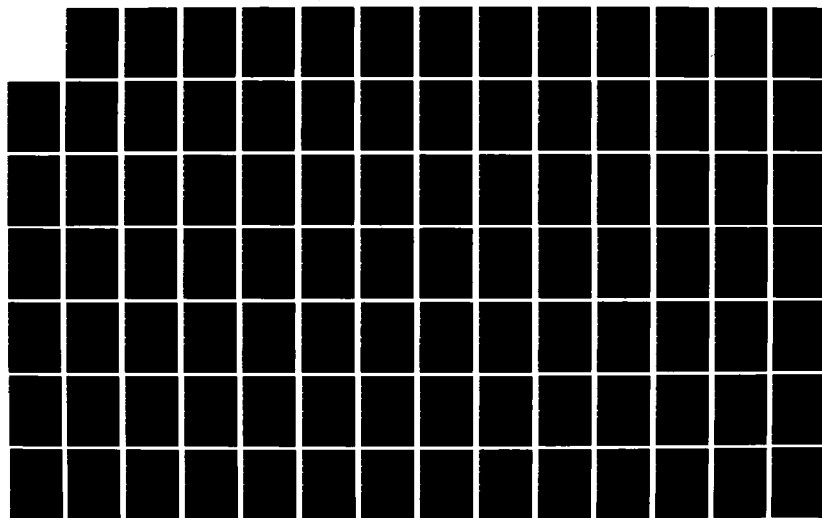
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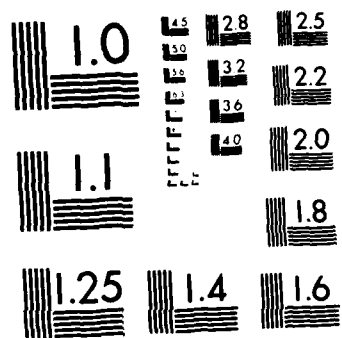
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MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

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54 PROCESS_TARGET_REPORT	429	.069
55 ROUTINE_FDC_TR_ENO	403	.064
56 FUNCTION_ICM_WLA	389	.062
57 PROCESS_FIRE_MISSION	389	.062
58 ROUTINE_BTRY_FM_DEQ	389	.062
59 ROUTINE_BTRY_FM_ENO	389	.062
60 ROUTINE_REM_EFFECTS_COMPUTATION	386	.062
61 ROUTINE_FDC_TR_DEQ	366	.059
62 ROUTINE_FINISH_COMPUTATION	366	.059
63 EVENT_UPDATE_LOC	355	.057
64 ROUTINE_GAMMA_F	320	.051
65 ROUTINE_CFR_DEGRADE	319	.051
66 ROUTINE_BTRY_EFFECTS	290	.046
67 ROUTINE_FA_BN_MOVEMENT	290	.046
68 ROUTINE_UNIT_ENVIR	290	.046
69 ROUTINE_SEGMENT_ADJUST	256	.041
70 EVENT_CFR_OPERATOR	251	.040
71 ROUTINE_POSITION	220	.035
72 ROUTINE_EST_MIL_WORTH	209	.033
73 ROUTINE_NEW_SEGMENT	199	.032
74 ROUTINE_CAS_EVAL	188	.030
75 ROUTINE_REQUEST_SMOKE	183	.029
76 EVENT_ENGAGEMENT	160	.026
77 ROUTINE_REQUEST_ILUM	160	.026
78 EVENT_MOVE	153	.024
79 ROUTINE_FD_EFFECTS_REQ	135	.022
80 FUNCTION_EST_TR_RANGE	134	.021
81 ROUTINE_PROXIMITY_REQ	134	.021
82 ROUTINE_CHECK_PROX	129	.021
83 ROUTINE_COPY	124	.020
84 EVENT_PDB_OPERATOR	120	.019
85 ROUTINE_CHECK_FOR_MINES	119	.019
86 ROUTINE_REQUEST_DEF_FASCAM	105	.017
87 EVENT_START_ARTY_MOVEMENT	88	.014
88 EVENT_ARTY_OCCUPATION	79	.013
89 EVENT_STOP_ARTY_MOVEMENT	76	.012
90 ROUTINE_DECIDE	66	.011
91 ROUTINE_COMPUTE_WD	60	.010
92 ROUTINE_LOCATE_SEARCH_AREA	59	.009
93 ROUTINE_PRED_POS	51	.008
94 PROCESS_HOW_REPAIR	46	.007
95 EVENT_GET_NX_ORD	44	.007
96 PROCESS_ARTY_ASSESS	41	.007
97 EVENT_CFR_OFF	38	.006
98 ROUTINE_EXPONENTIAL_F	38	.006
99 EVENT_CFR_ON	37	.006
100 ROUTINE_CREATE_FORCE	34	.005
101 ROUTINE_UNIT_ASSIGNMENT	34	.005
102 ROUTINE_SWITCH_FO	32	.005
103 EVENT_START_MOVE	31	.005
104 ROUTINE_CHECK_DEAD	30	.005
105 ROUTINE_CHECK_FORCE	28	.004
106 ROUTINE_COMBINE_TRS	26	.004
107 ROUTINE_HEADING	26	.004
108 EVENT_ACT_MOVCOR	25	.004
109 PROCESS_WITHDRAW	23	.004
110 ROUTINE_PREP_WITHDRAW	23	.004
111 ROUTINE_REQUEST_WD_FASCAM	23	.004
112 ROUTINE_TERM_CHECK	23	.004

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113 ROUTINE_PGM_MSN.ASGN	004	99 951
114 EVENT_ACT.DEF	003	99 954
115 ROUTINE_CHECK.STREN	003	99 957
116 ROUTINE_CHECK.LIST	003	99 960
117 EVENT_START.BATTLE	003	99 963
118 ROUTINE_ADJUST	003	99 965
119 ROUTINE_GENERAL.BATTLE	003	99 968
120 ROUTINE_INITIAL.DETECT	003	99 971
121 ROUTINE_INITIAL.MOVE	003	99 973
122 ROUTINE_LINE.OF.SIGHT	003	99 976
123 ROUTINE_ORIENTATION	003	99 979
124 ROUTINE_UNIT.PRIORITY	003	99 981
125 ROUTINE_EMPTY	002	99 984
126 ROUTINE_WHAT.NEXT	002	99 986
127 ROUTINE_INTER.BATTLE	002	99 988
128 ROUTINE_END.MOVE	002	99 989
129 ROUTINE_INTER.HELO	001	99 991
130 EVENT_ACT.ATK	001	99 992
131 ROUTINE_PREPARE.LIST	001	99 993
132 ROUTINE_PROX.POS	001	99 994
133 EVENT_ACT.MOVDIS	+1 E-03	99 995
134 EVENT_BTL.ENDED	+1 E-03	99 996
135 ROUTINE_DFAD.UNIT	+1 E-03	99 997
136 ROUTINE_FIN.BATTLE	+1 E-03	99 998
137 EVENT_SCHEDULE.ARTY.MOVEMENT	+3 E-04	99 999
138 FUNCTION_COLLISION	+3 E-04	99 999
139 ROUTINE_DESTROY.ORD	+3 E-04	99 999
140 ROUTINE_RESET.FEBA.SECTOR	+3 E-04	100 000
141 EVENT_CHANGE.WEATHER	+2 E-04	100 000
142 ROUTINE_ATTRIT.SENSOR	+2 E-04	100 000
143 ROUTINE_DQ.CMSN.QUEUE	+2 E-04	100 000
144 'PROGRAM' . MAIN	0	100 000
145 EVENT_ACT.REINF	0	100 000
146 EVENT_AD.ENGAGEMENT	0	100 000
147 EVENT_CHANGE.LITE	0	100 000
148 EVENT_DQ.OLD.SORTIE.QUEUE	0	100 000
149 EVENT_END.SIMULATION	0	100 000
150 EVENT_FEBA.SORTIE	0	100 000
151 EVENT_HC.DEPART.BATTLE	0	100 000
152 EVENT_HELO.ENGAGEMENT	0	100 000
153 EVENT_INIT.PREPLAN.CAS	0	100 000
154 EVENT_OFF.LINE.ATTRITION	0	100 000
155 EVENT_POSITION.REPORT	0	100 000
156 EVENT_SEND.TEAM	0	100 000
157 EVENT_SET.DEBUG	0	100 000
158 FUNCTION_AR.PROB.DETECT	0	100 000
159 FUNCTION_BTRY.AVAILABLE	0	100 000
160 FUNCTION_STAY.TIME	0	100 000
161 PROCESS.AC.ATK.TGT	0	100 000
162 PROCESS.AIR.OBSERVER	0	100 000
163 PROCESS.AIRBORNE.RADAR	0	100 000
164 PROCESS.CAS.MISSION	0	100 000
165 PROCESS_FORWARD.OBSERVER	0	100 000
166 PROCESS_HC.ARRIVE.BATTLE	0	100 000
167 PROCESS_HC.RETURN.FARRP	0	100 000
168 PROCESS_HEL.TARGET.ACQUISITION	0	100 000
169 PROCESS_HELICOPTER.FIRE	0	100 000
170 PROCESS.MINE.ASSES	0	100 000
171 PROCESS_PHOTO.IR.FLIGHT	0	100 000

172	PROCESS_REMOTE.PILOT.VEHICLE	0	0	100.000
173	ROUTINE_AC_BOMB.EFFECTS	0	0	100.000
174	ROUTINE_AC_DF.EFFECTS	0	0	100.000
175	ROUTINE_AC_MUNS.INPUT	0	0	100.000
176	ROUTINE_AD_SHOOT	0	0	100.000
177	ROUTINE_AMMO.RPT	0	0	100.000
178	ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
179	ROUTINE_AR_DETECTION	0	0	100.000
180	ROUTINE_AR_DETECTION	0	0	100.000
181	ROUTINE_BETWEEN.ROUTINE	0	0	100.000
182	ROUTINE_BTL_CHECK	0	0	100.000
183	ROUTINE_BTRY.INPUT	0	0	100.000
184	ROUTINE_CAT.TU.INPUT	0	0	100.000
185	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
186	ROUTINE_CREATE.TEAMS	0	0	100.000
187	ROUTINE_DECISION.INPUT	0	0	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
189	ROUTINE_END.CAS.MISSION	0	0	100.000
190	ROUTINE_EQ.TE.INPUT	0	0	100.000
191	ROUTINE_ERROR.STOP	0	0	100.000
192	ROUTINE_FARRP.CHECK	0	0	100.000
193	ROUTINE_FARRP.INPUT	0	0	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0	100.000
195	ROUTINE_FBN.FD.INPUT	0	0	100.000
196	ROUTINE_FBA.INITIAL	0	0	100.000
197	ROUTINE_FILE.FD.SCHD	0	0	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0	100.000
199	ROUTINE_FIND.START.TIME	0	0	100.000
200	ROUTINE_FLIGHT.PATH	0	0	100.000
201	ROUTINE_FORM.TF.LIST	0	0	100.000
202	ROUTINE_FORPOSITION.OUT	0	0	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
204	ROUTINE_HC.DISENGAGE	0	0	100.000
205	ROUTINE_HC.EMPTY	0	0	100.000
206	ROUTINE_HE.LA.INPUT	0	0	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
208	ROUTINE_ILUM.COMPUTATION	0	0	100.000
209	ROUTINE_ILUM.EFFECTS	0	0	100.000
210	ROUTINE_ILUM.INPUT	0	0	100.000
211	ROUTINE_INIT.REINF	0	0	100.000
212	ROUTINE_KV.INPUT	0	0	100.000
213	ROUTINE_KV.PRINT	0	0	100.000
214	ROUTINE_KV.SCOREBOARD	0	0	100.000
215	ROUTINE_LINE.CIRCLE	0	0	100.000
216	ROUTINE_MADS.INPUT	0	0	100.000
217	ROUTINE_MAIN1	0	0	100.000
218	ROUTINE_MAIN2	0	0	100.000
219	ROUTINE_MAIN3	0	0	100.000
220	ROUTINE_MAO.INPUT	0	0	100.000
221	ROUTINE_MCFR.INPUT	0	0	100.000
222	ROUTINE_MFO.INPUT	0	0	100.000
223	ROUTINE_MINE.DELAY	0	0	100.000
224	ROUTINE_MINE.EFFECTS	0	0	100.000
225	ROUTINE_MINE.INPUT	0	0	100.000
226	ROUTINE_MFDB.INPUT	0	0	100.000
227	ROUTINE_MUNS.INPUT	0	0	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
229	ROUTINE_ORD.ATK	0	0	100.000
230	ROUTINE_ORD.DEF	0	0	100.000

	PAGE	60
231 ROUTINE_ORD.MOVCOR	0	100.000
232 ROUTINE_ORD.MOVDLS	0	100.000
233 ROUTINE_ORD.REINF	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
235 ROUTINE_P.E.M.INPUT	0	100.000
236 ROUTINE_PGM.INPUT	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE.REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TBF.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 624919

CPU USAGE FOR SIMULATED HOUR 12. = 1234.75 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 13.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE PK COMPUTE	82116	17.551	17.551
2 ROUTINE_RANGE.COMPUTE	71245	15.227	32.778
3 FUNCTION_ACT_RANGE	43750	9.351	42.129
4 ROUTINE_PROX_CHECK	43435	9.284	51.413
5 ROUTINE_TIME_TO_DETECT	23738	5.074	56.486
6 ROUTINE_JOHNSON.CRITERIA	18412	3.935	60.422
7 ROUTINE_PROB_INF	18412	3.935	64.357
8 ROUTINE_PROB.TIME	18412	3.935	68.292
9 ROUTINE_SEARCH	18412	3.935	72.227
10 ROUTINE_FRAC.COMPUTE	16336	3.492	75.719
11 ROUTINE_CONTRAST_TO_FREQ	15654	3.346	79.065
12 ROUTINE_LOCATE_SECTOR	10670	2.281	81.345
13 ROUTINE_SIZE_ESTIMATE	10504	2.245	83.590
14 ROUTINE_CHECK_ENGAGEMENT	6952	1.486	85.076
15 PROCESS_ASSESSMENT	4732	1.011	86.088
16 ROUTINE_FINAL_COVERAGE	3960	.846	86.934
17 ROUTINE_DEQ_FEGA.SET	3597	.769	87.703
18 ROUTINE_ENQ_FEGA.SET	3591	.768	88.470
19 PROCESS_SHOOT_OUT	2949	.630	89.101
20 FUNCTION_COMBINATIONS	2868	.613	89.714
21 ROUTINE_MIN_MOVE	2759	.590	90.303
22 ROUTINE_MRT_TO_FREQ	2758	.589	90.893
23 ROUTINE_TEMPERATURE.ATTENUATION	2758	.589	91.482
24 ROUTINE_PDB_DETECTION	2227	.476	91.958
25 ROUTINE_NORMAL_F	1951	.417	92.375
26 ROUTINE_CHANGE.LOC	1810	.387	92.762
27 ROUTINE_LOS_CHECK	1810	.387	93.149
28 ROUTINE_COMPUTE.D	1750	.374	93.523
29 EVENT_PDB_ACTIVATION	1699	.363	93.886
30 FUNCTION_EST_RANGE	1611	.344	94.230
31 ROUTINE_BLOCK_LOS	1370	.293	94.523
32 ROUTINE_F0_DETECTION	1351	.289	94.812
33 ROUTINE_WEIBULL.F	1149	.246	95.058
34 FUNCTION_HE.WLA	1144	.245	95.302
35 ROUTINE_NOISE_DEGRADE	1117	.239	95.541
36 FUNCTION_FEGA_BAND	1051	.225	95.766
37 EVENT_CFR_ACTIVATION	849	.181	95.947
38 ROUTINE_VOLLEY	847	.181	96.128
39 ROUTINE_EST_COVERAGE	827	.177	96.305
40 ROUTINE_WEIGHTED_VOLLEYS	827	.177	96.482
41 ROUTINE_OUTPUT_ATTRITION	726	.155	96.637
42 ROUTINE_TARGET_ANALYSIS	725	.155	96.792
43 ROUTINE_ANGLE_COMPUTE	657	.140	96.932
44 ROUTINE_COMPARE_TRS	634	.136	97.068
45 ROUTINE_DUST_EFFECTS	566	.121	97.189
46 ROUTINE_HE.OR.ICM.COMPUTATION	560	.120	97.308
47 ROUTINE_MARGINAL_EFFECTS.ADJ	557	.119	97.427
48 ROUTINE_CHK_COMP.TR	547	.117	97.544
49 ROUTINE_CHK_FD.TR	547	.117	97.661
50 ROUTINE_GET_TERRAIN	540	.115	97.777
51 ROUTINE_TIME_REQ	518	.111	97.887
52 ROUTINE_FA_BN_ASGN	491	.105	97.992
53 ROUTINE_SEGMENT_ADJUST	445	.095	98.087

	PAGE	62
54 ROUTINE_FDC_TR_DEQ	994	98.181
55 ROUTINE_FINISH_COMPUTATION	439	98.275
56 PROCESS_TARGET_REPORT	392	98.359
57 ROUTINE_FDC_TR_ENQ	376	98.439
58 ROUTINE_NEW_SEGMENT	365	98.517
59 ROUTINE_POSITION	347	98.591
60 FUNCTION_ICM_WLA	326	98.661
61 EVENT_MOVE	324	98.730
62 EVENT_UPDATE_LOC	317	98.798
63 ROUTINE_FA_BN_MOVEMENT	316	98.866
64 ROUTINE_BTRY_FM_DEQ	307	98.931
65 ROUTINE_CFR_DETECTION	300	98.995
66 ROUTINE_REM_EFFECTS_COMPUTATION	272	99.053
67 PROCESS_FIRE_MISSION	265	99.110
68 ROUTINE_BTRY_FM_ENQ	265	99.167
69 ROUTINE_GAMMA_F	236	99.217
70 ROUTINE_BTRY_EFFECTS	207	99.261
71 ROUTINE_UNIT_ENVIR	207	99.306
72 ROUTINE_CFR_DEGRADE	202	99.349
73 EVENT_CFR_OPERATOR	196	99.391
74 ROUTINE_CAS_EVAL	178	99.429
75 ROUTINE_EST_MIL_WORTH	158	99.462
76 ROUTINE_CHECK_PROX	140	99.492
77 ROUTINE_FD_EFFECTS_REQ	140	99.522
78 ROUTINE_CHECK_FOR_MINES	128	99.550
79 ROUTINE_DECIDE	126	99.577
80 FUNCTION_EST_TR_RANGE	121	99.602
81 ROUTINE_PROXIMITY_REQ	121	99.628
82 EVENT_PDB_OPERATOR	120	99.654
83 ROUTINE_COPY	118	99.679
84 EVENT_START_ARTY_MOVEMENT	108	99.702
85 EVENT_ARTY_OCCUPATION	104	99.724
86 EVENT_STOP_ARTY_MOVEMENT	99	99.746
87 ROUTINE_REQUEST_SMOKE	93	99.768
88 EVENT_ENGAGEMENT	79	99.782
89 ROUTINE_REQUEST_ILLUM	79	99.799
90 PROCESS_ARTY_ASSESS	76	99.816
91 ROUTINE_COMPUTE_WD	61	99.829
92 ROUTINE_REQUEST_DEF_FASCAM	61	99.842
93 ROUTINE_PRED_POS	46	99.851
94 EVENT_CFR_OFF	43	99.861
95 EVENT_CFR_ON	43	99.870
96 ROUTINE_HEADING	38	99.878
97 ROUTINE_CHECK_FORCE	37	99.886
98 ROUTINE_LOCATE_SEARCH_AREA	37	99.894
99 PROCESS_HOW_REPAIR	32	99.901
100 ROUTINE_EXPONENTIAL_F	30	99.907
101 ROUTINE_CHECK_DEAD	28	99.913
102 ROUTINE_SWITCH_FO	27	99.919
103 ROUTINE_CREATE_FORCE	26	99.924
104 ROUTINE_UNIT_ASSIGNMENT	26	99.930
105 EVENT_GET_NX_ORD	25	99.935
106 EVENT_START_MOVE	20	99.940
107 EVENT_ACT_MOVCOR	16	99.943
108 PROCESS_WITHDRAW	14	99.946
109 ROUTINE_EMPTY	14	99.949
110 ROUTINE_PREP_WITHDRAW	14	99.952
111 ROUTINE_REQUEST_WD_FASCAM	14	99.955
112 ROUTINE_TERM_CHECK	14	99.958

	PAGE	63
113 EVENT_ACT_DEF	13	.003
114 EVENT_START_BATTLE	13	99.961
115 ROUTINE_ADJUST	13	.003
116 ROUTINE_CHECK_STREN	13	99.963
117 ROUTINE_GENERAL_BATTLE	13	.003
118 ROUTINE_INITIAL_DETECT	13	99.969
119 ROUTINE_INITIAL_MOVE	13	.003
120 ROUTINE_LINE_OF_SIGHT	13	99.972
121 ROUTINE_ORIENTATION	13	.003
122 ROUTINE_COMBINE_TRS	13	99.975
123 ROUTINE_INTER_BATTLE	13	.003
124 ROUTINE_INTER_HEL0	13	99.977
125 ROUTINE_END_MOVE	13	.003
126 ROUTINE_WHAT_NEXT	13	99.980
127 EVENT_ACT_MOVDIS	13	.003
128 ROUTINE_CHECK_LIST	13	99.983
129 ROUTINE_DEAD_UNIT	12	.003
130 ROUTINE_UNIT_PRIORITY	12	99.985
131 EVENT_BTL_ENDED	11	.002
132 ROUTINE_FTN_BATTLE	11	99.988
133 EVENT_ACT_ATK	11	.002
134 EVENT_SCHEDULE_ARTY_MOVEMENT	8	99.990
135 ROUTINE_PREPARE_LIST	6	.002
136 ROUTINE_PROX_POS	6	.001
137 ROUTINE_DESTROY_ORD	4	99.993
138 ROUTINE_RESET_FEB4_SECTOR	4	.001
139 'PROGRAM' MAIN	4	.001
140 EVENT_ACT_REINF	4	.001
141 EVENT_AD_ENGAGEMENT	4	.001
142 EVENT_CHANGE_LITE	4	.001
143 EVENT_CHANGE_WEATHER	4	.001
144 EVENT_DQ_OLD_SORTIE_QUEUE	4	.001
145 EVENT_END_SIMULATION	4	.001
146 EVENT_FEB4_SORTIE	4	.001
147 EVENT_HC_DEPART_BATTLE	4	.001
148 EVENT_HEL0_ENGAGEMENT	4	.001
149 EVENT_INIT_PREPLAN_CAS	4	.001
150 EVENT_OFF_LINE_ATTRITION	4	.001
151 EVENT_POSITION_REPORT	4	.001
152 EVENT_SEND_TEAM	4	.001
153 EVENT_SET_DEBUG	4	.001
154 FUNCTION_AR_PROB_DETECT	4	.001
155 FUNCTION_BTRY_AVAILABLE	4	.001
156 FUNCTION_COLLISION	4	.001
157 FUNCTION_STAY_TIME	4	.001
158 PROCESS_AC_ATK_TGT	4	.001
159 PROCESS_AIR_OBSERVER	4	.001
160 PROCESS_AIRBORNE_RADAR	4	.001
161 PROCESS_CAS_MISSION	4	.001
162 PROCESS_FORWARD_OBSERVER	4	.001
163 PROCESS_HC_ARRIVE_BATTLE	4	.001
164 PROCESS_HC_RETURN_FARRP	4	.001
165 PROCESS_HEL_TARGET_ACQUISITION	4	.001
166 PROCESS_HELICOPTER_FIRE	4	.001
167 PROCESS_MINE_ASSESS	4	.001
168 PROCESS_PHOTO_IR_FLIGHT	4	.001
169 PROCESS_REMOTE_PILOT_VEHICLE	4	.001
170 ROUTINE_AC_BOMB_EFFECTS	4	.001
171 ROUTINE_AC_DF_EFFECTS	4	.001

	PAGE	54
172 ROUTINE_AC_MUNS.INPUT	0	100.000
173 ROUTINE_AD_SHOOT	0	100.000
174 ROUTINE_AMMO.RPT	0	100.000
175 ROUTINE_ANALYSIS.OUTPUT	0	100.000
176 ROUTINE_AO_DETECTION	0	100.000
177 ROUTINE_AR_DETECTION	0	100.000
178 ROUTINE_ATTRIT.SENSOR	0	100.000
179 ROUTINE_BETWEEN.ROUTINE	0	100.000
180 ROUTINE_BTL_CHECK	0	100.000
181 ROUTINE_BTRY.INPUT	0	100.000
182 ROUTINE_CAT_TU.INPUT	0	100.000
183 ROUTINE_CHECK_CAS.CONSTRAINTS	0	100.000
184 ROUTINE_CREATE.TEAMS	0	100.000
185 ROUTINE_DECISION.INPUT	0	100.000
186 ROUTINE_DQ_GMSN.QUEUE	0	100.000
187 ROUTINE_EMPLOY.HELICOPTERS	0	100.000
188 ROUTINE_END_CAS.MISSION	0	100.000
189 ROUTINE_EQ_TE.INPUT	0	100.000
190 ROUTINE_ERROR.STOP	0	100.000
191 ROUTINE_FARRP.CHECK	0	100.000
192 ROUTINE_FARRP.INPUT	0	100.000
193 ROUTINE_FASCAM.COMPUTATION	0	100.000
194 ROUTINE_FBN_FD.INPUT	0	100.000
195 ROUTINE_FEBA.INITIAL	0	100.000
196 ROUTINE_FILE_FD.SCHD	0	100.000
197 ROUTINE_FILE_KAD.SENSOR	0	100.000
198 ROUTINE_FIND.START.TIME	0	100.000
199 ROUTINE_FLIGHT.PATH	0	100.000
200 ROUTINE_FORM.TF.LIST	0	100.000
201 ROUTINE_FORPOSITION.QUIT	0	100.000
202 ROUTINE_HC.COMPUTE.TIMES	0	100.000
203 ROUTINE_HC_DISENGAGE	0	100.000
204 ROUTINE_HC_EMPTY	0	100.000
205 ROUTINE_HE_LA.INPUT	0	100.000
206 ROUTINE_HEL_RANGE.COMPUTE	0	100.000
207 ROUTINE_ILLUM.COMPUTATION	0	100.000
208 ROUTINE_ILLUM.EFFECTS	0	100.000
209 ROUTINE_ILLUM.INPUT	0	100.000
210 ROUTINE_INIT.REINF	0	100.000
211 ROUTINE_KV.INPUT	0	100.000
212 ROUTINE_KV.PRINT	0	100.000
213 ROUTINE_KV_SCOREBOARD	0	100.000
214 ROUTINE_LINE.CIRCLE	0	100.000
215 ROUTINE_MADS.INPUT	0	100.000
216 ROUTINE_MAIN1	0	100.000
217 ROUTINE_MAIN2	0	100.000
218 ROUTINE_MAIN3	0	100.000
219 ROUTINE_MAO.INPUT	0	100.000
220 ROUTINE_MCFR.INPUT	0	100.000
221 ROUTINE_MFO.INPUT	0	100.000
222 ROUTINE_MINE_DELAY	0	100.000
223 ROUTINE_MINE_EFFECTS	0	100.000
224 ROUTINE_MINE.INPUT	0	100.000
225 ROUTINE_MPOB.INPUT	0	100.000
226 ROUTINE_MUNS.INPUT	0	100.000
227 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	100.000
228 ROUTINE_ORD.ATK	0	100.000
229 ROUTINE_ORD.DEF	0	100.000
230 ROUTINE_ORD.MOVCOR	0	100.000

	PAGE	65
231 ROUTINE_ORD_MOVDIS	0	100.000
232 ROUTINE_ORD_REINF	0	100.000
233 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
234 ROUTINE_P_E_M_INPUT	0	100.000
235 ROUTINE_PGM_INPUT	0	100.000
236 ROUTINE_PGM_MSN_ASGN	0	100.000
237 ROUTINE_PIR_DETECTION	0	100.000
238 ROUTINE_PK_INPUT	0	100.000
239 ROUTINE_PLAT_COUNT	0	100.000
240 ROUTINE_READ_ORDERS	0	100.000
241 ROUTINE_REIN_ARRIVE	0	100.000
242 ROUTINE_REPLACE_HC	0	100.000
243 ROUTINE_REQUEST_FASCAM	0	100.000
244 ROUTINE_RPV_DETECTION	0	100.000
245 ROUTINE_RULE_EN_INPUT	0	100.000
246 ROUTINE_SEARCH_COVERAGE	0	100.000
247 ROUTINE_SENSOR_INPUT	0	100.000
248 ROUTINE_SMOKE_COMPUTATION	0	100.000
249 ROUTINE_SMOKE_EFFECTS	0	100.000
250 ROUTINE_SMOKE_INPUT	0	100.000
251 ROUTINE_SNAP_R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST_INPUT	0	100.000
254 ROUTINE_SUBM_INPUT	0	100.000
255 ROUTINE_SYS_INPUT	0	100.000
256 ROUTINE_TACAIR_DATA_REPORT	0	100.000
257 ROUTINE_TACAIR_INPUT	0	100.000
258 ROUTINE_TB_INPUT	0	100.000
259 ROUTINE_TBF_INPUT	0	100.000
260 ROUTINE_TR_INPUT	0	100.000
261 ROUTINE_TT_FACTORS_INPUT	0	100.000
262 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
263 ROUTINE_UNIT_INPUT	0	100.000
264 ROUTINE_VIS_INPUT	0	100.000

TOTAL INVOCATIONS = 467872

CPU USAGE FOR SIMULATED HOUR 13. = 1028.81 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 14

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	68129	14.308	14.308
2 ROUTINE_RANGE COMPUTE	53761	11.291	25.599
3 FUNCTION_ACT_RANGE	52540	11.034	36.634
4 ROUTINE_PROX_CHECK	35912	7.542	44.176
5 ROUTINE_JOHNSON_CRITERIA	29603	6.217	50.393
6 ROUTINE_PROB_INF	29603	6.217	56.610
7 ROUTINE_PROB_TIME	29603	6.217	62.828
8 ROUTINE_SEARCH	29603	6.217	69.045
9 ROUTINE_CONTRAST_TO_FREQ	23626	4.962	74.007
10 ROUTINE_FRAC COMPUTE	16100	3.381	77.388
11 ROUTINE_TIME_TO_DETECT	12670	2.661	80.049
12 ROUTINE_SIZE_ESTIMATE	9843	2.067	82.116
13 ROUTINE_LOCATE_SECTOR	9150	1.922	84.038
14 ROUTINE_MRT_TO_FREQ	5977	1.255	85.293
15 ROUTINE_TEMPERATURE_ATTENUATION	5977	1.255	86.548
16 ROUTINE_CHECK_ENGAGEMENT	5665	1.190	87.738
17 ROUTINE_FINAL_COVERAGE	4108	.863	88.601
18 PROCESS_SHOOT_OUT	3718	.781	89.382
19 PROCESS_ASSESSMENT	3385	.711	90.093
20 ROUTINE_DEQ_FEB4_SET	2930	.615	90.708
21 ROUTINE_ENO_FEB4_SET	2909	.611	91.319
22 FUNCTION_COMBINATIONS	2892	.607	91.926
23 ROUTINE_WEIBULL_F	2820	.592	92.519
24 ROUTINE_PDB_DETECTION	2683	.563	93.082
25 EVENT_PDB_ACTIVATION	2011	.422	93.505
26 FUNCTION_EST_RANGE	1723	.362	93.866
27 ROUTINE_FO_DETECTION	1555	.327	94.193
28 ROUTINE_NOISE_DEGRADE	1342	.282	94.475
29 FUNCTION_HE_WLA	1136	.239	94.713
30 FUNCTION_FEB4_BAND	1100	.231	94.944
31 EVENT_CFR_ACTIVATION	1005	.211	95.155
32 ROUTINE_VOLLEY	1005	.211	95.367
33 ROUTINE_NORMAL_F	1002	.210	95.577
34 EVENT_UPDATE_LOC	968	.203	95.780
35 ROUTINE_OUTPUT_ATTRITION	945	.198	95.979
36 ROUTINE_NEW_SEGMENT	851	.179	96.157
37 ROUTINE_EST_COVERAGE	786	.165	96.323
38 ROUTINE_WEIGHTED_VOLLEYS	786	.165	96.488
39 ROUTINE_TARGET_ANALYSIS	688	.144	96.632
40 ROUTINE_HE_OR_ICM_COMPUTATION	633	.133	96.765
41 ROUTINE_MIN_MOVE	590	.124	96.889
42 ROUTINE_COMPARE_TRS	559	.117	97.006
43 ROUTINE_CHK_TERRAIN	545	.114	97.121
44 ROUTINE_CHK_COMP_TR	530	.111	97.232
45 ROUTINE_CHK_FD_TR	530	.111	97.343
46 ROUTINE_MARGINAL_EFFECTS_ADJ	519	.109	97.452
47 ROUTINE_FA_BN_ASGN	467	.098	97.551
48 ROUTINE_ANGLE_COMPUTE	460	.097	97.647
49 ROUTINE_TIME_REQ	457	.097	97.744
50 ROUTINE_CHANGE_LOC	457	.096	97.840
51 ROUTINE_LOS_CHECK	457	.096	97.936
52 PROCESS_TARGET_REPORT	375	.079	98.014
53 ROUTINE_FDC_TR_ENQ	364	.076	98.091

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THE_FDC_TR_DEQ
FINISH_COMPUTATION
    LUN_ICM_WLA
ROUTINE_BLOCK_LOS
58 PROCESS_FIRE_MISSILE
59 ROUTINE_BTRY_FM_ENC
60 ROUTINE_REM_EFFECTS_COMPUTATION
61 ROUTINE_BTRY_FM_DEQ
62 ROUTINE_CFR_DETECTION
63 ROUTINE_COMPUTE_D
64 EVENT_MOVE
65 ROUTINE_GAMMA_F
66 ROUTINE_SEGMENT_ADJUST
67 ROUTINE_POSITION
68 ROUTINE_REQUEST_SMOKE
69 ROUTINE_FA_BN_MOVEMENT
70 ROUTINE_BTRY_EFFECTS
71 ROUTINE_UNIT_ENVIR
72 EVENT_ENGAGEMENT
73 ROUTINE_REQUEST_ILUM
74 ROUTINE_CAS_EVAL
75 EVENT_CFR_OPERATOR
76 ROUTINE_CFR_DEGRADE
77 ROUTINE_EST_MIL_WORTH
78 ROUTINE_COMPUTE_WD
79 FUNCTION_EST_TR_RANGE
80 ROUTINE_PROXIMITY_REQ
81 ROUTINE_CHECK_PROX
82 ROUTINE_FD_EFFECTS_REQ
83 EVENT_PDB_OPERATOR
84 ROUTINE_REQUEST_DEF_FASCAM
85 ROUTINE_COPY
86 ROUTINE_CHECK_FOR_MINES
87 EVENT_STOP_ARTY_MOVEMENT
88 EVENT_ARTY_OCCUPATION
89 EVENT_START_ARTY_MOVEMENT
90 ROUTINE_DUST_EFFECTS
91 ROUTINE_DECIDE
92 ROUTINE_LOCATE_SEARCH_AREA
93 EVENT_GET_NX_ORD
94 PROCESS_WITHDRAW
95 ROUTINE_PREP_WITHDRAW
96 ROUTINE_REQUEST_WD_FASCAM
97 ROUTINE_EXPONENTIAL_F
98 EVENT_CFR_ON
99 ROUTINE_TERM_CHECK
100 EVENT_CFR_OFF
101 PROCESS_HOW_REPAIR
102 ROUTINE_CHECK_LIST
103 EVENT_ACT_DEF
104 EVENT_START_MOVE
105 ROUTINE_CHECK_FORCE
106 PROCESS_ARTY_ASSESS
107 ROUTINE_END_MOVE
108 EVENT_ACT_MOVDIS
109 ROUTINE_HEADING
110 ROUTINE_DEAD_UNIT
111 ROUTINE_PRED_POS
112 ROUTINE_CREATE_FORCE

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	PAGE	68
113 ROUTINE_UNIT_ASSIGNMENT	003	99.963
114 ROUTINE_SWITCH.FO	003	99.966
115 ROUTINE_CHECK_DEAD	003	99.969
116 ROUTINE_UNIT_PRIORITY	002	99.971
117 ROUTINE_COMBINE_TRS	002	99.973
118 EVENT_ACT_MOVCOR	002	99.975
119 EVENT_START_BATTLE	002	99.976
120 ROUTINE_ADJUST	002	99.978
121 ROUTINE_CHECK_STREN	002	99.980
122 ROUTINE_GENERAL_BATTLE	002	99.981
123 ROUTINE_INITIAL_DETECT	002	99.983
124 ROUTINE_INITIAL_MOVE	002	99.985
125 ROUTINE_LINE_OF_SIGHT	002	99.986
126 ROUTINE_ORIENTATION	002	99.988
127 ROUTINE_WHAT_NEXT	002	99.990
128 FUNCTION_COLLISION	001	99.991
129 ROUTINE_EMPTY	001	99.993
130 EVENT_ACT_ATK	001	99.994
131 ROUTINE_PREPARE_LIST	001	99.995
132 ROUTINE_PROX.POS	001	99.996
133 EVENT_BTL_ENDED	+8.E-04	99.997
134 ROUTINE_FIN_BATTLE	+8.E-04	99.997
135 ROUTINE_INTER_BATTLE	+6.E-04	99.998
136 ROUTINE_INTER_HELO	+6.E-04	99.999
137 EVENT_SCHEDULE_ARTY.MOVEMENT	+4.E-04	99.999
138 ROUTINE_RESET_FEBA.SECTOR	+4.E-04	100.000
139 EVENT_CHANGE_WEATHER	+2.E-04	100.000
140 ROUTINE_DQ_CMSN.QUEUE	+2.E-04	100.000
141 **PROGRAM** MAIN	0	100.000
142 EVENT_ACT_REINF	0	100.000
143 EVENT_AD_ENGAGEMENT	0	100.000
144 EVENT_CHANGE_LITE	0	100.000
145 EVENT_DQ_OLD_SORTIE.QUEUE	0	100.000
146 EVENT_END_SIMULATION	0	100.000
147 EVENT_FEBA_SORTIE	0	100.000
148 EVENT_HC_DEPART_BATTLE	0	100.000
149 EVENT_HELO_ENGAGEMENT	0	100.000
150 EVENT_INIT_PREPLAN.CAS	0	100.000
151 EVENT_OFF_LINE_ATTRITION	0	100.000
152 EVENT_POSITION.REPORT	0	100.000
153 EVENT_SEND_TEAM	0	100.000
154 EVENT_SET_DEBUG	0	100.000
155 FUNCTION_AR_PROB_DETECT	0	100.000
156 FUNCTION_BTRY_AVAILABLE	0	100.000
157 FUNCTION_STAY_TIME	0	100.000
158 PROCESS_AC_ATK.TGT	0	100.000
159 PROCESS_AIR_OBSERVER	0	100.000
160 PROCESS_AIRBORNE_RADAR	0	100.000
161 PROCESS_CAS_MISSION	0	100.000
162 PROCESS_FORWARD_OBSERVER	0	100.000
163 PROCESS_HC_ARRIVE_BATTLE	0	100.000
164 PROCESS_HC_RETURN.FARRP	0	100.000
165 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
166 PROCESS_HELICOPTER_FIRE	0	100.000
167 PROCESS_MINE_ASSESS	0	100.000
168 PROCESS_PHOTO_IR_FLIGHT	0	100.000
169 PROCESS_REMOTE.PILOT.VEHICLE	0	100.000
170 ROUTINE_AC_BOMB_EFFECTS	0	100.000
171 ROUTINE_AC_DF_EFFECTS	0	100.000

172	ROUTINE_AC MUNS. INPUT	0	100,000
173	ROUTINE_AD. SHOOT	0	100,000
174	ROUTINE_AMMO. RPT	0	100,000
175	ROUTINE_ANALYSIS. OUTPUT	0	100,000
176	ROUTINE_AO DETECTION	0	100,000
177	ROUTINE_AR DETECTION	0	100,000
178	ROUTINE_ATTRIT. SENSOR	0	100,000
179	ROUTINE_BETWEEN. ROUTINE	0	100,000
180	ROUTINE_BTL CHECK	0	100,000
181	ROUTINE_BTRY. INPUT	0	100,000
182	ROUTINE_CAT. TU. INPUT	0	100,000
183	ROUTINE_CHECK CAS. CONSTRAINTS	0	100,000
184	ROUTINE_CREATE. TEAMS	0	100,000
185	ROUTINE_DECISION. INPUT	0	100,000
186	ROUTINE_DESTROY. ORD	0	100,000
187	ROUTINE_EMPLOY. HELICOPTERS	0	100,000
188	ROUTINE_END CAS. MISSION	0	100,000
189	ROUTINE_EQ. TE. INPUT	0	100,000
190	ROUTINE_ERROR. STOP	0	100,000
191	ROUTINE_FARRP. CHECK	0	100,000
192	ROUTINE_FARRP. INPUT	0	100,000
193	ROUTINE_FASCAM. COMPUTATION	0	100,000
194	ROUTINE_FBN. FD. INPUT	0	100,000
195	ROUTINE_FEBA. INITIAL	0	100,000
196	ROUTINE_FILE. FD. SCHD	0	100,000
197	ROUTINE_FILE. KAD. SENSOR	0	100,000
198	ROUTINE_FIND. START. TIME	0	100,000
199	ROUTINE_FLIGHT. PATH	0	100,000
200	ROUTINE_FORM. TF. LIST	0	100,000
201	ROUTINE_FORPOSITION. OUT	0	100,000
202	ROUTINE_HC. COMPUTE. TIMES	0	100,000
203	ROUTINE_HC. DISENGAGE	0	100,000
204	ROUTINE_HC. EMPTY	0	100,000
205	ROUTINE_HE. LA. INPUT	0	100,000
206	ROUTINE_HEL. RANGE. COMPUTE	0	100,000
207	ROUTINE_ILUM. COMPUTATION	0	100,000
208	ROUTINE_ILUM. EFFECTS	0	100,000
209	ROUTINE_ILUM. INPUT	0	100,000
210	ROUTINE_INIT. REINF	0	100,000
211	ROUTINE_KV. INPUT	0	100,000
212	ROUTINE_KV. PRINT	0	100,000
213	ROUTINE_KV. SCOREBOARD	0	100,000
214	ROUTINE_LINE. CIRCLE	0	100,000
215	ROUTINE_MADS. INPUT	0	100,000
216	ROUTINE_MAIN1	0	100,000
217	ROUTINE_MAIN2	0	100,000
218	ROUTINE_MAIN3	0	100,000
219	ROUTINE_MAO. INPUT	0	100,000
220	ROUTINE_MCFR. INPUT	0	100,000
221	ROUTINE_MFO. INPUT	0	100,000
222	ROUTINE_MINE. DELAY	0	100,000
223	ROUTINE_MINE. EFFECTS	0	100,000
224	ROUTINE_MINE. INPUT	0	100,000
225	ROUTINE_MPOB. INPUT	0	100,000
226	ROUTINE_MUNS. INPUT	0	100,000
227	ROUTINE_OPEN. INPUT. OUTPUT. FILES	0	100,000
228	ROUTINE_ORD. ATK	0	100,000
229	ROUTINE_ORD. DEF	0	100,000
230	ROUTINE_ORD. MOVFOR	0	100,000

231	ROUTINE_ORD_MOVDIS	0	0	100.000
232	ROUTINE_ORD_REINF	0	0	100.000
233	ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
234	ROUTINE_P.E.M.INPUT	0	0	100.000
235	ROUTINE_PGM_INPUT	0	0	100.000
236	ROUTINE_PGM_MSN_ASGN	0	0	100.000
237	ROUTINE_PIR_DETECTION	0	0	100.000
238	ROUTINE_PK_INPUT	0	0	100.000
239	ROUTINE_PLAT_COUNT	0	0	100.000
240	ROUTINE_READ_ORDERS	0	0	100.000
241	ROUTINE_REIN_ARRIVE	0	0	100.000
242	ROUTINE_REPLACE_HC	0	0	100.000
243	ROUTINE_REQUEST_FASCAM	0	0	100.000
244	ROUTINE_RPV_DETECTION	0	0	100.000
245	ROUTINE_RUL_EN_INPUT	0	0	100.000
246	ROUTINE_SEARCH_COVERAGE	0	0	100.000
247	ROUTINE_SENSOR_INPUT	0	0	100.000
248	ROUTINE_SMOKE_COMPUTATION	0	0	100.000
249	ROUTINE_SMOKE_EFFECTS	0	0	100.000
250	ROUTINE_SMOKE_INPUT	0	0	100.000
251	ROUTINE_SNAP_R	0	0	100.000
252	ROUTINE_SNAP2	0	0	100.000
253	ROUTINE_ST_INPUT	0	0	100.000
254	ROUTINE_SUBM_INPUT	0	0	100.000
255	ROUTINE_SYS_INPUT	0	0	100.000
256	ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
257	ROUTINE_TACAIR_INPUT	0	0	100.000
258	ROUTINE_TB_INPUT	0	0	100.000
259	ROUTINE_TBF_INPUT	0	0	100.000
260	ROUTINE_TR_INPUT	0	0	100.000
261	ROUTINE_TT_FACTORS_INPUT	0	0	100.000
262	ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
263	ROUTINE_UNIT_INPUT	0	0	100.000
264	ROUTINE_VIS_INPUT	0	0	100.000

TOTAL INVOCATIONS = 476146

CPU USAGE FOR SIMULATED HOUR 14. = 1017.60 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 15.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	46530	33.736	33.736
2 ROUTINE_FRAC_COMPUTE	19600	14.211	47.946
3 ROUTINE_SIZE_ESTIMATE	7344	5.325	53.271
4 ROUTINE_PK_COMPUTE	7098	5.146	58.417
5 ROUTINE_LOCATE_SECTOR	5301	3.843	62.261
6 ROUTINE_FINAL_COVERAGE	4486	3.252	65.513
7 ROUTINE_RANGE_COMPUTE	4387	3.181	68.694
8 ROUTINE_PROX_CHECK	3880	2.813	71.507
9 ROUTINE_PDB_DETECTION	2754	1.997	73.504
10 FUNCTION_COMBINATIONS	2370	1.718	75.222
11 EVENT_PDB_ACTIVATION	1973	1.430	76.653
12 PROCESS_SHOOT_OUT	1559	1.130	77.783
13 ROUTINE_NOISE_DEGRADE	1378	.999	78.782
14 ROUTINE_DEQ_FEBASSET	1131	.820	79.602
15 FUNCTION_EST_RANGE	1128	.818	80.420
16 ROUTINE_ENQ_FEBASSET	1123	.814	81.234
17 ROUTINE_JOHNSON_CRITERIA	1025	.743	81.977
18 ROUTINE_PROB_INF	1025	.743	82.720
19 ROUTINE_PROB_TIME	1025	.743	83.463
20 ROUTINE_SEARCH	1025	.743	84.207
21 EVENT_CFR_ACTIVATION	988	.716	84.923
22 ROUTINE_VOLLEY	987	.716	85.639
23 ROUTINE_OUTPUT_ATTRITION	984	.713	86.352
24 FUNCTION_HE_WLA	855	.620	86.972
25 FUNCTION_FEBASSET	838	.608	87.579
26 ROUTINE_NORMAL_F	834	.605	88.184
27 ROUTINE_EST_COVERAGE	718	.521	88.705
28 ROUTINE_WEIGHTED_VOLLEYS	718	.521	89.225
29 ROUTINE_FO_DETECTION	715	.518	89.744
30 ROUTINE_CONTRAST_TO_FREQ	659	.478	90.221
31 ROUTINE_COMPARE_TRS	644	.467	90.688
32 PROCESS_ASSESSMENT	590	.428	91.116
33 ROUTINE_TARGET_ANALYSIS	582	.422	91.538
34 ROUTINE_TIME_REQ	530	.384	91.922
35 ROUTINE_GET_TERRAIN	528	.383	92.305
36 ROUTINE_CHK_COMP_TR	485	.352	92.657
37 ROUTINE_CHK_FD_TR	485	.352	93.009
38 ROUTINE_HE_OR_ICM_COMPUTATION	439	.318	93.327
39 ROUTINE_MARGINAL_EFFECTS_ADJ	437	.317	93.644
40 ROUTINE_FA_BN_ASSIGN	399	.289	93.933
41 ROUTINE_CFR_DETECTION	396	.287	94.220
42 FUNCTION_ICM_WLA	386	.280	94.500
43 ROUTINE_MRT_TO_FREQ	366	.265	94.785
44 ROUTINE_TEMPERATURE_ATTENUATION	366	.265	95.031
45 ROUTINE_TIME_TO_DETECT	342	.248	95.279
46 PROCESS_TARGET_REPORT	321	.233	95.511
47 PROCESS_FIRE_MISSION	318	.231	95.742
48 ROUTINE_BTRY_FM_ENQ	318	.231	95.972
49 ROUTINE_REM_EFFECTS_COMPUTATION	316	.229	96.202
50 EVENT_UPDATE_LOC	313	.227	96.428
51 ROUTINE_FINISH_COMPUTATION	308	.223	96.652
52 ROUTINE_FINISH_COMPUTATION	308	.223	96.875
53 ROUTINE_BTRY_FM_DEQ	307	.223	97.098

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54 ROUTINE_FDC_TR_ENO	304	.220
55 ROUTINE_CFR_DEGRADE	247	.179
56 ROUTINE_FA_BN_MOVEMENT	242	.175
57 ROUTINE_BTPY_EFFECTS	230	.167
58 ROUTINE_UNIT_ENVIR	230	.157
59 EVENT_CFR_OPERATOR	211	.153
60 ROUTINE_GAMMA_F	202	.146
61 ROUTINE_CHECK_ENGAGEMENT	201	.146
62 ROUTINE_EST_MIL_WORTH	150	.109
63 EVENT_PDB_OPERATOR	120	.087
64 ROUTINE_WEIBULL_F	100	.073
65 ROUTINE_COPY	89	.065
66 FUNCTION_EST_TR_RANGE	87	.063
67 ROUTINE_FD_EFFECTS_REQ	87	.063
68 ROUTINE_PROXIMITY_REQ	87	.063
69 ROUTINE_ANGLE_COMPUTE	80	.058
70 ROUTINE_DECIDE	73	.053
71 ROUTINE_CHECK_FOR_MINES	72	.052
72 PROCESS_ARTY_ASSESS	68	.049
73 EVENT_ARTY_OCCUPATION	65	.047
74 EVENT_START_ARTY_MOVEMENT	62	.045
75 ROUTINE_CHECK_PROX	57	.041
76 EVENT_STOP_ARTY_MOVEMENT	53	.038
77 ROUTINE_MIN_MOVE	49	.036
78 ROUTINE_CHANGE_LOC	46	.033
79 ROUTINE_LOS_CHECK	46	.033
80 EVENT_CFR_OFF	45	.033
81 EVENT_CFR_ON	45	.033
82 EVENT_MOVE	45	.033
83 ROUTINE_EXPONENTIAL_F	44	.032
84 ROUTINE_NEW_SEGMENT	42	.030
85 ROUTINE_SEGMENT_ADJUST	40	.029
86 ROUTINE_DUST_EFFECTS	32	.023
87 ROUTINE_COMPUTE_D	28	.020
88 ROUTINE_LOCATE_SEARCH_AREA	28	.020
89 ROUTINE_POSITION	28	.020
90 ROUTINE_COMPUTE_WD	24	.017
91 ROUTINE_REQUEST_SMOKE	21	.015
92 PROCESS_HOW_REPAIR	18	.013
93 ROUTINE_CAS_EVAL	18	.013
94 EVENT_GET_NX_ORD	16	.012
95 ROUTINE_COMBINE_TRS	16	.012
96 ROUTINE_BLOCK_LOS	14	.010
97 ROUTINE_CHECK_FORCE	13	.009
98 ROUTINE_TERM_CHECK	12	.009
99 EVENT_ACT_DEF	11	.008
100 PROCESS_WITHDRAW	11	.008
101 ROUTINE_PREP_WITHDRAW	11	.008
102 ROUTINE_REQUEST_WD_FASCAM	11	.008
103 EVENT_ENGAGEMENT	10	.007
104 EVENT_START_MOVE	10	.007
105 ROUTINE_END_MOVE	10	.007
106 ROUTINE_REQUEST_ILUM	10	.007
107 ROUTINE_CHECK_DEAD	8	.006
108 ROUTINE_CREATE_FORCE	8	.006
109 ROUTINE_HEADING	8	.006
110 ROUTINE_SWITCH_FO	8	.006
111 ROUTINE_UNIT_ASSIGNMENT	8	.006
112 EVENT_ACT_MOVDIS	7	.005

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113 ROUTINE_DEAD_UNIT	.004	99.943
114 ROUTINE_CHECK_LIST	.004	99.946
115 ROUTINE_REQUEST_DEF_FASCAM	.004	99.950
116 EVENT_START_BATTLE	.003	99.953
117 ROUTINE_ADJUST	.003	99.956
118 ROUTINE_CHECK_STREN	.003	99.959
119 ROUTINE_EMPTY	.003	99.962
120 ROUTINE_GENERAL_BATTLE	.003	99.964
121 ROUTINE_INITIAL_DETECT	.003	99.967
122 ROUTINE_INITIAL_MOVE	.003	99.970
123 ROUTINE_LINE_OF_SIGHT	.003	99.973
124 ROUTINE_ORIENTATION	.003	99.976
125 ROUTINE_PRED_POS	.003	99.979
126 ROUTINE_UNIT_PRIORITY	.003	99.982
127 ROUTINE_WHAT_NEXT	.003	99.985
128 EVENT_ACT_MOVCOR	.002	99.987
129 EVENT_ACT_ATK	.001	99.988
130 EVENT_BTL_ENDED	.001	99.990
131 EVENT_SCHEDULE_ARTY_MOVEMENT	.001	99.991
132 ROUTINE_FIN_BATTLE	.001	99.993
133 ROUTINE_INTER_BATTLE	.001	99.994
134 ROUTINE_INTER_HELLO	.001	99.996
135 ROUTINE_PREPARE_LIST	.001	99.997
136 ROUTINE_PROX_POS	.001	99.999
137 ROUTINE_RESET_FEBB_SECTOR	.001	100.000
138 **PROGRAM** MAIN	0	100.000
139 EVENT_ACT_REINF	0	100.000
140 EVENT_AD_ENGAGEMENT	0	100.000
141 EVENT_CHANGE_LITE	0	100.000
142 EVENT_CHANGE_WEATHER	0	100.000
143 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
144 EVENT_END_SIMULATION	0	100.000
145 EVENT_FEBB_SORTIE	0	100.000
146 EVENT_HC_DEPART_BATTLE	0	100.000
147 EVENT_HELLO_ENGAGEMENT	0	100.000
148 EVENT_INIT_PREPLAN_CAS	0	100.000
149 EVENT_OFF_LINE_ATTRITION	0	100.000
150 EVENT_POSITION_REPORT	0	100.000
151 EVENT_SEND_TEAM	0	100.000
152 EVENT_SET_DEBUG	0	100.000
153 FUNCTION_AR_PROB_DETECT	0	100.000
154 FUNCTION_BTRY_AVAILABLE	0	100.000
155 FUNCTION_COLLISION	0	100.000
156 FUNCTION_STAY_TIME	0	100.000
157 PROCESS_AC_ATK_TGT	0	100.000
158 PROCESS_AIR_OBSERVER	0	100.000
159 PROCESS_AIRBORNE_RADAR	0	100.000
160 PROCESS_CAS_MISSION	0	100.000
161 PROCESS_FORWARD_OBSERVER	0	100.000
162 PROCESS_HC_ARRIVE_BATTLE	0	100.000
163 PROCESS_HC_RETURN_FARRP	0	100.000
164 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
165 PROCESS_HELICOPTER_FIRE	0	100.000
166 PROCESS_MINE_ASSESS	0	100.000
167 PROCESS_PHOTO_IR_FLIGHT	0	100.000
168 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
169 ROUTINE_AC_BOMB_EFFECTS	0	100.000
170 ROUTINE_AC_DF_EFFECTS	0	100.000
171 ROUTINE_AC_MUNS_INPUT	0	100.000

172 ROUTINE_AD_SHOOT	0	0	100.000
173 ROUTINE_AMMO_RPT	0	0	100.000
174 ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
175 ROUTINE_AO_DETECTION	0	0	100.000
176 ROUTINE_AR_DETECTION	0	0	100.000
177 ROUTINE_ATTRIT_SENSOR	0	0	100.000
178 ROUTINE_BETWEEN_ROUTINE	0	0	100.000
179 ROUTINE_BTL_CHECK	0	0	100.000
180 ROUTINE_BTRY_INPUT	0	0	100.000
181 ROUTINE_CAT_TU_INPUT	0	0	100.000
182 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
183 ROUTINE_CREATE_TEAMS	0	0	100.000
184 ROUTINE_DECISION_INPUT	0	0	100.000
185 ROUTINE_DESTROY_ORD	0	0	100.000
186 ROUTINE_DQ_CMSN_QUEUE	0	0	100.000
187 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
188 ROUTINE_END_CAS_MISSION	0	0	100.000
189 ROUTINE_EQ_TE_INPUT	0	0	100.000
190 ROUTINE_ERROR_STOP	0	0	100.000
191 ROUTINE_FARRP_CHECK	0	0	100.000
192 ROUTINE_FARRP_INPUT	0	0	100.000
193 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
194 ROUTINE_FBN_FD_INPUT	0	0	100.000
195 ROUTINE_FEBA_INITIAL	0	0	100.000
196 ROUTINE_FILE_FD_SCHD	0	0	100.000
197 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
198 ROUTINE_FIND_START_TIME	0	0	100.000
199 ROUTINE_FLIGHT_PATH	0	0	100.000
200 ROUTINE_FORM_TF_LIST	0	0	100.000
201 ROUTINE_FORPOSITION_OUT	0	0	100.000
202 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
203 ROUTINE_HC_DISENGAGE	0	0	100.000
204 ROUTINE_HC_EMPTY	0	0	100.000
205 ROUTINE_HE_LA_INPUT	0	0	100.000
206 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
207 ROUTINE_ILLUM_COMPUTATION	0	0	100.000
208 ROUTINE_ILLUM_EFFECTS	0	0	100.000
209 ROUTINE_ILLUM_INPUT	0	0	100.000
210 ROUTINE_INIT_REINF	0	0	100.000
211 ROUTINE_KV_INPUT	0	0	100.000
212 ROUTINE_KV_PRINT	0	0	100.000
213 ROUTINE_KV_SCOREBOARD	0	0	100.000
214 ROUTINE_LINE_CIRCLE	0	0	100.000
215 ROUTINE_MADS_INPUT	0	0	100.000
216 ROUTINE_MAIN1	0	0	100.000
217 ROUTINE_MAIN2	0	0	100.000
218 ROUTINE_MAIN3	0	0	100.000
219 ROUTINE_MAO_INPUT	0	0	100.000
220 ROUTINE_MCFR_INPUT	0	0	100.000
221 ROUTINE_MFO_INPUT	0	0	100.000
222 ROUTINE_MINE_DELAY	0	0	100.000
223 ROUTINE_MINE_EFFECTS	0	0	100.000
224 ROUTINE_MINE_INPUT	0	0	100.000
225 ROUTINE_MPOB_INPUT	0	0	100.000
226 ROUTINE_MUNS_INPUT	0	0	100.000
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.000
228 ROUTINE_ORD_ATK	0	0	100.000
229 ROUTINE_ORD_DEF	0	0	100.000
230 ROUTINE_ORD_MOVCOR	0	0	100.000

	PAGE	75
231 ROUTINE_ORD.MOVDIS	0	100.000
232 ROUTINE_ORD.REINF	0	100.000
233 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
234 ROUTINE_P.E.M.INPUT	0	100.000
235 ROUTINE_PGM.INPUT	0	100.000
236 ROUTINE_PGM.MSN.ASGN	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE_REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 137925

CPU USAGE FOR SIMULATED HOUR 15. = 471.32 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 16.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	63134	29.718	29.718
2 ROUTINE_PK_COMPUTE	32763	15.422	45.139
3 ROUTINE_RANGE_COMPUTE	21408	10.077	55.216
4 ROUTINE_PROX_CHECK	17458	8.218	63.434
5 ROUTINE_FRAC_COMPUTE	17380	8.181	71.615
6 ROUTINE_SIZE_ESTIMATE	6404	3.014	74.629
7 ROUTINE_LOCATE_SECTOR	4907	2.310	76.939
8 ROUTINE_FINAL_COVERAGE	3946	1.857	78.796
9 ROUTINE_TIME_TO_DETECT	3123	1.470	80.266
10 PROCESS_SHOOT_OUT	2401	1.130	81.396
11 ROUTINE_PDB_DETECTION	2143	1.009	82.405
12 FUNCTION_COMBINATIONS	2136	1.005	83.410
13 PROCESS_ASSESSMENT	2069	.974	84.384
14 EVENT_PDB_ACTIVATION	1674	.788	85.172
15 ROUTINE_JOHNSON_CRITERIA	1219	.574	85.746
16 ROUTINE_PROB_INF	1219	.574	86.320
17 ROUTINE_PROB_TIME	1219	.574	86.894
18 ROUTINE_SEARCH	1219	.574	87.467
19 ROUTINE_DEQ_FEBA_SET	1209	.569	88.037
20 ROUTINE_ENQ_FEBA_SET	1207	.568	88.605
21 FUNCTION_EST_RANGE	1098	.517	89.122
22 ROUTINE_NOISE_DEGRADE	1070	.504	89.625
23 ROUTINE_CHECK_ENGAGEMENT	1013	.477	90.102
24 ROUTINE_FD_DETECTION	972	.458	90.560
25 ROUTINE_OUTPUT_ATTRITION	886	.417	90.977
26 ROUTINE_CONTRAST_TO_FREQ	879	.414	91.390
27 EVENT_CFR_ACTIVATION	839	.395	91.785
28 ROUTINE_VOLLEY	839	.395	92.180
29 ROUTINE_NORMAL_F	768	.362	92.542
30 FUNCTION_FEBA_BAND	749	.353	92.894
31 FUNCTION_HE_WLA	744	.350	93.244
32 ROUTINE_COMPARE_TRS	685	.322	93.567
33 ROUTINE_TIME_REQ	607	.286	93.853
34 ROUTINE_EST_COVERAGE	589	.277	94.130
35 ROUTINE_WEIGHTED_VOLLEYS	589	.277	94.407
36 ROUTINE_TARGET_ANALYSIS	570	.268	94.675
37 ROUTINE_WEIBULL_F	494	.233	94.908
38 ROUTINE_CHK_COMP_TR	453	.213	95.121
39 ROUTINE_CHK_FD_TR	453	.213	95.334
40 ROUTINE_GET_TERRAIN	451	.212	95.547
41 ROUTINE_FA_BN_ASGN	376	.177	95.724
42 ROUTINE_HE_OR_ICM_COMPUTATION	373	.176	95.899
43 ROUTINE_MARGINAL_EFFECTS_ADJ	373	.176	96.075
44 ROUTINE_MRT_TO_FREQ	340	.160	96.235
45 ROUTINE_TEMPERATURE_ATTENUATION	340	.160	96.395
46 PROCESS_TARGET_REPORT	312	.147	96.542
47 ROUTINE_CFR_DETECTION	309	.145	96.687
48 FUNCTION_ICM_WLA	305	.144	96.831
49 ROUTINE_BTRY_FM_DEQ	294	.138	96.969
50 ROUTINE_FDC_TR_ENQ	290	.137	97.106
51 ROUTINE_FDC_TR_DEQ	281	.132	97.238
52 ROUTINE_FINISH_COMPUTATION	281	.132	97.370
53 PROCESS_FIRE_MISSION	262	.123	97.493

	PAGE	77
54 ROUTINE_BTRY_FM_ENO	123	97.617
55 ROUTINE_REM_EFFECTS_COMPUTATION	122	97.739
56 ROUTINE_MIN_MOVE	114	97.853
57 EVENT_MOVE	111	97.964
58 ROUTINE_CHANGE_LOC	111	98.074
59 ROUTINE_LOS_CHECK	111	98.185
60 ROUTINE_SEGMENT_ADJUST	107	98.292
61 ROUTINE_COMPUTE_D	104	98.396
62 ROUTINE_NEW_SEGMENT	104	98.500
63 ROUTINE_FA_BN_MOVEMENT	093	98.593
64 ROUTINE_BTRY_EFFECTS	091	98.684
65 ROUTINE_UNIT_ENVIR	091	98.776
66 ROUTINE_ANGLE_COMPUTE	085	98.861
67 ROUTINE_CFR_DEGRADE	084	98.945
68 EVENT_CFR_OPERATOR	081	99.026
69 ROUTINE_POSITION	077	99.103
70 ROUTINE_GAMMA_F	065	99.168
71 EVENT_UPDATE_LOC	062	99.229
72 EVENT_PDB_OPERATOR	056	99.286
73 ROUTINE_EST_MIL_WORTH	056	99.341
74 FUNCTION_EST_TR_RANGE	046	99.388
75 ROUTINE_PROXIMITY_REQ	046	99.434
76 ROUTINE_FD_EFFECTS_REQ	045	99.478
77 ROUTINE_CAS_EVAL	044	99.523
78 ROUTINE_COPY	034	99.557
79 ROUTINE_CHECK_FOR_MINES	030	99.587
80 PROCESS_ARTY_ASSESS	030	99.616
81 ROUTINE_REQUEST_SMOKE	030	99.646
82 EVENT_START_ARTY_MOVEMENT	027	99.673
83 EVENT_ARTY_OCCUPATION	026	99.699
84 EVENT_ENGAGEMENT	026	99.726
85 EVENT_STOP_ARTY_MOVEMENT	026	99.752
86 ROUTINE_REQUEST_ILUM	026	99.778
87 ROUTINE_CHECK_PROX	021	99.799
88 EVENT_CFR_OFF	021	99.820
89 EVENT_CFR_ON	020	99.840
90 ROUTINE_DECIDE	017	99.857
91 ROUTINE_REQUEST_DEF_FASCAM	016	99.873
92 ROUTINE_CHECK_FORCE	013	99.886
93 ROUTINE_EXPONENTIAL_F	011	99.897
94 ROUTINE_COMBINE_TRS	008	99.905
95 PROCESS_HOW_REPAIR	007	99.912
96 ROUTINE_COMPUTE_WD	007	99.919
97 ROUTINE_LOCATE_SEARCH_AREA	006	99.925
98 ROUTINE_DUST_EFFECTS	006	99.930
99 EVENT_GET_NX_ORD	005	99.935
100 EVENT_START_MOVE	003	99.938
101 PROCESS_WITH_DRAW	003	99.942
102 ROUTINE_CHECK_LIST	003	99.945
103 ROUTINE_PREP_WITHDRAW	003	99.948
104 ROUTINE_REQUEST_WD_FASCAM	003	99.952
105 ROUTINE_TERM_CHECK	003	99.955
106 ROUTINE_CREATE_FORCE	003	99.958
107 ROUTINE_HEADING	003	99.960
108 ROUTINE_UNIT_ASSIGNMENT	003	99.963
109 ROUTINE_END_MOVE	002	99.966
110 ROUTINE_SWITCH_FD	002	99.968
111 EVENT_ACT_DEF	002	99.970
112 EVENT_ACT_MOVCOR	002	99.972

	PAGE	78
113 ROUTINE_CHECK_DEAD	.002	99.974
114 ROUTINE_PRED_POS	.002	99.976
115 ROUTINE_UNIT_PRIORITY	.002	99.977
116 EVENT_ACT_MOVDIS	.001	99.979
117 EVENT_START_BATTLE	.001	99.980
118 ROUTINE_ADJUST	.001	99.982
119 ROUTINE_CHECK_STREN	.001	99.983
120 ROUTINE_DEAD_UNIT	.001	99.984
121 ROUTINE_GENERAL_BATTLE	.001	99.986
122 ROUTINE_INITIAL_DETECT	.001	99.987
123 ROUTINE_INITIAL_MOVE	.001	99.989
124 ROUTINE_LINE_OF_SIGHT	.001	99.990
125 ROUTINE_ORIENTATION	.001	99.992
126 EVENT_ACT_ATK	+9.E-04	99.992
127 EVENT_SCHEDULE_ARTY_MOVEMENT	+9.E-04	99.993
128 ROUTINE_EMPTY	+9.E-04	99.994
129 ROUTINE_PREPARE_LIST	+9.E-04	99.995
130 ROUTINE_PROX_POS	+9.E-04	99.996
131 ROUTINE_WHAT_NEXT	+9.E-04	99.997
132 EVENT_BTL_ENDED	+5.E-04	99.998
133 EVENT_CHANGE_WEATHER	+5.E-04	99.998
134 ROUTINE_DQ_CMDSN_QUEUE	+5.E-04	99.999
135 ROUTINE_FIN_BATTLE	+5.E-04	99.999
136 ROUTINE_INTER_BATTLE	+5.E-04	100.000
137 ROUTINE_INTER_HELLO	+5.E-04	100.000
138 **PROGRAM**_MAIN	0.	100.000
139 EVENT_ACT_REINF	0.	100.000
140 EVENT_AD_ENGAGEMENT	0.	100.000
141 EVENT_CHANGE_LITE	0.	100.000
142 EVENT_DQ_OLD_SORTIE_QUEUE	0.	100.000
143 EVENT_END_SIMULATION	0.	100.000
144 EVENT_FEBA_SORTIE	0.	100.000
145 EVENT_HC_DEPART_BATTLE	0.	100.000
146 EVENT_YELO_ENGAGEMENT	0.	100.000
147 EVENT_INIT_PREPLAN_CAS	0.	100.000
148 EVENT_OFF_LINE_ATTRITION	0.	100.000
149 EVENT_POSITION_REPORT	0.	100.000
150 EVENT_SEND_TEAM	0.	100.000
151 EVENT_SET_DEBUG	0.	100.000
152 FUNCTION_AR_PROB_DETECT	0.	100.000
153 FUNCTION_BTRY_AVAILABLE	0.	100.000
154 FUNCTION_COLLISION	0.	100.000
155 FUNCTION_STAY_TIME	0.	100.000
156 PROCESS_AC_ATK_TGT	0.	100.000
157 PROCESS_AIR_OBSERVER	0.	100.000
158 PROCESS_AIRBORNE_RADAR	0.	100.000
159 PROCESS_CAS_MISSION	0.	100.000
160 PROCESS_FORWARD_OBSERVER	0.	100.000
161 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
162 PROCESS_HC_RETURN_FARRP	0.	100.000
163 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000
164 PROCESS_HELICOPTER_FIRE	0.	100.000
165 PROCESS_MINE_ASSESS	0.	100.000
166 PROCESS_PHOTO_IR_FLIGHT	0.	100.000
167 PROCESS_REMOTE_PILOT_VEHICLE	0.	100.000
168 ROUTINE_AC_BOMB_EFFECTS	0.	100.000
169 ROUTINE_AC_DF_EFFECTS	0.	100.000
170 ROUTINE_AC_MUNS_INPUT	0.	100.000
171 ROUTINE_AD_SHOOT	0.	100.000

172	ROUTINE_AMMO_RPT	0	0	100.000
173	ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
174	ROUTINE_AO_DETECTION	0	0	100.000
175	ROUTINE_AR_DETECTION	0	0	100.000
176	ROUTINE_ATTRIT_SENSOR	0	0	100.000
177	ROUTINE_BETWEEN_ROUTINE	0	0	100.000
178	ROUTINE_BLOCK_LOS	0	0	100.000
179	ROUTINE_BTL_CHECK	0	0	100.000
180	ROUTINE_BTNY_INPUT	0	0	100.000
181	ROUTINE_CAT_TU_INPUT	0	0	100.000
182	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
183	ROUTINE_CREATE_TEAMS	0	0	100.000
184	ROUTINE_DECISION_INPUT	0	0	100.000
185	ROUTINE_DESTROY_ORD	0	0	100.000
186	ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
187	ROUTINE_END_CAS_MISSION	0	0	100.000
188	ROUTINE_EQ_TE_INPUT	0	0	100.000
189	ROUTINE_ERROR_STOP	0	0	100.000
190	ROUTINE_FARRP_CHECK	0	0	100.000
191	ROUTINE_FARRP_INPUT	0	0	100.000
192	ROUTINE_FASCAM_COMPUTATION	0	0	100.000
193	ROUTINE_FBN_FD_INPUT	0	0	100.000
194	ROUTINE_FEBA_INITIAL	0	0	100.000
195	ROUTINE_FILE_FD_SCHED	0	0	100.000
196	ROUTINE_FILE_KAD_SENSOR	0	0	100.000
197	ROUTINE_FIND_START_TIME	0	0	100.000
198	ROUTINE_FLIGHT_PATH	0	0	100.000
199	ROUTINE_FORM_FT_LIST	0	0	100.000
200	ROUTINE_FORPOSITION_OUT	0	0	100.000
201	ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
202	ROUTINE_HC_DISENGAGE	0	0	100.000
203	ROUTINE_HC_EMPTY	0	0	100.000
204	ROUTINE_HE_LA_INPUT	0	0	100.000
205	ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
206	ROUTINE_ILUM_COMPUTATION	0	0	100.000
207	ROUTINE_ILUM_EFFECTS	0	0	100.000
208	ROUTINE_ILUM_INPUT	0	0	100.000
209	ROUTINE_INIT_REINF	0	0	100.000
210	ROUTINE_KV_INPUT	0	0	100.000
211	ROUTINE_KV_PRINT	0	0	100.000
212	ROUTINE_KV_SCOREBOARD	0	0	100.000
213	ROUTINE_LINE_CIRCLE	0	0	100.000
214	ROUTINE_MADS_INPUT	0	0	100.000
215	ROUTINE_MAIN1	0	0	100.000
216	ROUTINE_MAIN2	0	0	100.000
217	ROUTINE_MAIN3	0	0	100.000
218	ROUTINE_MAO_INPUT	0	0	100.000
219	ROUTINE_MCFR_INPUT	0	0	100.000
220	ROUTINE_MFO_INPUT	0	0	100.000
221	ROUTINE_MINE_DELAY	0	0	100.000
222	ROUTINE_MINE_EFFECTS	0	0	100.000
223	ROUTINE_MINE_INPUT	0	0	100.000
224	ROUTINE_MFDB_INPUT	0	0	100.000
225	ROUTINE_MUNS_INPUT	0	0	100.000
226	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.000
227	ROUTINE_ORD_ATK	0	0	100.000
228	ROUTINE_ORD_DEF	0	0	100.000
229	ROUTINE_ORD_MOVCOR	0	0	100.000
230	ROUTINE_ORD_MOVDIS	0	0	100.000

	PAGE	80
231 ROUTINE_ORD.REINF	0	100.000
232 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
233 ROUTINE_P.E.M.INPUT	0	100.000
234 ROUTINE_PGM.MSN.ASGN	0	100.000
235 ROUTINE_PIR.DETECTION	0	100.000
236 ROUTINE_PK.INPUT	0	100.000
237 ROUTINE_PLAT.COUNT	0	100.000
238 ROUTINE_READ.ORDERS	0	100.000
239 ROUTINE_REIN.ARRIVE	0	100.000
240 ROUTINE_REPLACE.HC	0	100.000
241 ROUTINE_REQUEST.FASCAM	0	100.000
242 ROUTINE_RESET.FEBA.SECTOR	0	100.000
243 ROUTINE_RPV.DETECTION	0	100.000
244 ROUTINE_RUL.EN.INPUT	0	100.000
245 ROUTINE_SEARCH.COVERAGE	0	100.000
246 ROUTINE_SENSOR.INPUT	0	100.000
247 ROUTINE_SMOKE.COMPUTATION	0	100.000
248 ROUTINE_SMOKE.EFFECTS	0	100.000
249 ROUTINE_SMOKE.INPUT	0	100.000
250 ROUTINE_SNAP.R	0	100.000
251 ROUTINE_SNAP2	0	100.000
252 ROUTINE_ST.INPUT	0	100.000
253 ROUTINE_SUBM.INPUT	0	100.000
254 ROUTINE_SYS.INPUT	0	100.000
255 ROUTINE_TACAIR.DATA.REPORT	0	100.000
256 ROUTINE_TB.INPUT	0	100.000
257 ROUTINE_TB.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TR.INPUT	0	100.000
260 ROUTINE_TT.FACTORS.INPUT	0	100.000
261 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
262 ROUTINE_UNIT.INPUT	0	100.000
263 ROUTINE_VIS.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 212447

CPU USAGE FOR SIMULATED HOUR 16. = 608.53 SECONDS

PAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 17.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE PK COMPUTE	44184	28.060	28.060
2 ROUTINE_RANGE COMPUTE	22743	14.443	42.503
3 ROUTINE_PROX CHECK	22528	14.307	56.810
4 FUNCTION_ACT_RANGE	14404	9.147	65.957
5 ROUTINE_FRAC COMPUTE	11972	7.603	73.560
6 ROUTINE_SIZE ESTIMATE	8335	5.293	78.854
7 ROUTINE_FINAL COVERAGE	2723	1.729	80.583
8 ROUTINE_LOCATE SECTOR	2566	1.630	82.212
9 FUNCTION_COMBINATIONS	1992	1.265	83.477
10 ROUTINE_FO DETECTION	1728	1.097	84.575
11 PROCESS_SHOOT_OUT	1528	.970	85.545
12 ROUTINE_PDB DETECTION	1380	.876	86.422
13 FUNCTION_EST_RANGE	1282	.814	87.236
14 ROUTINE_NORMAL_F	1097	.697	87.932
15 EVENT_PDB_ACTIVATION	1094	.695	88.627
16 PROCESS_ASSESSMENT	825	.524	89.151
17 ROUTINE_COMPARE TRS	816	.518	89.669
18 FUNCTION_FEBA_BAND	799	.507	90.177
19 ROUTINE_TIME REQ	783	.497	90.674
20 FUNCTION_HE_WLA	746	.474	91.148
21 ROUTINE_NOISE_DEGRADE	692	.439	91.587
22 ROUTINE_TARGET_ANALYSIS	633	.402	91.989
23 ROUTINE_EST_COVERAGE	622	.395	92.384
24 ROUTINE_WEIGHTED_VOLLEYS	622	.395	92.779
25 EVENT_CFR_ACTIVATION	547	.347	93.127
26 ROUTINE_VOLLEY	544	.345	93.472
27 ROUTINE_OUTPUT_ATTRITION	533	.338	93.811
28 ROUTINE_FA_BN_ASSIGN	426	.271	94.081
29 ROUTINE_CHK_COMP_TR	424	.269	94.350
30 ROUTINE_CHK_FD_TR	424	.269	94.620
31 ROUTINE_GET_TERRAIN	379	.241	94.860
32 ROUTINE_HE_OR_ICM_COMPUTATION	373	.237	95.097
33 ROUTINE_MARGINAL_EFFECTS_ADJ	368	.234	95.331
34 PROCESS_TARGET_REPORT	347	.220	95.551
35 FUNCTION_ICM_WLA	308	.196	95.747
36 ROUTINE_FDC_TR_DEQ	306	.194	95.941
37 ROUTINE_FINISH_COMPUTATION	306	.194	96.136
38 ROUTINE_FDC_TR_ENO	293	.186	96.322
39 ROUTINE_BLOCK_LOS	286	.182	96.503
40 ROUTINE_CFR_DETECTION	229	.145	96.649
41 ROUTINE_JOHNSON_CRITERIA	218	.138	96.787
42 ROUTINE_PROB_INF	218	.138	96.926
43 ROUTINE_PROB_TIME	218	.138	97.064
44 ROUTINE_SEARCH	213	.135	97.203
45 ROUTINE_BTRY_FM_DEQ	192	.122	97.338
46 PROCESS_FIRE_MISSION	192	.122	97.460
47 ROUTINE_BTRY_FM_ENO	192	.122	97.582
48 ROUTINE_DUST_EFFECTS	192	.122	97.704
49 ROUTINE_FA_BN_MOVEMENT	192	.122	97.826
50 ROUTINE_REM_EFFECTS_COMPUTATION	190	.121	97.946
51 ROUTINE_GAMMA_F	188	.119	98.066
52 ROUTINE_CONTRAST_TO_FREQ	182	.116	98.181
53 ROUTINE_DEQ_FEBA_SET	175	.111	98.292

	PAGE	R2
54 ROUTINE_ENO.FEBA.SET	110	98.402
55 FUNCTION_EST.TR.RANGE	109	98.511
56 ROUTINE_PROXIMITY.REQ	109	98.621
57 ROUTINE_TIME_TO_DETECT	100	98.720
58 ROUTINE_BTRY_EFFECTS	144	98.812
59 ROUTINE_UNIT_ENVIR	091	98.903
60 ROUTINE_FD.EFFECTS.REQ	078	98.981
61 EVENT_PDB.OPERATOR	076	99.058
62 ROUTINE_COPY	062	99.119
63 ROUTINE_CHECK.FOR.MINES	057	99.176
64 EVENT_START.ARTY.MOVEMENT	056	99.232
65 EVENT_UPDATE.LOC	051	99.283
66 ROUTINE_EST.MIL.WORTH	050	99.333
67 PROCESS.ARTY.ASSESS	043	99.376
68 ROUTINE_CHECK.ENGAGEMENT	043	99.418
69 EVENT_STOP.ARTY.MOVEMENT	039	99.458
70 EVENT_ARTY.OCCUPATION	036	99.493
71 EVENT_CFR.OPERATOR	035	99.528
72 ROUTINE_CFR.DEGRADE	030	99.559
73 EVENT_CFR.ON	030	99.588
74 EVENT_CFR.OFF	029	99.618
75 ROUTINE_COMBINE.TRS	027	99.645
76 ROUTINE_ANGLE.COMPUTE	025	99.670
77 ROUTINE_DECIDE	025	99.695
78 ROUTINE_WRT.TO.FREQ	023	99.718
79 ROUTINE_TEMPERATURE.ATTENUATION	023	99.741
80 ROUTINE_WEIBULL.F	022	99.763
81 ROUTINE_CAS.EVAL	016	99.779
82 ROUTINE_CHECK.FORCE	015	99.794
83 ROUTINE_LOCATE.SEARCH.AREA	015	99.808
84 ROUTINE_MIN.MOVE	014	99.822
85 ROUTINE_EXPONENTIAL.F	013	99.835
86 ROUTINE_CHANCE.LOC	010	99.845
87 ROUTINE_LOS.CHECK	010	99.855
88 ROUTINE_REQUEST.SMOKE	010	99.865
89 PROCESS_HOW.REPAIR	009	99.874
90 ROUTINE_SEGMENT.ADJUST	009	99.883
91 ROUTINE_COMPUTE.WD	008	99.891
92 EVENT_MOVE	007	99.898
93 EVENT_ENGAGEMENT	006	99.904
94 ROUTINE_REQUEST.ILLUM	006	99.910
95 EVENT_GET.NX.ORD	006	99.916
96 ROUTINE_CHECK.PROX	004	99.921
97 ROUTINE_HEADING	004	99.925
98 ROUTINE_NEW.SEGMENT	004	99.930
99 ROUTINE_COMPUTE.D	004	99.933
100 ROUTINE_POSITION	004	99.937
101 ROUTINE_REQUEST.DEF.FASCAM	004	99.941
102 EVENT_ACT.DEF	003	99.944
103 PROCESS_WITH.DRAW	003	99.947
104 ROUTINE_PREP.WITHDRAW	003	99.950
105 ROUTINE_REQUEST.WD.FASCAM	003	99.954
106 ROUTINE_TERM.CHECK	003	99.957
107 ROUTINE_CHECK.DEAD	003	99.959
108 ROUTINE_CHECK.LIST	003	99.962
109 ROUTINE_CREATE.FORCE	003	99.964
110 ROUTINE_SWITCH.FO	003	99.967
111 ROUTINE_UNIT_ASSIGNMENT	003	99.970
112 ROUTINE_UNIT_PRIORITY	003	99.972

	PAGE	83
113 ROUTINE_WHAT_NEXT	4	.003
114 ROUTINE_ATTRIT_SENSOR	3	.002
115 EVENT_ACT_ATK	2	.001
116 EVENT_BTL_ENDED	2	.001
117 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.001
118 EVENT_START_BATTLE	2	.001
119 EVENT_START_MOVE	2	.001
120 ROUTINE_ADJUST	2	.001
121 ROUTINE_CHECK_STREN	2	.001
122 ROUTINE_EMPTY	2	.001
123 ROUTINE_END_MOVE	2	.001
124 ROUTINE_FIN_BATTLE	2	.001
125 ROUTINE_GENERAL_BATTLE	2	.001
126 ROUTINE_INITIAL_DETECT	2	.001
127 ROUTINE_INITIAL_MOVE	2	.001
128 ROUTINE_LINE_OF_SIGHT	2	.001
129 ROUTINE_ORIENTATON	2	.001
130 ROUTINE_PREPARE_LIST	2	.001
131 ROUTINE_PROX_POS	2	.001
132 EVENT_ACT_MOVCOR	1	+6.E-04
133 EVENT_ACT_MOVDIS	1	+6.E-04
134 ROUTINE_DEAD_UNIT	1	+6.E-04
135 'PROGRAM' MAIN	0	0.
136 EVENT_ACT_REINF	0	0.
137 EVENT_AD_ENGAGEMENT	0	0.
138 EVENT_CHANGE_LITE	0	0.
139 EVENT_CHANGE_WEATHER	0	0.
140 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.
141 EVENT_END_SIMULATION	0	0.
142 EVENT_FEBA_SORTIE	0	0.
143 EVENT_HC_DEPART_BATTLE	0	0.
144 EVENT_HEL0_ENGAGEMENT	0	0.
145 EVENT_INIT_PREPLAN_CAS	0	0.
146 EVENT_OFF_LINE_ATTRITION	0	0.
147 EVENT_POSITION_REPORT	0	0.
148 EVENT_SEND_TEAM	0	0.
149 EVENT_SET_DEBUG	0	0.
150 FUNCTION_AR_PROB_DETECT	0	0.
151 FUNCTION_BTRY_AVAILABLE	0	0.
152 FUNCTION_COLLISION	0	0.
153 FUNCTION_STAY_TIME	0	0.
154 PROCESS_AC_ATK_TGT	0	0.
155 PROCESS_AIR_OBSERVER	0	0.
156 PROCESS_AIRBORNE_RADAR	0	0.
157 PROCESS_CAS_MISSION	0	0.
158 PROCESS_FORWARD_OBSERVER	0	0.
159 PROCESS_HC_ARRIVE_BATTLE	0	0.
160 PROCESS_HC_RETURN_FARRP	0	0.
161 PROCESS_HEL_TARGET_ACQUISITION	0	0.
162 PROCESS_HELICOPTER_FIRE	0	0.
163 PROCESS_MINE_ASSESS	0	0.
164 PROCESS_PHOTO_IR_FLIGHT	0	0.
165 PROCESS_REMOTE_PILOT_VEHICLE	0	0.
166 ROUTINE_AC_BOMB_EFFECTS	0	0.
167 ROUTINE_AC_DF_EFFECTS	0	0.
168 ROUTINE_AC_MUNS_INPUT	0	0.
169 ROUTINE_AD_SHOOT	0	0.
170 ROUTINE_AMMO_RPT	0	0.
171 ROUTINE_ANALYSIS_OUTPUT	0	0.

172 ROUTINE_A0 DETECTION	0	0	0	100.000
173 ROUTINE_AR DETECTION	0	0	0	100.000
174 ROUTINE_BETWEEN ROUTINE	0	0	0	100.000
175 ROUTINE_BTL_CHECK	0	0	0	100.000
176 ROUTINE_BTRY_INPUT	0	0	0	100.000
177 ROUTINE_CAT_TU_INPUT	0	0	0	100.000
178 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
179 ROUTINE_CREATE_TEAMS	0	0	0	100.000
180 ROUTINE_DECISION_INPUT	0	0	0	100.000
181 ROUTINE_DESTROY_ORD	0	0	0	100.000
182 ROUTINE_DQ_CMSN_QUEUE	0	0	0	100.000
183 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
184 ROUTINE_END_CAS_MISSION	0	0	0	100.000
185 ROUTINE_EQ_TE_INPUT	0	0	0	100.000
186 ROUTINE_ERROR_STOP	0	0	0	100.000
187 ROUTINE_FARRP_CHECK	0	0	0	100.000
188 ROUTINE_FARRP_INPUT	0	0	0	100.000
189 ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
190 ROUTINE_FBN_FD_INPUT	0	0	0	100.000
191 ROUTINE_FEBA_INITIAL	0	0	0	100.000
192 ROUTINE_FILE_FD_SCHD	0	0	0	100.000
193 ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
194 ROUTINE_FIND_START_TIME	0	0	0	100.000
195 ROUTINE_FLIGHT_PATH	0	0	0	100.000
196 ROUTINE_FORM_TF_LIST	0	0	0	100.000
197 ROUTINE_FORPOSITION_OUT	0	0	0	100.000
198 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
199 ROUTINE_HC_DISENGAGE	0	0	0	100.000
200 ROUTINE_HC_EMPTY	0	0	0	100.000
201 ROUTINE_HE_LA_INPUT	0	0	0	100.000
202 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
203 ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
204 ROUTINE_ILLUM_EFFECTS	0	0	0	100.000
205 ROUTINE_ILLUM_INPUT	0	0	0	100.000
206 ROUTINE_INIT_REINF	0	0	0	100.000
207 ROUTINE_INTER_BATTLE	0	0	0	100.000
208 ROUTINE_INTER_HELO	0	0	0	100.000
209 ROUTINE_KV_INPUT	0	0	0	100.000
210 ROUTINE_KV_PRINT	0	0	0	100.000
211 ROUTINE_KV_SCOREBOARD	0	0	0	100.000
212 ROUTINE_LINE_CIRCLE	0	0	0	100.000
213 ROUTINE_MADS_INPUT	0	0	0	100.000
214 ROUTINE_MAIN1	0	0	0	100.000
215 ROUTINE_MAIN2	0	0	0	100.000
216 ROUTINE_MAIN3	0	0	0	100.000
217 ROUTINE_MAO_INPUT	0	0	0	100.000
218 ROUTINE_MCFR_INPUT	0	0	0	100.000
219 ROUTINE_MFO_INPUT	0	0	0	100.000
220 ROUTINE_MINE_DELAY	0	0	0	100.000
221 ROUTINE_MINE_EFFECTS	0	0	0	100.000
222 ROUTINE_MINE_INPUT	0	0	0	100.000
223 ROUTINE_MFDB_INPUT	0	0	0	100.000
224 ROUTINE_MUNS_INPUT	0	0	0	100.000
225 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100.000
226 ROUTINE_ORD_ATK	0	0	0	100.000
227 ROUTINE_ORD_DEF	0	0	0	100.000
228 ROUTINE_ORD_MOVCOR	0	0	0	100.000
229 ROUTINE_ORD_MOVDIS	0	0	0	100.000
230 ROUTINE_ORD_REINF	0	0	0	100.000

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231 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
232 ROUTINE_P_E_M_INPUT	0	100.000
233 ROUTINE_PGM_INPUT	0	100.000
234 ROUTINE_PGM_MSN_ASSGN	0	100.000
235 ROUTINE_PIR_DETECTION	0	100.000
236 ROUTINE_PK_INPUT	0	100.000
237 ROUTINE_PLAT_COUNT	0	100.000
238 ROUTINE_PRED_POS	0	100.000
239 ROUTINE_READ_ORDERS	0	100.000
240 ROUTINE_REIN_ARRIVE	0	100.000
241 ROUTINE_REPLACE_HC	0	100.000
242 ROUTINE_REQUEST_FASCAM	0	100.000
243 ROUTINE_RESET_FEGA_SECTOR	0	100.000
244 ROUTINE_RPV_DETECTION	0	100.000
245 ROUTINE_RUL_EN_INPUT	0	100.000
246 ROUTINE_SEARCH_COVERAGE	0	100.000
247 ROUTINE_SENSOR_INPUT	0	100.000
248 ROUTINE_SMOKE_COMPUTATION	0	100.000
249 ROUTINE_SMOKE_EFFECTS	0	100.000
250 ROUTINE_SMOKE_INPUT	0	100.000
251 ROUTINE_SNAP_R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST_INPUT	0	100.000
254 ROUTINE_SUBM_INPUT	0	100.000
255 ROUTINE_SYS_INPUT	0	100.000
256 ROUTINE_TACAIR_DATA_REPORT	0	100.000
257 ROUTINE_TACAIR_INPUT	0	100.000
258 ROUTINE_TB_INPUT	0	100.000
259 ROUTINE_TBF_INPUT	0	100.000
260 ROUTINE_TR_INPUT	0	100.000
261 ROUTINE_TT_FACTORS_INPUT	0	100.000
262 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
263 ROUTINE_UNIT_INPUT	0	100.000
264 ROUTINE_VIS_INPUT	0	100.000

TOTAL INVOCATIONS = 157464

CPU USAGE FOR SIMULATED HOUR 17. = 528.54 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 18.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	35978	23.982	23.982
2 FUNCTION_ACT_RANGE	19447	12.963	36.946
3 ROUTINE_RANGE.COMPUTE	18645	12.429	49.374
4 ROUTINE_PROX.CHECK	18386	12.256	61.630
5 ROUTINE_FRAC.COMPUTE	14588	9.724	71.354
6 ROUTINE_SIZE.ESTIMATE	7924	4.682	76.036
7 ROUTINE_FINAL_COVERAGE	3426	2.284	78.320
8 ROUTINE_LOCATE_SECTOR	2819	1.879	80.199
9 FUNCTION_COMBINATIONS	2252	1.501	81.700
10 ROUTINE_PDB_DETECTION	1735	1.157	82.857
11 ROUTINE_FO_DETECTION	1647	1.098	83.955
12 FUNCTION_EST_RANGE	1483	.989	84.943
13 EVENT_PDB_ACTIVATION	1381	.921	85.864
14 FUNCTION_HE.WLA	915	.610	86.474
15 ROUTINE_NOISE_DEGRADE	864	.576	87.050
16 FUNCTION_FEBA_BAND	852	.568	87.617
17 PROCESS_SHOOT_OUT	838	.559	88.176
18 ROUTINE_OUTPUT_ATTRITION	808	.539	88.715
19 PROCESS_ASSESSMENT	792	.528	89.243
20 ROUTINE_EST_COVERAGE	744	.496	89.739
21 ROUTINE_WEIGHTED_VOLLEYS	744	.496	90.235
22 ROUTINE_NORMAL_F	740	.493	90.728
23 ROUTINE_VOLLEY	694	.463	91.190
24 EVENT_CFR_ACTIVATION	692	.461	91.652
25 ROUTINE_COMPARE_TRS	632	.421	92.073
26 ROUTINE_TIME_REQ	602	.401	92.474
27 ROUTINE_TARGET_ANALYSIS	579	.386	92.860
28 ROUTINE_HE_OR_ICM_COMPUTATION	461	.307	93.167
29 ROUTINE_MARGINAL_EFFECTS.ADJ	440	.293	93.461
30 ROUTINE_CHK_COMP_TR	420	.280	93.741
31 ROUTINE_CHK_FD_TR	420	.280	94.021
32 ROUTINE_FA_BN.ASGN	391	.261	94.281
33 ROUTINE_JOHNSON.CRITERIA	382	.255	94.536
34 ROUTINE_PROB_INF	382	.255	94.791
35 ROUTINE_PROB_TIME	382	.255	95.045
36 ROUTINE_SEARCH	382	.255	95.300
37 ROUTINE_GET_TERRAIN	379	.253	95.553
38 FUNCTION_ICM.WLA	374	.249	95.802
39 PROCESS_TARGET_REPORT	317	.211	96.013
40 ROUTINE_CONTRAST_TO_FREQ	281	.187	96.200
41 ROUTINE_FDC_TR_ENQ	281	.187	96.388
42 ROUTINE_FDC_TR_DEQ	279	.186	96.574
43 ROUTINE_FINISH_COMPUTATION	279	.186	96.760
44 ROUTINE_REM_EFFECTS_COMPUTATION	252	.168	96.928
45 ROUTINE_CFR_DETECTION	244	.163	97.090
46 PROCESS_FIRE_MISSION	242	.161	97.252
47 ROUTINE_BTRY_FM_ENQ	242	.161	97.413
48 ROUTINE_BTRY_FM_DEQ	229	.153	97.566
49 ROUTINE_DEQ_FEBA.SET	212	.141	97.707
50 ROUTINE_ENQ_FEBA.SET	210	.140	97.847
51 ROUTINE_FA_BN.MOVEMENT	209	.139	97.986
52 ROUTINE_GAMMA_F	194	.129	98.116
53 ROUTINE_TIME_TO_DETECT	184	.123	98.238

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54 ROUTINE_BTRY_EFFECTS	107	98.345
55 ROUTINE_UNIT_ENVIR	107	98.452
EVENT_UPDATE.LOC	091	98.542
ROUTINE_FD_EFFECTS.REQ	088	98.630
FUNCTION_EST.TR.RANGE	086	98.716
59 ROUTINE_PROXIMITY.REQ	086	98.802
60 EVENT_P08_OPERATOR	080	98.882
61 ROUTINE_EST.MIL.WORTH	073	98.955
62 ROUTINE_MRT.TO.FREQ	067	99.022
63 ROUTINE_TEMPERATURE_ATTENUATION	067	99.089
64 EVENT_CFR_OPERATOR	059	99.148
65 ROUTINE_CHECK.ENGAGEMENT	056	99.204
66 EVENT_ARTY_OCCUPATION	055	99.259
67 EVENT_STOP_ARTY.MOVEMENT	053	99.313
68 ROUTINE_COPY	053	99.366
69 ROUTINE_CFR_DEGRADE	041	99.407
70 ROUTINE_CHECK.FOR.MINES	040	99.447
71 EVENT_START_ARTY.MOVEMENT	033	99.480
72 ROUTINE_WEIBULL.F	033	99.513
73 PROCESS_ARTY_ASSESS	031	99.544
74 EVENT_CFR_OFF	029	99.573
75 EVENT_CFR_ON	029	99.602
76 ROUTINE_CAS_EVAL	027	99.629
77 ROUTINE_ANGLE_COMPUTE	025	99.655
78 ROUTINE_COMBINE_TRS	023	99.678
79 ROUTINE_MIN_MOVE	021	99.699
80 ROUTINE_DUST_EFFECTS	019	99.717
81 ROUTINE_LOCATE_SEARCH_AREA	018	99.735
82 ROUTINE_EXPONENTIAL.F	014	99.749
83 EVENT_GET_NX_ORD	013	99.762
84 ROUTINE_DECIDE	013	99.775
85 EVENT_MOVE	012	99.787
86 ROUTINE_CHANGE.LOC	012	99.799
87 ROUTINE_LOS_CHECK	012	99.811
88 PROCESS_HOW_REPAIR	011	99.822
89 ROUTINE_COMPUTE.WD	011	99.833
90 ROUTINE_REQUEST_SMOKE	011	99.845
91 ROUTINE_NEW_SEGMENT	008	99.853
92 ROUTINE_POSITION	008	99.861
93 ROUTINE_SEGMENT_ADJUST	008	99.869
94 EVENT_START_MOVE	007	99.876
95 EVENT_ACT_DEF	007	99.883
96 ROUTINE_CHECK_FORCE	007	99.889
97 EVENT_ENGAGEMENT	006	99.895
98 ROUTINE_REQUEST_ILLLUM	006	99.901
99 PROCESS_WITHDRAW	005	99.907
100 ROUTINE_PREP_WITHDRAW	005	99.912
101 ROUTINE_REQUEST.WD.FASCAM	005	99.917
102 EVENT_ACT_MOVDIS	004	99.921
103 ROUTINE_BLOCK_LOS	004	99.925
104 ROUTINE_CHECK_DEAD	004	99.929
105 ROUTINE_REQUEST_DEF.FASCAM	004	99.933
106 ROUTINE_TERM_CHECK	004	99.937
107 EVENT_ACT_MOVCOR	003	99.941
108 ROUTINE_CHECK_PROX	003	99.944
109 ROUTINE_CHECK_STREN	003	99.947
110 ROUTINE_END_MOVE	003	99.951
111 ROUTINE_HEADING	003	99.954
112 ROUTINE_PROX.POS	003	99.957

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113 ROUTINE_SWITCH.FO	.003	99.961
114 ROUTINE_WHAT.NEXT	.003	99.964
115 ROUTINE_CREATE.FORCE	.003	99.967
116 ROUTINE_UNIT_ASSIGNMENT	.003	99.969
117 ROUTINE_UNIT_PRIORITY	.003	99.972
118 EVENT_BTL_ENDED	.002	99.974
119 ROUTINE_CHECK.LIST	.002	99.976
120 ROUTINE_DEAD_UNIT	.002	99.978
121 ROUTINE_EMPTY	.002	99.980
122 ROUTINE_FIN.BATTLE	.002	99.982
123 EVENT_ACT.ATK	.001	99.983
124 EVENT_SCHEDULE.ARTY.MOVEMENT	.001	99.985
125 EVENT_START.BATTLE	.001	99.986
126 ROUTINE_ADJUST	.001	99.987
127 ROUTINE_DESTROY.ORD	.001	99.989
128 ROUTINE_DQ.GMSN.QUEUE	.001	99.990
129 ROUTINE_GENERAL.BATTLE	.001	99.991
130 ROUTINE_INITIAL.DETECT	.001	99.993
131 ROUTINE_INITIAL.MOVE	.001	99.994
132 ROUTINE_LINE.OF.SIGHT	.001	99.995
133 ROUTINE_ORIENTATION	.001	99.997
134 ROUTINE_PREPARE.LIST	.001	99.998
135 EVENT_CHANGE.LITE	+7.E-04	99.999
136 EVENT_CHANGE.WEATHER	+7.E-04	99.999
137 ROUTINE_COMPUTE.D	+7.E-04	100.000
138 **PROGRAM**_MAIN	0.	100.000
139 EVENT_ACT.REINF	0.	100.000
140 EVENT_AD.ENGAGEMENT	0.	100.000
141 EVENT_DQ.OLD.SORTIE.QUEUE	0.	100.000
142 EVENT_END.SIMULATION	0.	100.000
143 EVENT_FEBA.SORTIE	0.	100.000
144 EVENT_HC.DEPART.BATTLE	0.	100.000
145 EVENT_HELO.ENGAGEMENT	0.	100.000
146 EVENT_INIT.PREPLAN.CAS	0.	100.000
147 EVENT_OFF.LINE.ATTRITION	0.	100.000
148 EVENT_POSITION.REPORT	0.	100.000
149 EVENT_SEND.TEAM	0.	100.000
150 EVENT_SET.DEBUG	0.	100.000
151 FUNCTION_AR.PROB.DETECT	0.	100.000
152 FUNCTION_BTRY.AVAILABLE	0.	100.000
153 FUNCTION_COLLISION	0.	100.000
154 FUNCTION_STAT.TIME	0.	100.000
155 PROCESS.AC.ATK.TGT	0.	100.000
156 PROCESS_AIR.OBSERVER	0.	100.000
157 PROCESS_AIRBORNE.RADAR	0.	100.000
158 PROCESS_CAS.MISSION	0.	100.000
159 PROCESS_FORWARD.OBSERVER	0.	100.000
160 PROCESS_HC.ARRIVE.BATTLE	0.	100.000
161 PROCESS_HC.RETURN.FARRP	0.	100.000
162 PROCESS_HEL.TARGET.ACQUISITION	0.	100.000
163 PROCESS_HELICOPTER.FIRE	0.	100.000
164 PROCESS_MINE.ASSESS	0.	100.000
165 PROCESS_PHOTO.IR.FLIGHT	0.	100.000
166 PROCESS_REMOTE.PILOT.VEHICLE	0.	100.000
167 ROUTINE_AC.BOMB.EFFECTS	0.	100.000
168 ROUTINE_AC.DF.EFFECTS	0.	100.000
169 ROUTINE_AC.MINS.INPUT	0.	100.000
170 ROUTINE_AD.SHOOT	0.	100.000
171 ROUTINE_AMMO.RPT	0.	100.000

172 ROUTINE_ANALYSIS.OUTPUT	0	0	0	0	100.000
173 ROUTINE_AO_DETECTION	0	0	0	0	100.000
174 ROUTINE_AR_DETECTION	0	0	0	0	100.000
175 ROUTINE_ATTRIT_SENSOR	0	0	0	0	100.000
176 ROUTINE_BETWEEN_ROUTINE	0	0	0	0	100.000
177 ROUTINE_BTL_CHECK	0	0	0	0	100.000
178 ROUTINE_BTRY_INPUT	0	0	0	0	100.000
179 ROUTINE_CAT_TU_INPUT	0	0	0	0	100.000
180 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	0	100.000
181 ROUTINE_CREATE_TEAMS	0	0	0	0	100.000
182 ROUTINE_DECISION.INPUT	0	0	0	0	100.000
183 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	0	100.000
184 ROUTINE_END_CAS_MISSION	0	0	0	0	100.000
185 ROUTINE_EQ_TE.INPUT	0	0	0	0	100.000
186 ROUTINE_ERROR_STOP	0	0	0	0	100.000
187 ROUTINE_FARRP_CHECK	0	0	0	0	100.000
188 ROUTINE_FARRP_INPUT	0	0	0	0	100.000
189 ROUTINE_FASCAM_COMPUTATION	0	0	0	0	100.000
190 ROUTINE_FBN_FD.INPUT	0	0	0	0	100.000
191 ROUTINE_FEBA_INITIAL	0	0	0	0	100.000
192 ROUTINE_FILE_FD.SCHD	0	0	0	0	100.000
193 ROUTINE_FILE_KAD.SENSOR	0	0	0	0	100.000
194 ROUTINE_FIND_START.TIME	0	0	0	0	100.000
195 ROUTINE_FLIGHT_PATH	0	0	0	0	100.000
196 ROUTINE_FORM_TF.LIST	0	0	0	0	100.000
197 ROUTINE_FORPOSITION.OUT	0	0	0	0	100.000
198 ROUTINE_HC_COMPUTE.TIMES	0	0	0	0	100.000
199 ROUTINE_HC_DISENGAGE	0	0	0	0	100.000
200 ROUTINE_HC_EMPTY	0	0	0	0	100.000
201 ROUTINE_HE_LA.INPUT	0	0	0	0	100.000
202 ROUTINE_HEL_RANGE.COMPUTE	0	0	0	0	100.000
203 ROUTINE_ILLUM_COMPUTATION	0	0	0	0	100.000
204 ROUTINE_ILLUM_EFFECTS	0	0	0	0	100.000
205 ROUTINE_ILLUM.INPUT	0	0	0	0	100.000
206 ROUTINE_INIT.REINF	0	0	0	0	100.000
207 ROUTINE_INTER.BATTLE	0	0	0	0	100.000
208 ROUTINE_INTER.HELO	0	0	0	0	100.000
209 ROUTINE_KV.INPUT	0	0	0	0	100.000
210 ROUTINE_KV.PRINT	0	0	0	0	100.000
211 ROUTINE_KV.SCOREBOARD	0	0	0	0	100.000
212 ROUTINE_LINE.CIRCLE	0	0	0	0	100.000
213 ROUTINE_MADS.INPUT	0	0	0	0	100.000
214 ROUTINE_MAIN1	0	0	0	0	100.000
215 ROUTINE_MAIN2	0	0	0	0	100.000
216 ROUTINE_MAIN3	0	0	0	0	100.000
217 ROUTINE_MAO.INPUT	0	0	0	0	100.000
218 ROUTINE_MCFR.INPUT	0	0	0	0	100.000
219 ROUTINE_MFO.INPUT	0	0	0	0	100.000
220 ROUTINE_MINE_DELAY	0	0	0	0	100.000
221 ROUTINE_MINE_EFFECTS	0	0	0	0	100.000
222 ROUTINE_MINE.INPUT	0	0	0	0	100.000
223 ROUTINE_MPOB.INPUT	0	0	0	0	100.000
224 ROUTINE_MUNS.INPUT	0	0	0	0	100.000
225 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	0	0	100.000
226 ROUTINE_ORD.ATK	0	0	0	0	100.000
227 ROUTINE_ORD.DEF	0	0	0	0	100.000
228 ROUTINE_ORD.MOVCOR	0	0	0	0	100.000
229 ROUTINE_ORD.MOVDIS	0	0	0	0	100.000
230 ROUTINE_ORD.REINF	0	0	0	0	100.000

	PAGE	90
231 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
232 ROUTINE_P_E_M_INPUT	0	100.000
233 ROUTINE_PGM_INPUT	0	100.000
234 ROUTINE_PGM_MSN_ASSN	0	100.000
235 ROUTINE_PIR_DETECTION	0	100.000
236 ROUTINE_PK_INPUT	0	100.000
237 ROUTINE_PLAT_COUNT	0	100.000
238 ROUTINE_PRED_POS	0	100.000
239 ROUTINE_READ_ORDERS	0	100.000
240 ROUTINE_REIN_ARRIVE	0	100.000
241 ROUTINE_REPLACE_HC	0	100.000
242 ROUTINE_REQUEST_FASCAM	0	100.000
243 ROUTINE_RESET_FEGA_SECTOR	0	100.000
244 ROUTINE_RPV_DETECTION	0	100.000
245 ROUTINE_RUL_EN_INPUT	0	100.000
246 ROUTINE_SEARCH_COVERAGE	0	100.000
247 ROUTINE_SENSOR_INPUT	0	100.000
248 ROUTINE_SMOKE_COMPUTATION	0	100.000
249 ROUTINE_SMOKE_EFFECTS	0	100.000
250 ROUTINE_SMOKE_INPUT	0	100.000
251 ROUTINE_SNAP_R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST_INPUT	0	100.000
254 ROUTINE_SUBM_INPUT	0	100.000
255 ROUTINE_SYS_INPUT	0	100.000
256 ROUTINE_TACAIR_DATA_REPORT	0	100.000
257 ROUTINE_TACAIR_INPUT	0	100.000
258 ROUTINE_TB_INPUT	0	100.000
259 ROUTINE_TBF_INPUT	0	100.000
260 ROUTINE_TR_INPUT	0	100.000
261 ROUTINE_TT_FACTORS_INPUT	0	100.000
262 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
263 ROUTINE_UNIT_INPUT	0	100.000
264 ROUTINE_VIS_INPUT	0	100.000

TOTAL INVOCATIONS = 150018

CPU USAGE FOR SIMULATED HOUR 18. = 525.58 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 19.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	43072	25.102	25.102
2 FUNCTION_ACT.RANGE	27717	16.153	41.255
3 ROUTINE_RANGE.COMPUTE	21756	12.679	53.935
4 ROUTINE_PROX.CHECK	21536	12.551	66.486
5 ROUTINE_FRAC.COMPUTE	13520	7.879	74.365
6 ROUTINE_SIZE.ESTIMATE	6926	4.036	78.402
7 ROUTINE_FINAL.COVERAGE	2892	1.685	80.087
8 ROUTINE_LOCATE.SECTOR	2711	1.580	81.667
9 ROUTINE_PDB.DETECTION	2294	1.337	83.004
10 EVENT_PDB.ACTIVATION	1761	1.026	84.030
11 ROUTINE_FO.DETECTION	1620	.944	84.974
12 FUNCTION_COMBINATIONS	1502	.875	85.850
13 FUNCTION_EST.RANGE	1402	.817	86.667
14 ROUTINE_NOISE.DEGRADE	1143	.666	87.333
15 FUNCTION_HE.WLA	1000	.583	87.916
16 PROCESS_SHOOT.QUIT	937	.546	88.462
17 FUNCTION_FEBA.BAND	892	.520	88.982
18 ROUTINE_VOLLEY	883	.515	89.496
19 EVENT_CFR.ACTIVATION	880	.513	90.009
20 ROUTINE_JOHNSON.CRITERIA	836	.487	90.496
21 ROUTINE_PROB.INF	836	.487	90.984
22 ROUTINE_PROB.TIME	836	.487	91.471
23 ROUTINE_SEARCH	836	.487	91.958
24 ROUTINE_EST.COVERAGE	814	.474	92.432
25 ROUTINE_WEIGHTED.VOLLEYS	814	.474	92.907
26 ROUTINE_NORMAL.F	749	.437	93.343
27 ROUTINE_CONTRAST.IO.FREQ	722	.421	93.764
28 ROUTINE_OUTPUT.ATTRITION	687	.400	94.164
29 ROUTINE_COMPARE.TRS	589	.343	94.508
30 ROUTINE_TIME.REQ	562	.328	94.835
31 ROUTINE_TARGET.ANALYSIS	507	.295	95.131
32 ROUTINE_HE.OR.ICM.COMPUTATION	496	.289	95.420
33 ROUTINE_MARGINAL.EFFECTS.ADJ	472	.275	95.695
34 ROUTINE_GET.TERRAIN	448	.261	95.956
35 FUNCTION_ICM.WLA	411	.240	96.196
36 ROUTINE_FA.BN.ASGN	396	.231	96.426
37 ROUTINE_CHK.COMP.TR	364	.212	96.638
38 ROUTINE_CHK.FD.TR	363	.212	96.850
39 PROCESS_FIRE.MISSION	295	.172	97.022
40 ROUTINE_BTRY.FM.ENQ	295	.172	97.194
41 ROUTINE_REM.EFFECTS.COMPUTATION	288	.168	97.362
42 PROCESS_TARGET.REPORT	276	.161	97.523
43 ROUTINE_CFR.DETECTION	274	.160	97.682
44 ROUTINE_BTRY.FM.DEQ	267	.156	97.838
45 ROUTINE_FDC.TR.DEQ	255	.149	97.986
46 ROUTINE_FINISH.COMPUTATION	255	.149	98.135
47 ROUTINE_FDC.TR.ENQ	247	.144	98.279
48 ROUTINE_BTRY.EFFECTS	202	.118	98.397
49 ROUTINE_UNIT.ENVR	202	.118	98.514
50 ROUTINE_FA.BN.MOVEMENT	184	.107	98.622
51 ROUTINE_TIME.TO.DETECT	180	.105	98.727
52 ROUTINE_GAMMA.F	148	.086	98.813
53 EVENT_PDB.OPERATOR	120	.070	98.883

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54 ROUTINE_FD_EFFECTS.REQ	068	98.951
55 ROUTINE_MRT_TO_FREQ	066	99.017
56 ROUTINE_TEMPERATURE_ATTENUATION	066	99.084
57 FUNCTION_EST_TR_RANGE	060	99.144
58 ROUTINE_PROXIMITY.REQ	060	99.204
59 PROCESS_ARTY_ASSESS	058	99.262
60 ROUTINE_COPY	052	99.313
61 ROUTINE_EST_MIL_WORTH	048	99.361
62 ROUTINE_DUST_EFFECTS	038	99.400
63 EVENT_CFR_OPERATOR	036	99.436
64 ROUTINE_CHECK_ENGAGEMENT	036	99.472
65 ROUTINE_DEQ_FEBA_SET	036	99.508
66 ROUTINE_ENQ_FEBA_SET	035	99.543
67 ROUTINE_CFR_DEGRADE	031	99.574
68 EVENT_STOP_ARTY.MOVEMENT	030	99.604
69 EVENT_ARTY_OCCUPATION	030	99.634
70 EVENT_CFR_OFF	026	99.660
71 EVENT_CFR_ON	026	99.685
72 ROUTINE_CHECK_FOR_MINES	025	99.710
73 EVENT_START_ARTY.MOVEMENT	024	99.735
74 ROUTINE_ANGLE_COMPUTE	020	99.755
75 ROUTINE_WEIBULL.F	019	99.774
76 ROUTINE_BLOCK_LOS	017	99.792
77 ROUTINE_MIN.MOVE	015	99.807
78 ROUTINE_COMBINE_TRS	015	99.822
79 EVENT_MOVE	013	99.834
80 ROUTINE_CHANGE.LOC	013	99.847
81 ROUTINE_LOS_CHECK	013	99.860
82 ROUTINE_SEGMENT_ADJUST	012	99.872
83 ROUTINE_COMPUTE.D	012	99.884
84 PROCESS_HOW_REPAIR	011	99.895
85 ROUTINE_LOCATE_SEARCH_AREA	009	99.904
86 ROUTINE_NEW_SEGMENT	009	99.913
87 ROUTINE_POSITION	009	99.921
88 ROUTINE_REQUEST_SMOKE	009	99.930
89 EVENT_ENGAGEMENT	008	99.938
90 ROUTINE_REQUEST_ILUM	008	99.946
91 ROUTINE_EXPONENTIAL.F	008	99.954
92 ROUTINE_REQUEST_DEF.FASCAM	008	99.962
93 ROUTINE_PRED_POS	005	99.966
94 ROUTINE_CHECK_FORCE	003	99.969
95 EVENT_GET_NX_ORD	002	99.971
96 ROUTINE_DECIDE	002	99.974
97 EVENT_ACT_DEF	001	99.975
98 EVENT_SCHEDULE_ARTY.MOVEMENT	001	99.976
99 EVENT_UPDATE.LOC	001	99.977
100 ROUTINE_CHECK_DEAD	001	99.978
101 ROUTINE_COMPUTE.WD	001	99.980
102 ROUTINE_CREATE_FORCE	001	99.981
103 ROUTINE_HEADING	001	99.982
104 ROUTINE_SWITCH.FO	001	99.983
105 ROUTINE_UNIT_ASSIGNMENT	001	99.984
106 ROUTINE_UNIT_PRIORITY	001	99.985
107 ROUTINE_WHAT_NEXT	001	99.987
108 EVENT_ACT.ATK	+6.E-04	99.987
109 EVENT_ACT.MOVCOR	+6.E-04	99.988
110 EVENT_BTL_ENDED	+6.E-04	99.988
111 EVENT_START_BATTLE	+6.E-04	99.989
112 EVENT_START_MOVE	+6.E-04	99.990

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113 PROCESS_WITH_DRAW	1	+6.E-04	99.990
114 ROUTINE_ADJUST	1	+6.E-04	99.991
115 ROUTINE_CHECK_LIST	1	+6.E-04	99.991
116 ROUTINE_CHECK_PROX	1	+6.E-04	99.992
117 ROUTINE_CHECK_STREN	1	+6.E-04	99.992
118 ROUTINE_EMPTY	1	+6.E-04	99.993
119 ROUTINE_END_MOVE	1	+6.E-04	99.994
120 ROUTINE_FIN_BATTLE	1	+6.E-04	99.994
121 ROUTINE_GENERAL_BATTLE	1	+6.E-04	99.995
122 ROUTINE_INITIAL_DETECT	1	+6.E-04	99.995
123 ROUTINE_INITIAL_MOVE	1	+6.E-04	99.996
124 ROUTINE_LINE_OF_SIGHT	1	+6.E-04	99.997
125 ROUTINE_ORIENTATION	1	+6.E-04	99.997
126 ROUTINE_PREP_WITHDRAW	1	+6.E-04	99.998
127 ROUTINE_PREPARE_LIST	1	+6.E-04	99.998
128 ROUTINE_PROX_POS	1	+6.E-04	99.999
129 ROUTINE_REQUEST_WD_FASCAM	1	+6.E-04	99.999
130 ROUTINE_TERM_CHECK	1	+6.E-04	100.000
131 'PROGRAM' MAIN	0	0	100.000
132 EVENT_ACT_MOVDIS	0	0	100.000
133 EVENT_ACT_REINF	0	0	100.000
134 EVENT_AD_ENGAGEMENT	0	0	100.000
135 EVENT_CHANGE_LITE	0	0	100.000
136 EVENT_CHANGE_WEATHER	0	0	100.000
137 EVENT_DQ_OLD_SORTIE_QUEUE	0	0	100.000
138 EVENT_END_SIMULATION	0	0	100.000
139 EVENT_FEBA_SORTIE	0	0	100.000
140 EVENT_HC_DEPART_BATTLE	0	0	100.000
141 EVENT_HELLO_ENGAGEMENT	0	0	100.000
142 EVENT_INIT_PREPLAN_CAS	0	0	100.000
143 EVENT_OFF_LINE_ATTRITION	0	0	100.000
144 EVENT_POSITION_REPORT	0	0	100.000
145 EVENT_SEND_TEAM	0	0	100.000
146 EVENT_SET_DEBUG	0	0	100.000
147 FUNCTION_AR_PROB_DETECT	0	0	100.000
148 FUNCTION_BTRY_AVAILABLE	0	0	100.000
149 FUNCTION_COLLISION	0	0	100.000
150 FUNCTION_STAY_TIME	0	0	100.000
151 PROCESS_AC_ATK_TGT	0	0	100.000
152 PROCESS_AIR_OBSERVER	0	0	100.000
153 PROCESS_AIRBORNE_RADAR	0	0	100.000
154 PROCESS_ASSESSMENT	0	0	100.000
155 PROCESS_CAS_MISSION	0	0	100.000
156 PROCESS_FORWARD_OBSERVER	0	0	100.000
157 PROCESS_HC_ARRIVE_BATTLE	0	0	100.000
158 PROCESS_HC_RETURN_FARRP	0	0	100.000
159 PROCESS_HEL_TARGET_ACQUISITION	0	0	100.000
160 PROCESS_HELICOPTER_FIRE	0	0	100.000
161 PROCESS_MINE_ASSESS	0	0	100.000
162 PROCESS_PHOTO_IR_FLIGHT	0	0	100.000
163 PROCESS_REMOTE_PILOT_VEHICLE	0	0	100.000
164 ROUTINE_AC_BOMB_EFFECTS	0	0	100.000
165 ROUTINE_AC_DF_EFFECTS	0	0	100.000
166 ROUTINE_AC_MUNS_INPUT	0	0	100.000
167 ROUTINE_AD_SHOOT	0	0	100.000
168 ROUTINE_AMMO_RPT	0	0	100.000
169 ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
170 ROUTINE_AO_DETECTION	0	0	100.000
171 ROUTINE_AR_DETECTION	0	0	100.000

	PAGE	94
ATTRIT. SENSOR	0	100.000
BEETWEEN.ROUTINE	0	100.000
BTL.CHECK	0	100.000
BTRY.INPUT	0	100.000
CAS.EVAL	0	100.000
CAT.TU.INPUT	0	100.000
CHECK.CAS.CONSTRAINTS	0	100.000
CREATE.TEAMS	0	100.000
DEAD.UNIT	0	100.000
DECISION.INPUT	0	100.000
DESTROY.ORD	0	100.000
DQ.CMSN.QUEUE	0	100.000
EMPLOY.HELICOPTERS	0	100.000
END.CAS.MISSION	0	100.000
EQ.TE.INPUT	0	100.000
ERROR.STOP	0	100.000
FARRP.CHECK	0	100.000
FARRP.INPUT	0	100.000
FASCAM.COMPUTATION	0	100.000
FBN.FD.INPUT	0	100.000
FEBA.INITIAL	0	100.000
FILE.FD.SCHD	0	100.000
FILE.KAD.SENSOR	0	100.000
FIND.START.TIME	0	100.000
FLIGHT.PATH	0	100.000
FORM.TF.LIST	0	100.000
FORPOSITION.OUT	0	100.000
HC.COMPUTE.TIMES	0	100.000
HC.DISENGAGE	0	100.000
HC.EMPTY	0	100.000
HE.LA.INPUT	0	100.000
HEL.RANGE.COMPUTE	0	100.000
ILLUM.COMPUTATION	0	100.000
ILLUM.EFFECTS	0	100.000
ILLUM.INPUT	0	100.000
INIT.REINF	0	100.000
INTER.BATTLE	0	100.000
INTER.HELO	0	100.000
KV.INPUT	0	100.000
KV.PRINT	0	100.000
KV.SCOREBOARD	0	100.000
LINE.CIRCLE	0	100.000
MADS.INPUT	0	100.000
MAIN1	0	100.000
MAIN2	0	100.000
MAIN3	0	100.000
MAO.INPUT	0	100.000
MCFR.INPUT	0	100.000
MFO.INPUT	0	100.000
MINE.DELAY	0	100.000
MINE.EFFECTS	0	100.000
MINE.INPUT	0	100.000
MPDB.INPUT	0	100.000
MUNS.INPUT	0	100.000
OPEN.INPUT.OUTPUT.FILES	0	100.000
ORD.ATK	0	100.000
ORD.DEF	0	100.000
ORD.MOVCOR	0	100.000
ORD.MOVDIS	0	100.000

	PAGE	95
231 ROUTINE_ORD.REINF	0.	100.000
232 ROUTINE_OUTPUT_EXPENDITURES	0.	100.000
233 ROUTINE_P.E.M.INPUT	0.	100.000
234 ROUTINE_PGM.INPUT	0.	100.000
235 ROUTINE_PGM.MSN.ASGN	0.	100.000
236 ROUTINE_PIR.DETECTION	0.	100.000
237 ROUTINE_PK.INPUT	0.	100.000
238 ROUTINE_PLAT.COUNT	0.	100.000
239 ROUTINE_READ.ORDERS	0.	100.000
240 ROUTINE_REIN.ARRIVE	0.	100.000
241 ROUTINE_REPLACE.HC	0.	100.000
242 ROUTINE_REQUEST.FASCAM	0.	100.000
243 ROUTINE_RESET.FEBA.SECTOR	0.	100.000
244 ROUTINE_RPV.DETECTION	0.	100.000
245 ROUTINE_RUL.EN.INPUT	0.	100.000
246 ROUTINE_SEARCH.COVERAGE	0.	100.000
247 ROUTINE_SENSOR.INPUT	0.	100.000
248 ROUTINE_SMOKE.COMPUTATION	0.	100.000
249 ROUTINE_SMOKE.EFFECTS	0.	100.000
250 ROUTINE_SMOKE.INPUT	0.	100.000
251 ROUTINE_SNAP.R	0.	100.000
252 ROUTINE_SNAP2	0.	100.000
253 ROUTINE_ST.INPUT	0.	100.000
254 ROUTINE_SUBM.INPUT	0.	100.000
255 ROUTINE_SYS.INPUT	0.	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0.	100.000
257 ROUTINE_TACAIR.INPUT	0.	100.000
258 ROUTINE_TB.INPUT	0.	100.000
259 ROUTINE_TBF.INPUT	0.	100.000
260 ROUTINE_TR.INPUT	0.	100.000
261 ROUTINE_TT.FACTORS.INPUT	0.	100.000
262 ROUTINE_TYPE.WFAPON.INPUT	0.	100.000
263 ROUTINE_UNIT.INPUT	0.	100.000
264 ROUTINE_VIS.INPUT	0.	100.000

TOTAL INVOCATIONS = 171587

CPU USAGE FOR SIMULATED HOUR 19. = 513.79 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 20.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	22988	33 443	33 443
2 ROUTINE_FRAC_COMPUTE	13000	18 913	52 356
3 ROUTINE_SIZE_ESTIMATE	4960	7 216	59 572
4 ROUTINE_FINAL_COVERAGE	3049	4 436	64 008
5 ROUTINE_LOCATE_SECTOR	2379	3 461	67 469
6 ROUTINE_PDB_DETECTION	2054	2 988	70 457
7 EVENT_PDB_ACTIVATION	1629	2 370	72 827
8 ROUTINE_NOISE_DEGRADE	1032	1 501	74 328
9 FUNCTION_COMBINATIONS	886	1 289	75 617
10 EVENT_CFR_ACTIVATION	813	1 183	76 800
11 FUNCTION_EST_RANGE	813	1 183	77 983
12 ROUTINE_VOLLEY	811	1 180	79 163
13 ROUTINE_OUTPUT_ATTRITION	771	1 122	80 284
14 FUNCTION_HE_WLA	767	1 116	81 400
15 ROUTINE_PK_COMPUTE	752	1 094	82 494
16 ROUTINE_FO_DETECTION	751	1 093	83 587
17 FUNCTION_FEGA_BAND	691	1 005	84 592
18 ROUTINE_EST_COVERAGE	663	965	85 557
19 ROUTINE_WEIGHTED_VOLLEYS	663	965	86 521
20 ROUTINE_RANGE_COMPUTE	576	838	87 359
21 ROUTINE_NORMAL_F	453	659	88 018
22 ROUTINE_GET_TERRAIN	436	634	88 652
23 ROUTINE_HE_OR_ICM_COMPUTATION	388	564	89 217
24 ROUTINE_MARGINAL_EFFECTS_ADJ	384	559	89 776
25 ROUTINE_PROX_CHECK	376	547	90 323
26 FUNCTION_ICM_WLA	348	506	90 829
27 ROUTINE_FA_BN_ASSIGN	303	441	91 270
28 ROUTINE_TARGET_ANALYSIS	283	412	91 681
29 ROUTINE_CFR_DETECTION	278	404	92 086
30 ROUTINE_BTRY_FM_DEQ	276	402	92 487
31 ROUTINE_REM_EFFECTS_COMPUTATION	251	365	92 852
32 PROCESS_FIRE_MISSION	249	362	93 215
33 ROUTINE_BTRY_FM_ENQ	249	362	93 577
34 ROUTINE_CHK_COMP_TR	232	338	93 914
35 ROUTINE_CHK_FD_TR	232	338	94 252
36 ROUTINE_GAMMA_F	218	317	94 569
37 PROCESS_SHOOT_OUT	211	307	94 876
38 ROUTINE_COMPARE_TRS	206	300	95 176
39 ROUTINE_FDC_TR_DEQ	205	298	95 474
40 ROUTINE_FINISH_COMPUTATION	205	298	95 772
41 ROUTINE_TIME_REQ	199	290	96 062
42 ROUTINE_BTRY_EFFECTS	195	284	96 345
43 ROUTINE_UNIT_ENVIR	195	284	96 629
44 ROUTINE_FA_BN_MOVEMENT	180	262	96 891
45 PROCESS_TARGET_REPORT	158	230	97 121
46 ROUTINE_FDC_TR_ENQ	151	220	97 341
47 ROUTINE_DEQ_FEGA_SET	135	196	97 537
48 ROUTINE_ENQ_FEGA_SET	133	193	97 730
49 EVENT_PDB_OPERATOR	120	175	97 905
50 ROUTINE_TIME_TO_DETECT	104	151	98 056
51 ROUTINE_CHECK_ENGAGEMENT	86	125	98 181
52 EVENT_UPDATE_LOC	85	124	98 305
53 ROUTINE_FD_EFFECTS_REQ	67	097	98 403

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54 ROUTINE_COPY	65	.095
55 ROUTINE_EST_MIL_WORTH	61	.089
56 ROUTINE_JOHNSON_CRITERIA	58	.084
57 ROUTINE_PROB_INF	58	.084
58 ROUTINE_PROB_TIME	58	.084
59 ROUTINE_SEARCH	58	.084
60 ROUTINE_WEIBULL_F	50	.073
61 EVENT_ARTY_OCCUPATION	49	.071
62 ROUTINE_CHECK_FOR_MINES	48	.070
63 EVENT_CFR_ON	46	.067
64 EVENT_STOP_ARTY_MOVEMENT	46	.067
65 EVENT_CFR_OFF	45	.065
66 EVENT_START_ARTY_MOVEMENT	45	.065
67 ROUTINE_CONTRAST_TO_FREQ	32	.047
68 ROUTINE_LOCATE_SEARCH_AREA	31	.045
69 EVENT_CFR_OPERATOR	28	.041
70 FUNCTION_EST_TR_RANGE	27	.039
71 ROUTINE_PROXIMITY_REQ	27	.039
72 ROUTINE_MRT_TO_FREQ	26	.038
73 ROUTINE_TEMPERATURE_ATTENUATION	26	.038
74 ROUTINE_CFR_DEGRADE	25	.036
75 PROCESS_ARTY_ASSESS	24	.035
76 ROUTINE_EXPONENTIAL_F	21	.031
77 PROCESS_HOW_REPAIR	19	.028
78 ROUTINE_NEW_SEGMENT	13	.019
79 ROUTINE_DUST_EFFECTS	10	.015
80 ROUTINE_COMBINE_TRS	7	.010
81 EVENT_MOVE	6	.009
82 ROUTINE_CHANGE_LOC	6	.009
83 ROUTINE_COMPUTE_WD	6	.009
84 ROUTINE_LOS_CHECK	6	.009
85 ROUTINE_MIN_MOVE	6	.009
86 ROUTINE_CHECK_FORCE	5	.007
87 ROUTINE_DECIDE	5	.007
88 EVENT_GET_NX_ORD	4	.006
89 ROUTINE_CHECK_PROX	4	.006
90 EVENT_ACT_DEF	3	.004
91 EVENT_START_MOVE	3	.004
92 PROCESS_WITH_DRAW	3	.004
93 ROUTINE_POSITION	3	.004
94 ROUTINE_PREP_WITHDRAW	3	.004
95 ROUTINE_REQUEST_SMOKE	3	.004
96 ROUTINE_REQUEST_WD_FASCAM	3	.004
97 ROUTINE_SEGMENT_ADJUST	3	.004
98 ROUTINE_TERM_CHECK	3	.004
99 EVENT_ACT_MOVDIS	2	.003
100 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.003
101 ROUTINE_CHECK_DEAD	2	.003
102 ROUTINE_DEAD_UNIT	2	.003
103 ROUTINE_END_MOVE	2	.003
104 ROUTINE_WHAT_NEXT	2	.003
105 EVENT_ACT_MOVCOR	1	.001
106 EVENT_BTL_ENDED	1	.001
107 EVENT_CHANGE_WEATHER	1	.001
108 ROUTINE_DQ_CMDSN_QUEUE	1	.001
109 ROUTINE_EMPTY	1	.001
110 ROUTINE_FIN_BATTLE	1	.001
111 ROUTINE_HEADING	1	.001
112 ROUTINE_SWITCH_FO	1	100.000

	PAGE	90
MAIN	0	0.
I.LINF	0	0.
EVENT_AD_ENGAGEMENT	0	0.
EVENT_CHANGE_LITE	0	0.
EVENT_DO_OLD_SORTIE_QUEUE	0	0.
EVENT_END_SIMULATION	0	0.
EVENT_ENGAGEMENT	0	0.
EVENT_FEBA_SORTIE	0	0.
EVENT_HC_DEPART_BATTLE	0	0.
EVENT_HELO_ENGAGEMENT	0	0.
EVENT_INIT_PREPLAN.CAS	0	0.
EVENT_OFF_LINE_ATTRITION	0	0.
EVENT_POSITION.REPORT	0	0.
EVENT_SEND_TEAM	0	0.
EVENT_SET_DEBUG	0	0.
EVENT_START_BATTLE	0	0.
FUNCTION_AR_PROB.DETECT	0	0.
FUNCTION_BTNY.AVAILABLE	0	0.
FUNCTION_COLLISION	0	0.
FUNCTION_STAY.TIME	0	0.
PROCESS.AC.ATK.TGT	0	0.
PROCESS.AIR_OBSERVER	0	0.
PROCESS.AIRBORNE.RADAR	0	0.
PROCESS.CAS.MISSION	0	0.
PROCESS.FORWARD.OBSERVER	0	0.
PROCESS.HC.ARRIVE.BATTLE	0	0.
PROCESS.HC.RETURN.FARRP	0	0.
PROCESS_HEL_TARGET_ACQUISITION	0	0.
PROCESS_HELICOPTER_FIRE	0	0.
PROCESS.MINE_ASSESS	0	0.
PROCESS_PHOTO_IR_FLIGHT	0	0.
PROCESS_REMOTE.PILOT.VEHICLE	0	0.
ROUTINE.AC.BOMB.EFFECTS	0	0.
ROUTINE.AC.DF.EFFECTS	0	0.
ROUTINE.AC.MUNS.INPUT	0	0.
ROUTINE.AD.SHOOT	0	0.
ROUTINE_ADJUST	0	0.
ROUTINE_AMMO.RPT	0	0.
ROUTINE_ANALYSIS_OUTPUT	0	0.
ROUTINE_ANGLE.COMPUTE	0	0.
ROUTINE_AD DETECTION	0	0.
ROUTINE.AR.DETECTION	0	0.
ROUTINE_ATTRIT.SENSOR	0	0.
ROUTINE BETWEEN ROUTINE	0	0.
ROUTINE_BLOCK_LOS	0	0.
ROUTINE_BTL_CHECK	0	0.
ROUTINE_BTNY.INPUT	0	0.
ROUTINE_CAS_EVAL	0	0.
ROUTINE_CAT_TU.INPUT	0	0.
ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.
ROUTINE_CHECK_LIST	0	0.
ROUTINE_CHECK.STREN	0	0.
ROUTINE_COMPUTE.D	0	0.
ROUTINE_CREATE.FORCE	0	0.
ROUTINE_CREATE.Teams	0	0.
ROUTINE_DECISION.INPUT	0	0.
ROUTINE_DESTROY_ORD	0	0.

	PAGE	99
172 ROUTINE_EMPLOY_HELICOPTERS	0	100.000
173 ROUTINE_END_CAS_MISSION	0	100.000
174 ROUTINE_EQ_TE_INPUT	0	100.000
175 ROUTINE_ERROR_STOP	0	100.000
176 ROUTINE_FARRP_CHECK	0	100.000
177 ROUTINE_FARRP_INPUT	0	100.000
178 ROUTINE_FASCAM_COMPUTATION	0	100.000
179 ROUTINE_FBN_FD_INPUT	0	100.000
180 ROUTINE_FEBA_INITIAL	0	100.000
181 ROUTINE_FILE_FD_SCHD	0	100.000
182 ROUTINE_FILE_KAD_SENSOR	0	100.000
183 ROUTINE_FIND_START_TIME	0	100.000
184 ROUTINE_FLIGHT_PATH	0	100.000
185 ROUTINE_FORM_TF_LIST	0	100.000
186 ROUTINE_FORPOSITION_OUT	0	100.000
187 ROUTINE_GENERAL_BATTLE	0	100.000
188 ROUTINE_HC_COMPUTE_TIMES	0	100.000
189 ROUTINE_HC_DISENGAGE	0	100.000
190 ROUTINE_HC_EMPTY	0	100.000
191 ROUTINE_HE_LA_INPUT	0	100.000
192 ROUTINE_HEL_RANGE_COMPUTE	0	100.000
193 ROUTINE_ILUM_COMPUTATION	0	100.000
194 ROUTINE_ILUM_EFFECTS	0	100.000
195 ROUTINE_ILUM_INPUT	0	100.000
196 ROUTINE_INIT_REINF	0	100.000
197 ROUTINE_INITIAL_DETECT	0	100.000
198 ROUTINE_INITIAL_MOVE	0	100.000
199 ROUTINE_INTER_BATTLE	0	100.000
200 ROUTINE_INTER_HELO	0	100.000
201 ROUTINE_KV_INPUT	0	100.000
202 ROUTINE_KV_PRINT	0	100.000
203 ROUTINE_KV_SCOREBOARD	0	100.000
204 ROUTINE_LINE_CIRCLE	0	100.000
205 ROUTINE_LINE_OF_SIGHT	0	100.000
206 ROUTINE_MADS_INPUT	0	100.000
207 ROUTINE_MAIN1	0	100.000
208 ROUTINE_MAIN2	0	100.000
209 ROUTINE_MAIN3	0	100.000
210 ROUTINE_MAO_INPUT	0	100.000
211 ROUTINE_MCFR_INPUT	0	100.000
212 ROUTINE_MFO_INPUT	0	100.000
213 ROUTINE_MINE_DELAY	0	100.000
214 ROUTINE_MINE_EFFECTS	0	100.000
215 ROUTINE_MVE_INPUT	0	100.000
216 ROUTINE_MVE_INPUT	0	100.000
217 ROUTINE_MVS_INPUT	0	100.000
218 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	100.000
219 ROUTINE_ORD_ATK	0	100.000
220 ROUTINE_ORD_DEF	0	100.000
221 ROUTINE_ORD_MOVCOR	0	100.000
222 ROUTINE_ORD_MOVDIS	0	100.000
223 ROUTINE_ORD_REINF	0	100.000
224 ROUTINE_ORIENTATION	0	100.000
225 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
226 ROUTINE_PEM_INPUT	0	100.000
227 ROUTINE_PGM_INPUT	0	100.000
228 ROUTINE_PGM_MSN_ASGN	0	100.000
229 ROUTINE_PIR_DETECTION	0	100.000
230 ROUTINE_PK_INPUT	0	100.000

231 ROUTINE_PLAT_COUNT	0	0	100.000
232 ROUTINE_PRED_FOS	0	0	100.000
233 ROUTINE_PREPARE_LIST	0	0	100.000
234 ROUTINE_PROX_FOS	0	0	100.000
235 ROUTINE_READ_ORDERS	0	0	100.000
236 ROUTINE_REIN_ARRIVE	0	0	100.000
237 ROUTINE_REPLACE_HC	0	0	100.000
238 ROUTINE_REQUEST_DEF_FASCAM	0	0	100.000
239 ROUTINE_REQUEST_FASCAM	0	0	100.000
240 ROUTINE_REQUEST_ILUM	0	0	100.000
241 ROUTINE_RESET_FEBA_SECTOR	0	0	100.000
242 ROUTINE_RPV_DETECTION	0	0	100.000
243 ROUTINE_RUL_EN_INPUT	0	0	100.000
244 ROUTINE_SEARCH_COVERAGE	0	0	100.000
245 ROUTINE_SENSOR_INPUT	0	0	100.000
246 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
247 ROUTINE_SMOKE_EFFECTS	0	0	100.000
248 ROUTINE_SMOKE_INPUT	0	0	100.000
249 ROUTINE_SNAP_R	0	0	100.000
250 ROUTINE_SNAP2	0	0	100.000
251 ROUTINE_ST_INPUT	0	0	100.000
252 ROUTINE_SUBM_INPUT	0	0	100.000
253 ROUTINE_SYS_INPUT	0	0	100.000
254 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
255 ROUTINE_TACAIR_INPUT	0	0	100.000
256 ROUTINE_TB_INPUT	0	0	100.000
257 ROUTINE_TBF_INPUT	0	0	100.000
258 ROUTINE_TR_INPUT	0	0	100.000
259 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
260 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
261 ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
262 ROUTINE_UNIT_INPUT	0	0	100.000
263 ROUTINE_UNIT_PRIORITY	0	0	100.000
264 ROUTINE_VIS_INPUT	0	0	100.000

TOTAL INVOCATIONS = 68737

CPU USAGE FOR SIMULATED HOUR 20. = 268.32 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 21.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	74148	32.722	32.722
2 ROUTINE_RANGE COMPUTE	38890	17.162	49.884
3 ROUTINE_PROX CHECK	37074	16.361	66.245
4 FUNCTION_ACT RANGE	24796	10.943	77.187
5 ROUTINE_FRAC COMPUTE	14844	6.551	83.738
6 ROUTINE_SIZE ESTIMATE	5232	2.309	86.047
7 ROUTINE_FINAL COVERAGE	3659	1.615	87.662
8 ROUTINE_LOCATE SECTOR	2663	1.175	88.837
9 ROUTINE_PDB DETECTION	1984	.876	89.712
10 ROUTINE_TIME TO DETECT	1667	.736	90.448
11 EVENT_PDB_ACTIVATION	1642	.725	91.173
12 ROUTINE_FO DETECTION	1038	.458	91.631
13 FUNCTION_COMBINATIONS	1002	.442	92.073
14 ROUTINE_OUTPUT ATTRITION	989	.436	92.509
15 ROUTINE_NOISE DEGRADE	986	.435	92.944
16 PROCESS_SHOOT_OUT	924	.408	93.352
17 ROUTINE_VOLLEY	825	.364	93.716
18 FUNCTION_EST_RANGE	824	.364	94.080
19 EVENT_CFR_ACTIVATION	823	.363	94.443
20 FUNCTION_HE_WLA	806	.356	94.799
21 ROUTINE_EST_COVERAGE	693	.306	95.105
22 ROUTINE_WEIGHTED_VOLLEYS	693	.306	95.410
23 FUNCTION_FEBA_BAND	691	.305	95.715
24 ROUTINE_NORMAL_F	569	.251	95.966
25 ROUTINE_GET_TERRAIN	432	.191	96.157
26 ROUTINE_HE_OR_ICM_COMPUTATION	392	.173	96.330
27 ROUTINE_MARGINAL_EFFECTS_ADJ	392	.173	96.503
28 ROUTINE_COMPARE_TRS	371	.164	96.667
29 FUNCTION_ICM_WLA	361	.159	96.826
30 ROUTINE_TIME_REQ	358	.158	96.984
31 ROUTINE_TARGET_ANALYSIS	346	.153	97.137
32 ROUTINE_FA_BN_ASSIGN	299	.132	97.269
33 PROCESS_FIRE_MISSION	287	.127	97.395
34 ROUTINE_BTRY_FM_ENQ	287	.127	97.522
35 ROUTINE_REM_EFFECTS_COMPUTATION	282	.124	97.647
36 ROUTINE_BTRY_FM_DEQ	271	.120	97.766
37 ROUTINE_CHK_COMP_TR	265	.117	97.883
38 ROUTINE_CHK_FD_TR	265	.117	98.000
39 ROUTINE_CFR_DETECTION	252	.111	98.111
40 ROUTINE_DEQ_FEBA_SET	237	.105	98.216
41 ROUTINE_ENQ_FEBA_SET	237	.105	98.320
42 ROUTINE_CHECK_ENGAGEMENT	204	.090	98.410
43 PROCESS_TARGET_REPORT	194	.086	98.496
44 ROUTINE_BTRY_EFFECTS	192	.085	98.581
45 ROUTINE_UNIT_ENVIR	192	.085	98.666
46 ROUTINE_FDC_TR_ENQ	178	.079	98.744
47 ROUTINE_FA_BN_MOVEMENT	176	.078	98.822
48 ROUTINE_FDC_TR_DEQ	162	.071	98.893
49 ROUTINE_FINISH_COMPUTATION	162	.071	98.965
50 EVENT_PDB_OPERATOR	120	.053	99.018
51 ROUTINE_JOHNSON_CRITERIA	117	.052	99.069
52 ROUTINE_PROB_INF	117	.052	99.121
53 ROUTINE_PROB_TIME	117	.052	99.173

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54 ROUTINE_SEARCH	117	.052 99.224
55 ROUTINE_WEIBULL.F	94	.041 99.266
56 ROUTINE_GAMMA.F	90	.040 99.305
57 ROUTINE_CONTRAST.TO.FREQ	89	.039 99.345
58 ROUTINE_COPY	69	.030 99.375
59 ROUTINE_FD.EFFECTS.REQ	69	.030 99.406
60 EVENT_MOVE	68	.030 99.436
61 ROUTINE_CHANGE.LOC	68	.030 99.466
62 ROUTINE_COMPUTE.D	68	.030 99.496
63 ROUTINE_LOS.CHECK	68	.030 99.526
64 ROUTINE_MIN.MOVE	68	.030 99.556
65 ROUTINE_SEGMENT.ADJUST	68	.030 99.586
66 ROUTINE_EST.MIL.WORTH	61	.027 99.613
67 FUNCTION_EST.TR.RANGE	60	.026 99.639
68 ROUTINE_PROXIMITY.REQ	60	.026 99.665
69 ROUTINE_NEW_SEGMENT	59	.026 99.692
70 EVENT_ARTY.OCCUPATION	50	.022 99.714
71 EVENT_STOP_ARTY.MOVEMENT	50	.022 99.736
72 ROUTINE_POSITION	49	.022 99.757
73 EVENT_CFR.OFF	47	.021 99.778
74 ROUTINE_ANGLE.COMPUTE	47	.021 99.799
75 ROUTINE_CHECK.FOR.MINES	47	.021 99.820
76 EVENT_START_ARTY.MOVEMENT	46	.020 99.840
77 PROCESS_ARTY.ASSESS	46	.020 99.860
78 EVENT_CFR.ON	45	.020 99.880
79 ROUTINE_MRT.TO.FREQ	28	.012 99.892
80 ROUTINE_TEMPERATURE.ATTENUATION	28	.012 99.905
81 ROUTINE_DUST.EFFECTS	26	.011 99.916
82 EVENT_CFR.OPERATOR	23	.010 99.926
83 ROUTINE_CFR.DEGRADE	21	.009 99.936
84 ROUTINE_EXPONENTIAL.F	19	.008 99.944
85 PROCESS_HOW.REPAIR	18	.008 99.952
86 ROUTINE_COMBINE.TRS	16	.007 99.959
87 EVENT_ENGAGEMENT	10	.004 99.963
88 ROUTINE_REQUEST.DEF.FASCAM	10	.004 99.968
89 ROUTINE_REQUEST.ILLUM	10	.004 99.972
90 ROUTINE_REQUEST.SMOKE	10	.004 99.977
91 ROUTINE_CHECK.PROX	9	.004 99.981
92 EVENT_UPDATE.LOC	8	.004 99.984
93 ROUTINE_BLOCK.LOS	8	.004 99.988
94 EVENT_SCHEDULE_ARTY.MOVEMENT	2	+9.E-04 99.989
95 ROUTINE_CHECK.LIST	2	+9.E-04 99.989
96 ROUTINE_CREATE.FORCE	2	+9.E-04 99.990
97 ROUTINE_UNIT.ASSIGNMENT	2	+9.E-04 99.991
98 ROUTINE_UNIT.PRIORITY	2	+9.E-04 99.992
99 EVENT_ACT.ATK	1	+4.E-04 99.992
100 EVENT_ACT.MOVCOR	1	+4.E-04 99.993
101 EVENT_GET.NX.ORD	1	+4.E-04 99.993
102 EVENT_START.BATTLE	1	+4.E-04 99.994
103 EVENT_START.MOVE	1	+4.E-04 99.994
104 ROUTINE_ADJUST	1	+4.E-04 99.995
105 ROUTINE_CHECK.FORCE	1	+4.E-04 99.995
106 ROUTINE_CHECK.STREN	1	+4.E-04 99.996
107 ROUTINE_DECIDE	1	+4.E-04 99.996
108 ROUTINE_GENERAL.BATTLE	1	+4.E-04 99.996
109 ROUTINE_HEADING	1	+4.E-04 99.997
110 ROUTINE_INITIAL.DETECT	1	+4.E-04 99.997
111 ROUTINE_INITIAL.MOVE	1	+4.E-04 99.998
112 ROUTINE_LINE.OF.SIGHT	1	+4.E-04 99.998

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113 ROUTINE_ORIENTATION	1	+4 E-04	99	999
114 ROUTINE_PREPARE_LIST	1	+4 E-04	99	999
115 ROUTINE_PROX_POS	1	+4 E-04	100	000
116 ROUTINE_SWITCH_FO	1	+4 E-04	100	000
117 PROGRAM MAIN	0	0	100	000
118 EVENT_ACT_DEF	0	0	100	000
119 EVENT_ACT_MOVDIS	0	0	100	000
120 EVENT_ACT_REINF	0	0	100	000
121 EVENT_AD_ENGAGEMENT	0	0	100	000
122 EVENT_BTL_ENDED	0	0	100	000
123 EVENT_CHANGE_LITE	0	0	100	000
124 EVENT_CHANGE_WEAT_FR	0	0	100	000
125 EVENT_DQ_OLD_SORTIE_QUEUE	0	0	100	000
126 EVENT_END_SIMULATION	0	0	100	000
127 EVENT_FEBA_SORTIE	0	0	100	000
128 EVENT_HC_DEPART_BATTLE	0	0	100	000
129 EVENT_HELO_ENGAGEMENT	0	0	100	000
130 EVENT_INIT_PREPLAN_CAS	0	0	100	000
131 EVENT_OFF_LINE_ATTRITION	0	0	100	000
132 EVENT_POSITION_REPORT	0	0	100	000
133 EVENT_SEND_TEAM	0	0	100	000
134 EVENT_SET_DEBUG	0	0	100	000
135 FUNCTION_AR_PROB_DETECT	0	0	100	000
136 FUNCTION_BTRY_AVAILABLE	0	0	100	000
137 FUNCTION_COLLISION	0	0	100	000
138 FUNCTION_STAY	0	0	100	000
139 PROCESS_AC_ATK_TGT	0	0	100	000
140 PROCESS_AIR_OBSERVER	0	0	100	000
141 PROCESS_AIRBORNE_RADAR	0	0	100	000
142 PROCESS_ASSESSMENT	0	0	100	000
143 PROCESS_CAS_MISSION	0	0	100	000
144 PROCESS_FORWARD_OBSERVER	0	0	100	000
145 PROCESS_HC_ARRIVE_BATTLE	0	0	100	000
146 PROCESS_HC_RETURN_FARP	0	0	100	000
147 PROCESS_HEL_TARGET_ACQUISITION	0	0	100	000
148 PROCESS_HELICOPTER_FIRE	0	0	100	000
149 PROCESS_MINE_ASSESS	0	0	100	000
150 PROCESS_PHOTO_IR_FLIGHT	0	0	100	000
151 PROCESS_REMOTE_PILOT_VEHICLE	0	0	100	000
152 PROCESS_WITH_DRAW	0	0	100	000
153 ROUTINE_AC_BOMB_EFFECTS	0	0	100	000
154 ROUTINE_AC_DF_EFFECTS	0	0	100	000
155 ROUTINE_AC_MUNS_INPUT	0	0	100	000
156 ROUTINE_AD_SHOOT	0	0	100	000
157 ROUTINE_AMMO_RPT	0	0	100	000
158 ROUTINE_ANALYSIS_OUTPUT	0	0	100	000
159 ROUTINE_AD_DETECTION	0	0	100	000
160 ROUTINE_AR_DETECTION	0	0	100	000
161 ROUTINE_ATTRIT_SENSOR	0	0	100	000
162 ROUTINE_BETWEEN_ROUTINE	0	0	100	000
163 ROUTINE_BTL_CHECK	0	0	100	000
164 ROUTINE_BTRY_INPUT	0	0	100	000
165 ROUTINE_CAS_EVAL	0	0	100	000
166 ROUTINE_CAT_TU_INPUT	0	0	100	000
167 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100	000
168 ROUTINE_CHECK_DEAD	0	0	100	000
169 ROUTINE_COMPUTE_WD	0	0	100	000
170 ROUTINE_CREATE_TEAMS	0	0	100	000
171 ROUTINE_DEAD_UNIT	0	0	100	000

	PAGE	104
172 ROUTINE_DECISION.INPUT	0.	100.000
173 ROUTINE_DESTROY.ORD	0.	100.000
174 ROUTINE_DQ_CM5N.QUEUE	0.	100.000
175 ROUTINE_EMPLOY_HELICOPTERS	0.	100.000
176 ROUTINE_EMPTY	0.	100.000
177 ROUTINE_END_CAS_MISSION	0.	100.000
178 ROUTINE_END_MOVE	0.	100.000
179 ROUTINE_EQ_TE.INPUT	0.	100.000
180 ROUTINE_ERROR_STOP	0.	100.000
181 ROUTINE_FARRP_CHECK	0.	100.000
182 ROUTINE_FARRP.INPUT	0.	100.000
183 ROUTINE_FASCAM_COMPUTATION	0.	100.000
184 ROUTINE_FBN_FD.INPUT	0.	100.000
185 ROUTINE_FEBA_INITIAL	0.	100.000
186 ROUTINE_FILE_FD.SCHD	0.	100.000
187 ROUTINE_FILE_KAD_SENSOR	0.	100.000
188 ROUTINE_FIN_BATTLE	0.	100.000
189 ROUTINE_FIND_START.TIME	0.	100.000
190 ROUTINE_FLIGHT_PATH	0.	100.000
191 ROUTINE_FORM_TF_LIST	0.	100.000
192 ROUTINE_FORPOSITION.OUT	0.	100.000
193 ROUTINE_HC_COMPUTE.TIMES	0.	100.000
194 ROUTINE_HC_DISENGAGE	0.	100.000
195 ROUTINE_HC_EMPTY	0.	100.000
196 ROUTINE_HE_LA.INPUT	0.	100.000
197 ROUTINE_HEL_RANGE.COMPUTE	0.	100.000
198 ROUTINE_ILLUM_COMPUTATION	0.	100.000
199 ROUTINE_ILLUM_EFFECTS	0.	100.000
200 ROUTINE_ILLUM.INPUT	0.	100.000
201 ROUTINE_INIT.REINF	0.	100.000
202 ROUTINE_INTER_BATTLE	0.	100.000
203 ROUTINE_INTER_HELO	0.	100.000
204 ROUTINE_KV.INPUT	0.	100.000
205 ROUTINE_KV.PRINT	0.	100.000
206 ROUTINE_KV_SCOREBOARD	0.	100.000
207 ROUTINE_LINE_CIRCLE	0.	100.000
208 ROUTINE_LOCATE_SEARCH.AREA	0.	100.000
209 ROUTINE_MADS.INPUT	0.	100.000
210 ROUTINE_MAIN1	0.	100.000
211 ROUTINE_MAIN2	0.	100.000
212 ROUTINE_MAIN3	0.	100.000
213 ROUTINE_MAO.INPUT	0.	100.000
214 ROUTINE_MCFR.INPUT	0.	100.000
215 ROUTINE_MFO.INPUT	0.	100.000
216 ROUTINE_MINE_DELAY	0.	100.000
217 ROUTINE_MINE_EFFECTS	0.	100.000
218 ROUTINE_MINE.INPUT	0.	100.000
219 ROUTINE_MPOB.INPUT	0.	100.000
220 ROUTINE_MUNS.INPUT	0.	100.000
221 ROUTINE_OPEN.INPUT OUTPUT.FILES	0.	100.000
222 ROUTINE_ORD.ATK	0.	100.000
223 ROUTINE_ORD.DEF	0.	100.000
224 ROUTINE_ORD.MOVCOR	0.	100.000
225 ROUTINE_ORD.MOVDIS	0.	100.000
226 ROUTINE_ORD.REINF	0.	100.000
227 ROUTINE_OUTPUT_EXPENDITURES	0.	100.000
228 ROUTINE_P_E_M.INPUT	0.	100.000
229 ROUTINE_PGM.INPUT	0.	100.000
230 ROUTINE_PGM_MSN.ASGN	0.	100.000

231 ROUTINE_PIR_DETECTION	0.	0.	100.000
232 ROUTINE_PK_INPUT	0.	0.	100.000
233 ROUTINE_PLAT_COUNT	0.	0.	100.000
234 ROUTINE_PRED_POS	0.	0.	100.000
235 ROUTINE_PREP_WITHDRAW	0.	0.	100.000
236 ROUTINE_READ_ORDERS	0.	0.	100.000
237 ROUTINE_REIN_ARRIVE	0.	0.	100.000
238 ROUTINE_REPLACE_HC	0.	0.	100.000
239 ROUTINE_REQUEST_FASCAM	0.	0.	100.000
240 ROUTINE_REQUEST_WD_FASCAM	0.	0.	100.000
241 ROUTINE_RESET_FEGA_SECTOR	0.	0.	100.000
242 ROUTINE_RPV_DETECTION	0.	0.	100.000
243 ROUTINE_RUL_EN_INPUT	0.	0.	100.000
244 ROUTINE_SEARCH_COVERAGE	0.	0.	100.000
245 ROUTINE_SENSOR_INPUT	0.	0.	100.000
246 ROUTINE_SMOKE_COMPUTATION	0.	0.	100.000
247 ROUTINE_SMOKE_EFFECTS	0.	0.	100.000
248 ROUTINE_SMOKE_INPUT	0.	0.	100.000
249 ROUTINE_SNAP_R	0.	0.	100.000
250 ROUTINE_SNAP2	0.	0.	100.000
251 ROUTINE_ST_INPUT	0.	0.	100.000
252 ROUTINE_SUBM_INPUT	0.	0.	100.000
253 ROUTINE_SYS_INPUT	0.	0.	100.000
254 ROUTINE_TACAIR_DATA_REPORT	0.	0.	100.000
255 ROUTINE_TACAIR_INPUT	0.	0.	100.000
256 ROUTINE_TB_INPUT	0.	0.	100.000
257 ROUTINE_TBF_INPUT	0.	0.	100.000
258 ROUTINE_TERM_CHECK	0.	0.	100.000
259 ROUTINE_TR_INPUT	0.	0.	100.000
260 ROUTINE_TT_FACTORS_INPUT	0.	0.	100.000
261 ROUTINE_TYPE_WEAPON_INPUT	0.	0.	100.000
262 ROUTINE_UNIT_INPUT	0.	0.	100.000
263 ROUTINE_VIS_INPUT	0.	0.	100.000
264 ROUTINE_WHAT_NEXT	0.	0.	100.000

TOTAL INVOCATIONS = 226602

CPU USAGE FOR SIMULATED HOUR 21. = 637.76 SECONDS

HOURLY INVOCATION REPORT

AT SIMULATED TIME 22.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK_COMPUTE	79984	35.433	35.433
2 ROUTINE_PROX_CHECK	39992	17.716	53.149
3 ROUTINE_RANGE_COMPUTE	39992	17.716	70.865
4 FUNCTION_ACT_RANGE	23299	10.321	81.187
5 ROUTINE_FRAC_COMPUTE	12560	5.564	86.751
6 ROUTINE_SIZE_ESTIMATE	4386	1.943	88.694
7 ROUTINE_FINAL_COVERAGE	2986	1.323	90.017
8 ROUTINE_LOCATE_SECTOR	2235	.990	91.007
9 ROUTINE_PDB_DETECTION	2082	.922	91.929
10 EVENT_PDB_ACTIVATION	1587	.703	92.632
11 ROUTINE_FO_DETECTION	1058	.469	93.101
12 ROUTINE_NOISE_DEGRADE	1043	.462	93.563
13 FUNCTION_COMBINATIONS	882	.391	93.954
14 FUNCTION_EST_RANGE	800	.354	94.308
15 EVENT_CFR_ACTIVATION	794	.352	94.660
16 ROUTINE_VOLLEY	792	.351	95.011
17 ROUTINE_OUTPUT_ATTRITION	782	.346	95.357
18 FUNCTION_HE_WLA	735	.326	95.683
19 FUNCTION_FEBB_BAND	635	.281	95.964
20 ROUTINE_EST_COVERAGE	631	.280	96.243
21 ROUTINE_WEIGHTED_VOLLEYS	631	.280	96.523
22 ROUTINE_NORMAL_F	501	.222	96.745
23 ROUTINE_COMPARE_TRS	450	.199	96.944
24 ROUTINE_TIME_REQ	447	.198	97.142
25 ROUTINE_GET_TERRAIN	399	.177	97.319
26 PROCESS_SHOOT_OUT	369	.163	97.482
27 ROUTINE_HE_OR_ICM_COMPUTATION	355	.157	97.640
28 ROUTINE_MARGINAL_EFFECTS_ADJ	355	.157	97.797
29 FUNCTION_ICM_WLA	325	.144	97.941
30 ROUTINE_TARGET_ANALYSIS	325	.144	98.085
31 ROUTINE_CFR_DETECTION	282	.125	98.210
32 ROUTINE_FA_BN_ASSIGN	280	.124	98.334
33 ROUTINE_CHK_COMP_TR	248	.110	98.444
34 ROUTINE_CHK_FD_TR	246	.109	98.553
35 PROCESS_FIRE_MISSION	245	.109	98.661
36 ROUTINE_BTRY_FM_ENQ	245	.109	98.770
37 ROUTINE_REM_EFFECTS_COMPUTATION	243	.108	98.877
38 ROUTINE_BTRY_FM_DEQ	241	.107	98.984
39 ROUTINE_BTRY_EFFECTS	183	.081	99.065
40 ROUTINE_UNIT_ENVIR	183	.081	99.146
41 PROCESS_TARGET_REPORT	178	.079	99.225
42 ROUTINE_FA_BN_MOVEMENT	165	.073	99.298
43 ROUTINE_FDC_TR_DEQ	162	.072	99.370
44 ROUTINE_FINISH_COMPUTATION	162	.072	99.442
45 ROUTINE_FDC_TR_ENQ	161	.071	99.513
46 EVENT_PDB_OPERATOR	120	.053	99.566
47 ROUTINE_GAMMA_F	92	.041	99.607
48 ROUTINE_DEQ_FEBB_SET	80	.035	99.643
49 ROUTINE_ENQ_FEBB_SET	80	.035	99.678
50 ROUTINE_FD_EFFECTS_REQ	70	.031	99.709
51 FUNCTION_EST_TR_RANGE	68	.030	99.739
52 ROUTINE_PROXIMITY_REQ	68	.030	99.769
53 ROUTINE_EST_MIL_WORTH	67	.030	99.799

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54 PROCESS_ARTY_ASSESS	026	99.825
55 ROUTINE_COPY	024	99.849
56 EVENT_CFR_ON	020	99.870
57 EVENT_CFR_OFF	019	99.889
58 EVENT_START_ARTY_MOVEMENT	015	99.904
59 ROUTINE_CHECK_FOR_MINES	015	99.918
60 EVENT_ARTY_OCCUPATION	014	99.932
61 EVENT_STOP_ARTY_MOVEMENT	014	99.946
62 EVENT_CFR_OPERATOR	009	99.955
63 ROUTINE_EXPONENTIAL_F	008	99.963
64 ROUTINE_CFR_DEGRADE	008	99.971
65 PROCESS_HOW_REPAIR	008	99.979
66 ROUTINE_COMBINE_TRS	007	99.985
67 EVENT_UPDATE_LOC	004	99.989
68 ROUTINE_CHECK_PROX	004	99.992
69 ROUTINE_DUST_EFFECTS	004	99.996
70 ROUTINE_BLOCK_LOS	001	99.997
71 EVENT_SCHEDULE_ARTY_MOVEMENT	+9 E-04	99.998
72 ROUTINE_DECIDE	+9 E-04	99.999
73 ROUTINE_CHECK_FORCE	+4 E-04	100.000
74 ROUTINE_HEADING	+4 E-04	100.000
75 **PROGRAM**MAIN	0.	100.000
76 EVENT_ACT_ATK	0.	100.000
77 EVENT_ACT_DEF	0.	100.000
78 EVENT_ACT_MOVCOR	0.	100.000
79 EVENT_ACT_MOVDIS	0.	100.000
80 EVENT_ACT_REINF	0.	100.000
81 EVENT_AD_ENGAGEMENT	0.	100.000
82 EVENT_BTL_ENDED	0.	100.000
83 EVENT_CHANGE_LITE	0.	100.000
84 EVENT_CHANGE_WEATHER	0.	100.000
85 EVENT_DO_OLD_SORTIE_QUEUE	0.	100.000
86 EVENT_END_SIMULATION	0.	100.000
87 EVENT_ENGAGEMENT	0.	100.000
88 EVENT_FEBA_SORTIE	0.	100.000
89 EVENT_GET_NX_ORD	0.	100.000
90 EVENT_HC_DEPART_BATTLE	0.	100.000
91 EVENT_HEL0_ENGAGEMENT	0.	100.000
92 EVENT_INIT_PREPLAN_CAS	0.	100.000
93 EVENT_MOVE	0.	100.000
94 EVENT_OFF_LINE_ATTRITION	0.	100.000
95 EVENT_POSITION_REPORT	0.	100.000
96 EVENT_SEND_TEAM	0.	100.000
97 EVENT_SET_DEBUG	0.	100.000
98 EVENT_START_BATTLE	0.	100.000
99 EVENT_START_MOVE	0.	100.000
100 FUNCTION_AR_PROB_DETECT	0.	100.000
101 FUNCTION_BTRY_AVAILABLE	0.	100.000
102 FUNCTION_COLLISION	0.	100.000
103 FUNCTION_STAY_TIME	0.	100.000
104 PROCESS_AC_ATK_TGT	0.	100.000
105 PROCESS_AIR_OBSERVER	0.	100.000
106 PROCESS_AIRBORNE_RADAR	0.	100.000
107 PROCESS_ASSESSMENT	0.	100.000
108 PROCESS_CAS_MISSION	0.	100.000
109 PROCESS_FORWARD_OBSERVER	0.	100.000
110 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
111 PROCESS_HC_RETURN_FARRP	0.	100.000
112 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000

113	PROCESS_HELICOPTER_FIRE	0	0	PAGE 108	100.000
114	PROCESS_MINE_ASSESS	0	0		100.000
115	PROCESS_PHOTO_IR_FLIGHT	0	0		100.000
116	PROCESS_REMOTE_PILOT_VEHICLE	0	0		100.000
117	PROCESS_WITH_DRAW	0	0		100.000
118	ROUTINE_AC_BOMB_EFFECTS	0	0		100.000
119	ROUTINE_AC_DF_EFFECTS	0	0		100.000
120	ROUTINE_AC_MUNS_INPUT	0	0		100.000
121	ROUTINE_AD_SHOOT	0	0		100.000
122	ROUTINE_ADJUST	0	0		100.000
123	ROUTINE_AMMO_RPT	0	0		100.000
124	ROUTINE_ANALYSIS_OUTPUT	0	0		100.000
125	ROUTINE_ANGLE_COMPUTE	0	0		100.000
126	ROUTINE_AO_DETECTION	0	0		100.000
127	ROUTINE_AR_DETECTION	0	0		100.000
128	ROUTINE_ATTRIT_SENSOR	0	0		100.000
129	ROUTINE_BETWEEN_ROUTINE	0	0		100.000
130	ROUTINE_BTL_CHECK	0	0		100.000
131	ROUTINE_BTRY_INPUT	0	0		100.000
132	ROUTINE_CAS_EVAL	0	0		100.000
133	ROUTINE_CAT_TU_INPUT	0	0		100.000
134	ROUTINE_CHANGE_LOC	0	0		100.000
135	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0		100.000
136	ROUTINE_CHECK_DEAD	0	0		100.000
137	ROUTINE_CHECK_ENGAGEMENT	0	0		100.000
138	ROUTINE_CHECK_LIST	0	0		100.000
139	ROUTINE_CHECK_STREN	0	0		100.000
140	ROUTINE_COMPUTE_D	0	0		100.000
141	ROUTINE_COMPUTE_WD	0	0		100.000
142	ROUTINE_CONTRAST_TO_FREQ	0	0		100.000
143	ROUTINE_CREATE_FORCE	0	0		100.000
144	ROUTINE_CREATE_TEAMS	0	0		100.000
145	ROUTINE_DEAD_UNIT	0	0		100.000
146	ROUTINE_DECISION_INPUT	0	0		100.000
147	ROUTINE_DESTROY_ORD	0	0		100.000
148	ROUTINE_DQ_CMNS_QUEUE	0	0		100.000
149	ROUTINE_EMPLOY_HELICOPTERS	0	0		100.000
150	ROUTINE_EMPTY	0	0		100.000
151	ROUTINE_END_CAS_MISSION	0	0		100.000
152	ROUTINE_END_MOVE	0	0		100.000
153	ROUTINE_EQ_TE_INPUT	0	0		100.000
154	ROUTINE_ERROR_STOP	0	0		100.000
155	ROUTINE_FARRP_CHECK	0	0		100.000
156	ROUTINE_FARRP_INPUT	0	0		100.000
157	ROUTINE_FASCAM_COMPUTATION	0	0		100.000
158	ROUTINE_FBN_FD_INPUT	0	0		100.000
159	ROUTINE_FEBD_INITIAL	0	0		100.000
160	ROUTINE_FILE_FD_SCHD	0	0		100.000
161	ROUTINE_FILE_KAD_SENSOR	0	0		100.000
162	ROUTINE_FIN_BATTLE	0	0		100.000
163	ROUTINE_FIND_START_TIME	0	0		100.000
164	ROUTINE_FLIGHT_PATH	0	0		100.000
165	ROUTINE_FORM_TF_LIST	0	0		100.000
166	ROUTINE_FORPOSITION_OUT	0	0		100.000
167	ROUTINE_GENERAL_BATTLE	0	0		100.000
168	ROUTINE_HC_COMPUTE_TIMES	0	0		100.000
169	ROUTINE_HC_DISENGAGE	0	0		100.000
170	ROUTINE_HC_EMPTY	0	0		100.000
171	ROUTINE_HE_LA_INPUT	0	0		100.000

ALL RANGE COMPUTE	0	0	0	100.000
ALL ILLUM COMPUTATION	0	0	0	100.000
ALL ILLUM EFFECTS	0	0	0	100.000
ALL ILLUM INPUT	0	0	0	100.000
176 ROUTINE_INIT.REIN	0	0	0	100.000
177 ROUTINE_INITIAL_DETECT	0	0	0	100.000
178 ROUTINE_INITIAL_MOVE	0	0	0	100.000
179 ROUTINE_INTER_BATTLE	0	0	0	100.000
180 ROUTINE_INTER_HELO	0	0	0	100.000
181 ROUTINE_JOHNSON.CRITERIA	0	0	0	100.000
182 ROUTINE_KV.INPUT	0	0	0	100.000
183 ROUTINE_KV.PRINT	0	0	0	100.000
184 ROUTINE_KV.SCOREBOARD	0	0	0	100.000
185 ROUTINE_LINE.CIRCLE	0	0	0	100.000
186 ROUTINE_LINE.OF.SIGHT	0	0	0	100.000
187 ROUTINE_LOCATE.SEARCH.AREA	0	0	0	100.000
188 ROUTINE_LOS.CHECK	0	0	0	100.000
189 ROUTINE_MADS.INPUT	0	0	0	100.000
190 ROUTINE_MAIN1	0	0	0	100.000
191 ROUTINE_MAIN2	0	0	0	100.000
192 ROUTINE_MAIN3	0	0	0	100.000
193 ROUTINE_MAO.INPUT	0	0	0	100.000
194 ROUTINE_MCFR.INPUT	0	0	0	100.000
195 ROUTINE_MFO.INPUT	0	0	0	100.000
196 ROUTINE_MIN.MOVE	0	0	0	100.000
197 ROUTINE_MINE.DELAY	0	0	0	100.000
198 ROUTINE_MINE.EFFECTS	0	0	0	100.000
199 ROUTINE_MINE.INPUT	0	0	0	100.000
200 ROUTINE_MPD8.INPUT	0	0	0	100.000
201 ROUTINE_MRT.TO.FREQ	0	0	0	100.000
202 ROUTINE_MUNS.INPUT	0	0	0	100.000
203 ROUTINE_NEW.SEGMENT	0	0	0	100.000
204 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	0	100.000
205 ROUTINE_ORD.ATK	0	0	0	100.000
206 ROUTINE_ORD.DEF	0	0	0	100.000
207 ROUTINE_ORD.MOVCOR	0	0	0	100.000
208 ROUTINE_ORD.MOVDIS	0	0	0	100.000
209 ROUTINE_ORD.REINF	0	0	0	100.000
210 ROUTINE_ORIENTATION	0	0	0	100.000
211 ROUTINE_OUTPUT.EXPENDITURES	0	0	0	100.000
212 ROUTINE_P.E.M.INPUT	0	0	0	100.000
213 ROUTINE_PGM.INPUT	0	0	0	100.000
214 ROUTINE_PGM.MSN.ASGN	0	0	0	100.000
215 ROUTINE_PIR.DETECTION	0	0	0	100.000
216 ROUTINE_PK.INPUT	0	0	0	100.000
217 ROUTINE_PLAT.COUNT	0	0	0	100.000
218 ROUTINE_POSITION	0	0	0	100.000
219 ROUTINE_PRED.POS	0	0	0	100.000
220 ROUTINE_PREP.WITHDRAW	0	0	0	100.000
221 ROUTINE_PREPARE.LIST	0	0	0	100.000
222 ROUTINE_PROB.INF	0	0	0	100.000
223 ROUTINE_PROB.TIME	0	0	0	100.000
224 ROUTINE_PROX.POS	0	0	0	100.000
225 ROUTINE_READ.ORDERS	0	0	0	100.000
226 ROUTINE_REIN.ARRIVE	0	0	0	100.000
227 ROUTINE_REPLACE.HC	0	0	0	100.000
228 ROUTINE_REQUEST.DEF.FASCAM	0	0	0	100.000
229 ROUTINE_REQUEST.FASCAM	0	0	0	100.000
230 ROUTINE_REQUEST.ILLUM	0	0	0	100.000

231 ROUTINE_REQUEST_SMOKE	0	0	100.000
232 ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
233 ROUTINE_RESET_FEGA_SECTOR	0	0	100.000
234 ROUTINE_RPV_DETECTION	0	0	100.000
235 ROUTINE_RULE_EN_INPUT	0	0	100.000
236 ROUTINE_SEARCH	0	0	100.000
237 ROUTINE_SEARCH_COVERAGE	0	0	100.000
238 ROUTINE_SEGMENT_ADJUST	0	0	100.000
239 ROUTINE_SENSOR_INPUT	0	0	100.000
240 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
241 ROUTINE_SMOKE_EFFECTS	0	0	100.000
242 ROUTINE_SMOKE_INPUT	0	0	100.000
243 ROUTINE_SNAP_P	0	0	100.000
244 ROUTINE_SNAP2	0	0	100.000
245 ROUTINE_ST_INPUT	0	0	100.000
246 ROUTINE_SUBM_INPUT	0	0	100.000
247 ROUTINE_SWITCH_FO	0	0	100.000
248 ROUTINE_SYS_INPUT	0	0	100.000
249 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
250 ROUTINE_TACAIR_INPUT	0	0	100.000
251 ROUTINE_TB_INPUT	0	0	100.000
252 ROUTINE_TBF_INPUT	0	0	100.000
253 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.000
254 ROUTINE_TERM_CHECK	0	0	100.000
255 ROUTINE_TIME_TO_DETECT	0	0	100.000
256 ROUTINE_TR_INPUT	0	0	100.000
257 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
258 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
259 ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
260 ROUTINE_UNIT_INPUT	0	0	100.000
261 ROUTINE_UNIT_PRIORITY	0	0	100.000
262 ROUTINE_VIS_INPUT	0	0	100.000
263 ROUTINE_WEIBULL_F	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 225735

CPU USAGE FOR SIMULATED HOUR 22. = 613.21 SECONDS

COSAGT HOURLY INVOCATION REPORT

AT SIMULATED TIME 23

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	79182	36.275	36.275
2 ROUTINE_RANGE COMPUTE	39769	18.219	54.493
3 ROUTINE_PROX CHECK	39591	18.137	72.631
4 FUNCTION_ACT RANGE	19092	8.746	81.377
5 ROUTINE_FRAC COMPUTE	11676	5.349	86.726
6 ROUTINE_SIZE_ESTIMATE	3834	1.756	88.482
7 ROUTINE_FINAL_COVERAGE	2666	1.221	89.704
8 ROUTINE_LOCATE_SECTOR	2126	.974	90.678
9 ROUTINE_PDB_DETECTION	1877	.860	91.538
10 EVENT_PDB_ACTIVATION	1371	.628	92.166
11 ROUTINE_FO_DETECTION	1067	.489	92.655
12 ROUTINE_NOISE_DEGRADE	940	.431	93.085
13 FUNCTION_COMBINATIONS	906	.415	93.500
14 FUNCTION_EST_RANGE	803	.368	93.868
15 EVENT_CFR_ACTIVATION	686	.314	94.182
16 ROUTINE_VOLLEY	685	.314	94.496
17 FUNCTION_HE_WLA	675	.309	94.805
18 ROUTINE_OUTPUT_ATTRITION	669	.306	95.112
19 FUNCTION_FEBA_BAND	604	.277	95.389
20 ROUTINE_EST_COVERAGE	596	.273	95.662
21 ROUTINE_WEIGHTED_VOLLEYS	596	.273	95.935
22 ROUTINE_COMPARE_TRS	542	.248	96.183
23 ROUTINE_TIME_REQ	530	.243	96.426
24 ROUTINE_NORMAL_F	517	.237	96.663
25 PROCESS_SHOOT_OUT	416	.191	96.853
26 ROUTINE_GET_TERRAIN	387	.177	97.030
27 ROUTINE_HE_OR_ICM_COMPUTATION	336	.154	97.184
28 ROUTINE_MARGINAL_EFFECTS_ADJ	336	.154	97.338
29 ROUTINE_TARGET_ANALYSIS	320	.147	97.485
30 FUNCTION_ICM_WLA	311	.142	97.627
31 ROUTINE_FA_BN_ASGN	268	.123	97.750
32 ROUTINE_CFR_DETECTION	255	.117	97.867
33 ROUTINE_CHK_COMP_TR	240	.110	97.977
34 ROUTINE_CHK_FD_TR	240	.110	98.087
35 ROUTINE_BTRY_FM_DEQ	239	.109	98.196
36 ROUTINE_REM_EFFECTS_COMPUTATION	228	.104	98.301
37 PROCESS_FIRE_MISSION	224	.103	98.403
38 ROUTINE_BTRY_FM_ENQ	224	.103	98.506
39 ROUTINE_FA_BN_MOVEMENT	175	.080	98.586
40 PROCESS_TARGET_REPORT	172	.079	98.665
41 ROUTINE_BTRY_EFFECTS	171	.078	98.743
42 ROUTINE_UNIT_ENVIR	155	.071	98.893
43 ROUTINE_FDC_TR_ENQ	152	.070	98.962
44 ROUTINE_FDC_TR_DEQ	152	.070	99.032
45 ROUTINE_FINISH_COMPUTATION	135	.062	99.094
46 ROUTINE_TIME_TO_DETECT	123	.056	99.150
47 ROUTINE_JOHNSON_CRITERIA	123	.056	99.207
48 ROUTINE_PROB_INF	123	.056	99.263
49 ROUTINE_PROB_TIME	120	.055	99.319
50 EVENT_PDB_SEARCH	92	.042	99.416
51 EVENT_PDB_OPERATOR	92	.042	99.459
52 ROUTINE_DEQ_FEBA_SET	92	.042	99.459
53 ROUTINE_ENQ_FEBA_SET	92	.042	99.459

	PAGE	112
54 ROUTINE_GAMMA.F	90	.041
55 ROUTINE_CONTRAST_TO_FREQ	87	.040
56 ROUTINE_FD_EFFECTS.REQ	75	.034
57 PROCESS_ARTY_ASSESS	68	.031
58 ROUTINE_EST_MIL_WORTH	64	.029
59 FUNCTION_EST_TR_RANGE	63	.029
60 ROUTINE_PROXIMITY.REQ	63	.029
61 ROUTINE_CHECK_ENGAGEMENT	55	.025
62 EVENT_CFR_OFF	47	.022
63 EVENT_CFR_ON	45	.021
64 EVENT_START_ARTY_MOVEMENT	45	.021
65 ROUTINE_CHECK_FOR_MINES	45	.021
66 ROUTINE_COPY	45	.021
67 EVENT_STOP_ARTY_MOVEMENT	40	.018
68 EVENT_ARTY_OCCUPATION	39	.018
69 ROUTINE_MRT_TO_FREQ	36	.016
70 ROUTINE_TEMPERATURE_ATTENUATION	36	.016
71 ROUTINE_WEIBULL.F	26	.012
72 ROUTINE_BLOCK_LOS	22	.010
73 ROUTINE_CFR_DEGRADE	19	.009
74 ROUTINE_DUST_EFFECTS	18	.008
75 PROCESS_HOW_REPAIR	17	.008
76 ROUTINE_COMBINE_TRS	17	.008
77 EVENT_CFR_OPERATOR	15	.007
78 ROUTINE_EXPONENTIAL.F	13	.006
79 EVENT_UPDATE.LOC	8	.004
80 ROUTINE_CHECK_PROX	8	.004
81 EVENT_MOVE	7	.003
82 ROUTINE_CHANGE.LOC	7	.003
83 ROUTINE_COMPUTE.WD	7	.003
84 ROUTINE_LOS_CHECK	7	.003
85 ROUTINE_MIN_MOVE	7	.003
86 ROUTINE_NEW_SEGMENT	7	.003
87 ROUTINE_POSITION	5	.002
88 ROUTINE_SEGMENT_ADJUST	5	.002
89 ROUTINE_CHECK_FORCE	4	.002
90 ROUTINE_DECIDE	4	.002
91 ROUTINE_REQUEST_SMOKE	3	.001
92 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+9.E-04
93 PROCESS_WITH_DRAW	2	+9.E-04
94 ROUTINE_PREP_WITHDRAW	2	+9.E-04
95 ROUTINE_REQUEST.WD.FASCAM	2	+9.E-04
96 ROUTINE_TERM_CHECK	2	+9.E-04
97 EVENT_ENGAGEMENT	1	+5.E-04
98 ROUTINE_REQUEST_DEF.FASCAM	1	+5.E-04
99 ROUTINE_REQUEST_ILLUM	1	+5.E-04
100 **PROGRAM**MAIN	0	0.
101 EVENT_ACT_ATK	0	0.
102 EVENT_ACT_DEF	0	0.
103 EVENT_ACT_MOVCOR	0	0.
104 EVENT_ACT_MOVDIS	0	0.
105 EVENT_ACT_REINF	0	0.
106 EVENT_AD_ENGAGEMENT	0	0.
107 EVENT_BTL_ENDED	0	0.
108 EVENT_CHANGE_LITE	0	0.
109 EVENT_CHANGE_WEATHER	0	0.
110 EVENT_DQ_OLD_SORTIE.QUEUE	0	0.
111 EVENT_END_SIMULATION	0	0.
112 EVENT_FEBA_SORTIE	0	0.

PAGE	111			
113	EVENT_GET_NX_ORD	0	0	100.000
114	EVENT_HC_DEPART_BATTLE	0	0	100.000
115	EVENT_HEL0 ENGAGEMENT	0	0	100.000
116	EVENT_INIT PREPLAN.CAS	0	0	100.000
117	EVENT_OFF_LINE_ATTRITION	0	0	100.000
118	EVENT_POSITION.REPORT	0	0	100.000
119	EVENT_SEND_TEAM	0	0	100.000
120	EVENT_SET_DEBUG	0	0	100.000
121	EVENT_START_BATTLE	0	0	100.000
122	EVENT_START_MOVE	0	0	100.000
123	FUNCTION_AR_PROB.DETECT	0	0	100.000
124	FUNCTION_BTRY_AVAILABLE	0	0	100.000
125	FUNCTION_COLLISION	0	0	100.000
126	FUNCTION_STAY_TIME	0	0	100.000
127	PROCESS_AC_ATK_TGT	0	0	100.000
128	PROCESS_AIR_OBSERVER	0	0	100.000
129	PROCESS_AIRBORNE_RADAR	0	0	100.000
130	PROCESS_ASSESSMENT	0	0	100.000
131	PROCESS_CAS_MISSION	0	0	100.000
132	PROCESS_FORWARD_OBSERVER	0	0	100.000
133	PROCESS_HC_ARRIVE_BATTLE	0	0	100.000
134	PROCESS_HC_RETURN.FARRP	0	0	100.000
135	PROCESS_HEL_TARGET_ACQUISITION	0	0	100.000
136	PROCESS_HELICOPTER_FIRE	0	0	100.000
137	PROCESS_MINE_ASSESS	0	0	100.000
138	PROCESS_PHOTO_IR_FLIGHT	0	0	100.000
139	PROCESS_REMOTE_PILOT_VEHICLE	0	0	100.000
140	ROUTINE_AC_BOMB.EFFECTS	0	0	100.000
141	ROUTINE_AC_DF.EFFECTS	0	0	100.000
142	ROUTINE_AC_MUNS.INPUT	0	0	100.000
143	ROUTINE_AD_SHOOT	0	0	100.000
144	ROUTINE_ADJUST	0	0	100.000
145	ROUTINE_AMMO.RPT	0	0	100.000
146	ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
147	ROUTINE_ANGLE_COMPUTE	0	0	100.000
148	ROUTINE_AD_DETECTION	0	0	100.000
149	ROUTINE_AR_DETECTION	0	0	100.000
150	ROUTINE_ATTRIT_SENSOR	0	0	100.000
151	ROUTINE_BTL_CHECK	0	0	100.000
152	ROUTINE_BTRY.INPUT	0	0	100.000
153	ROUTINE_CAS_EVAL	0	0	100.000
154	ROUTINE_CAT_TU.INPUT	0	0	100.000
155	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
156	ROUTINE_CHECK.DEAD	0	0	100.000
157	ROUTINE_CHECK.LIST	0	0	100.000
158	ROUTINE_CHECK.STREN	0	0	100.000
159	ROUTINE_COMPUTE.D	0	0	100.000
160	ROUTINE_CREATE.FORCE	0	0	100.000
161	ROUTINE_CREATE.TEAMS	0	0	100.000
162	ROUTINE_DEAD_UNIT	0	0	100.000
163	ROUTINE_DECISION.INPUT	0	0	100.000
164	ROUTINE_DESTROY_ORD	0	0	100.000
165	ROUTINE_DQ_CMDSN.QUEUE	0	0	100.000
166	ROUTINE_EMPTY	0	0	100.000
167	ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
168	ROUTINE_END.CAS_MISSION	0	0	100.000
169	ROUTINE_END.MOVE	0	0	100.000
170	ROUTINE_EQ_TE.INPUT	0	0	100.000
171	ROUTINE_EQ_TE.INPUT	0	0	100.000

172 ROUTINE_ERROR_STOP	0.	0.	100.000
173 ROUTINE_FARRP_CHECK	0	0	100.000
174 ROUTINE_FARRP_INPUT	0	0	100.000
175 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
176 ROUTINE_FBN_FD_INPUT	0	0	100.000
177 ROUTINE_FEBA_INITIAL	0	0	100.000
178 ROUTINE_FILE_FD_SCHD	0	0	100.000
179 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
180 ROUTINE_FIN_BATTLE	0	0	100.000
181 ROUTINE_FIND_START_TIME	0	0	100.000
182 ROUTINE_FLIGHT_PATH	0	0	100.000
183 ROUTINE_FORM_TF_LIST	0	0	100.000
184 ROUTINE_FORMPOSITION_OUT	0	0	100.000
185 ROUTINE_GENERAL_BATTLE	0	0	100.000
186 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
187 ROUTINE_HC_DISENGAGE	0	0	100.000
188 ROUTINE_HC_EMPTY	0	0	100.000
189 ROUTINE_HE_LA_INPUT	0	0	100.000
190 ROUTINE_HEADING	0	0	100.000
191 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
192 ROUTINE_ILUM_COMPUTATION	0	0	100.000
193 ROUTINE_ILUM_EFFECTS	0	0	100.000
194 ROUTINE_ILUM_INPUT	0	0	100.000
195 ROUTINE_INIT_REINF	0	0	100.000
196 ROUTINE_INITIAL_DETECT	0	0	100.000
197 ROUTINE_INITIAL_MOVE	0	0	100.000
198 ROUTINE_INTER_BATTLE	0	0	100.000
199 ROUTINE_INTER_HELO	0	0	100.000
200 ROUTINE_KV_INPUT	0	0	100.000
201 ROUTINE_KV_PRINT	0	0	100.000
202 ROUTINE_KV_SCOREBOARD	0	0	100.000
203 ROUTINE_LINE_CIRCLE	0	0	100.000
204 ROUTINE_LINE_OF_SIGHT	0	0	100.000
205 ROUTINE_LOCATE_SEARCH_AREA	0	0	100.000
206 ROUTINE_MADS_INPUT	0	0	100.000
207 ROUTINE_MAIN1	0	0	100.000
208 ROUTINE_MAIN2	0	0	100.000
209 ROUTINE_MAIN3	0	0	100.000
210 ROUTINE_MAO_INPUT	0	0	100.000
211 ROUTINE_MCFR_INPUT	0	0	100.000
212 ROUTINE_MFO_INPUT	0	0	100.000
213 ROUTINE_MINE_DELAY	0	0	100.000
214 ROUTINE_MINE_EFFECTS	0	0	100.000
215 ROUTINE_MINE_INPUT	0	0	100.000
216 ROUTINE_MPIDB_INPUT	0	0	100.000
217 ROUTINE_MUNS_INPUT	0	0	100.000
218 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	100.000
219 ROUTINE_ORD_ATK	0	0	100.000
220 ROUTINE_ORD_DEF	0	0	100.000
221 ROUTINE_ORD_MOVCOR	0	0	100.000
222 ROUTINE_ORD_MOVDIS	0	0	100.000
223 ROUTINE_ORD_REINF	0	0	100.000
224 ROUTINE_ORIENTATION	0	0	100.000
225 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
226 ROUTINE_P_E_M_INPUT	0	0	100.000
227 ROUTINE_PGM_INPUT	0	0	100.000
228 ROUTINE_PGM_MSN_ASGN	0	0	100.000
229 ROUTINE_PIR_DETECTION	0	0	100.000
230 ROUTINE_PK_INPUT	0	0	100.000

	PAGE	115
231 ROUTINE_PLAT_COUNT	0	100.000
232 ROUTINE_PRED_POS	0	100.000
233 ROUTINE_PREPARE_LIST	0	100.000
234 ROUTINE_PROX_POS	0	100.000
235 ROUTINE_READ_ORDERS	0	100.000
236 ROUTINE_REIN_ARRIVE	0	100.000
237 ROUTINE_REPLACE_HC	0	100.000
238 ROUTINE_REQUEST_FASCAM	0	100.000
239 ROUTINE_RESET_FEGA_SECTOR	0	100.000
240 ROUTINE_RPV_DETECTION	0	100.000
241 ROUTINE_RULE_EN_INPUT	0	100.000
242 ROUTINE_SEARCH_COVERAGE	0	100.000
243 ROUTINE_SENSOR_INPUT	0	100.000
244 ROUTINE_SMOKE_COMPUTATION	0	100.000
245 ROUTINE_SMOKE_EFFECTS	0	100.000
246 ROUTINE_SMOKE_INPUT	0	100.000
247 ROUTINE_SNAP_R	0	100.000
248 ROUTINE_SNAP2	0	100.000
249 ROUTINE_ST_INPUT	0	100.000
250 ROUTINE_SUBM_INPUT	0	100.000
251 ROUTINE_SWITCH_FO	0	100.000
252 ROUTINE_SYS_INPUT	0	100.000
253 ROUTINE_TACAIR_DATA_REPORT	0	100.000
254 ROUTINE_TACAIR_INPUT	0	100.000
255 ROUTINE_TB_INPUT	0	100.000
256 ROUTINE_TBF_INPUT	0	100.000
257 ROUTINE_TR_INPUT	0	100.000
258 ROUTINE_TT_FACTORS_INPUT	0	100.000
259 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
260 ROUTINE_UNIT_ASSIGNMENT	0	100.000
261 ROUTINE_UNIT_INPUT	0	100.000
262 ROUTINE_UNIT_PRIORITY	0	100.000
263 ROUTINE_VIS_INPUT	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

TOTAL INVOCATIONS = 218285

CPU USAGE FOR SIMULATED HOUR 23. = 594.06 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 24

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK_COMPUTE	74544	35.991	35.991
2 ROUTINE_PROX_CHECK	37272	17.995	53.986
3 ROUTINE_RANGE_COMPUTE	37272	17.995	71.982
4 FUNCTION_ACT_RANGE	19636	9.481	81.462
5 ROUTINE_FRAC_COMPUTE	11012	5.317	86.779
6 ROUTINE_SIZE_ESTIMATE	3932	1.898	88.678
7 ROUTINE_FINAL_COVERAGE	2540	1.226	89.904
8 ROUTINE_LOCATE_SECTOR	2099	1.013	90.917
9 ROUTINE_PDB_ACTIVATION	1871	.903	91.821
10 EVENT_PDB_ACTIVATION	1428	.689	92.510
11 ROUTINE_FO_DETECTION	1098	.530	93.040
12 ROUTINE_NOISE_DEGRADE	937	.452	93.493
13 FUNCTION_EST_RANGE	774	.374	93.866
14 ROUTINE_VOLLEY	713	.344	94.211
15 EVENT_CFR_ACTIVATION	712	.344	94.554
16 FUNCTION_COMBINATIONS	700	.338	94.892
17 FUNCTION_HE_WLA	700	.338	95.230
18 ROUTINE_OUTPUT_ATTRITION	658	.318	95.548
19 FUNCTION_FEBA_BAND	627	.303	95.851
20 ROUTINE_EST_COVERAGE	613	.296	96.147
21 ROUTINE_WEIGHTED_VOLLEYS	613	.296	96.443
22 ROUTINE_COMPARE_TRS	473	.228	96.671
23 ROUTINE_TIME_REQ	472	.228	96.899
24 ROUTINE_NORMAL_F	451	.218	97.117
25 ROUTINE_GET_TERRAIN	363	.175	97.292
26 ROUTINE_HE_OR_ICM_COMPUTATION	344	.166	97.458
27 ROUTINE_MARGINAL_EFFECTS_ADJ	344	.166	97.624
28 FUNCTION_ICM_WLA	317	.153	97.777
29 ROUTINE_TARGET_ANALYSIS	294	.142	97.919
30 ROUTINE_FA_BN_ASGN	283	.137	98.056
31 PROCESS_SHOOT_OUT	255	.123	98.179
32 ROUTINE_CFR_DETECTION	237	.114	98.293
33 ROUTINE_CHK_COMP_TR	229	.111	98.404
34 ROUTINE_CHK_FD_TR	229	.111	98.514
35 PROCESS_FIRE_MISSION	228	.110	98.624
36 ROUTINE_BTRY_FM_ENQ	228	.110	98.735
37 ROUTINE_REM_EFFECTS_COMPUTATION	228	.110	98.845
38 ROUTINE_BTRY_FM_DEQ	221	.107	98.951
39 ROUTINE_FA_BN_MOVEMENT	166	.080	99.031
40 PROCESS_TARGET_REPORT	164	.079	99.111
41 ROUTINE_BTRY_EFFECTS	164	.079	99.190
42 ROUTINE_UNIT_ENVIR	157	.076	99.269
43 ROUTINE_FDC_TR_DEQ	157	.076	99.345
44 ROUTINE_FINISH_COMPUTATION	150	.072	99.421
45 ROUTINE_FDC_TR_ENQ	150	.072	99.493
46 EVENT_PDB_OPERATOR	120	.058	99.551
47 ROUTINE_GAMMA_F	94	.045	99.596
48 ROUTINE_DEQ_FEBA_SET	70	.034	99.630
49 ROUTINE_ENQ_FEBA_SET	70	.034	99.664
50 ROUTINE_FD_EFFECTS_REQ	69	.033	99.697
51 ROUTINE_EST_MIL_WORTH	62	.030	99.727
52 PROCESS_ARTY_ASSESS	55	.027	99.754
53 ROUTINE_COPY	54	.026	99.780

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54 FUNCTION_EST.TR.RANGE	025	99.804
55 ROUTINE_PROXIMITY.REQ	025	99.829
56 EVENT_CFR.ON	023	99.852
57 EVENT_CFR.OFF	022	99.874
58 EVENT_STOP.ARTY.MOVEMENT	020	99.894
59 EVENT_ARTY.OCCUPATION	020	99.914
60 EVENT_START.ARTY.MOVEMENT	017	99.930
61 ROUTINE_CHECK.FOR.MINES	017	99.947
62 ROUTINE_BLOCK.LOS	010	99.957
63 ROUTINE_CFR.DEGRADE	008	99.965
64 ROUTINE_COMBINE.TRS	007	99.972
65 ROUTINE_EXPONENTIAL.F	006	99.978
66 EVENT_CFR.OPERATOR	005	99.983
67 PROCESS_HOW.REPAIR	004	99.987
68 EVENT_UPDATE.LOC	003	99.990
69 ROUTINE_CHECK.PROX	003	99.993
70 ROUTINE_DUST.EFFECTS	003	99.996
71 EVENT_SCHEDULE.ARTY.MOVEMENT	+1.E-03	99.997
72 EVENT_ACT.DEF	+5.E-04	99.997
73 EVENT_GET.NX.ORD	+5.E-04	99.998
74 EVENT_POSITION.REPORT	+5.E-04	99.998
75 ROUTINE_END.MOVE	+5.E-04	99.999
76 ROUTINE_FORPOSITION.OUT	+5.E-04	99.999
77 ROUTINE_HEADING	+5.E-04	100.000
78 ROUTINE_RESET.FEBA.SECTOR	+5.E-04	100.000
79 **PROGRAM** MAIN	0	100.000
80 EVENT_ACT.ATK	0	100.000
81 EVENT_ACT.MOVCOR	0	100.000
82 EVENT_ACT.MOVDIS	0	100.000
83 EVENT_ACT.REINF	0	100.000
84 EVENT_AD.ENGAGEMENT	0	100.000
85 EVENT_BTL.ENDED	0	100.000
86 EVENT_CHANGE.LITE	0	100.000
87 EVENT_CHANGE.WEATHER	0	100.000
88 EVENT_DQ.OLD.SORTIE.QUEUE	0	100.000
89 EVENT_END.SIMULATION	0	100.000
90 EVENT_ENGAGEMENT	0	100.000
91 EVENT_FEBA.SORTIE	0	100.000
92 EVENT_HC.DEPART.BATTLE	0	100.000
93 EVENT_HELLO.ENGAGEMENT	0	100.000
94 EVENT_INIT.PREPLAN.CAS	0	100.000
95 EVENT_MOVE	0	100.000
96 EVENT_OFF.LINE.ATTRITION	0	100.000
97 EVENT_SEND.TEAM	0	100.000
98 EVENT_SET.DEBUG	0	100.000
99 EVENT_START.BATTLE	0	100.000
100 EVENT_START.MOVE	0	100.000
101 FUNCTION_AR.PROB.DETECT	0	100.000
102 FUNCTION_BTRY.AVAILABLE	0	100.000
103 FUNCTION_COLLISION	0	100.000
104 FUNCTION_STAY.TIME	0	100.000
105 PROCESS.AC.ATK.TGT	0	100.000
106 PROCESS_AIR.OBSERVER	0	100.000
107 PROCESS_AIRBORNE.RADAR	0	100.000
108 PROCESS_ASSESSMENT	0	100.000
109 PROCESS_CAS.MISSION	0	100.000
110 PROCESS_FORWARD.OBSERVER	0	100.000
111 PROCESS_HC.ARRIVE.BATTLE	0	100.000
112 PROCESS_HC.RETURN.FARRP	0	100.000

113	PROCESS_HEL_TARGET_ACQUISITION	0	0	PAGE 118
114	PROCESS_HELICOPTER_FIRE	0	0	100.000
115	PROCESS_MINE_ASSESS	0	0	100.000
116	PROCESS_PHOTO_IR_FLIGHT	0	0	100.000
117	PROCESS_REMOTE_PILOT_VEHICLE	0	0	100.000
118	PROCESS_WITH_DRAW	0	0	100.000
119	ROUTINE_AC_BOMB_EFFECTS	0	0	100.000
120	ROUTINE_AC_DF_EFFECTS	0	0	100.000
121	ROUTINE_AC_MUNS_INPUT	0	0	100.000
122	ROUTINE_AD_SHOOT	0	0	100.000
123	ROUTINE_ADJUST	0	0	100.000
124	ROUTINE_AMMO_RPT	0	0	100.000
125	ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
126	ROUTINE_ANGLE_COMPUTE	0	0	100.000
127	ROUTINE_AO_DETECTION	0	0	100.000
128	ROUTINE_AR_DETECTION	0	0	100.000
129	ROUTINE_ATTRIT_SENSOR	0	0	100.000
130	ROUTINE_BETWEEN_ROUTINE	0	0	100.000
131	ROUTINE_BTL_CHECK	0	0	100.000
132	ROUTINE_BTRY_INPUT	0	0	100.000
133	ROUTINE_CAS_EVAL	0	0	100.000
134	ROUTINE_CAT_TU_INPUT	0	0	100.000
135	ROUTINE_CHANGE_LOC	0	0	100.000
136	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	100.000
137	ROUTINE_CHECK_DEAD	0	0	100.000
138	ROUTINE_CHECK_ENGAGEMENT	0	0	100.000
139	ROUTINE_CHECK_FORCE	0	0	100.000
140	ROUTINE_CHECK_LIST	0	0	100.000
141	ROUTINE_CHECK_STREN	0	0	100.000
142	ROUTINE_COMPUTE_D	0	0	100.000
143	ROUTINE_COMPUTE_WD	0	0	100.000
144	ROUTINE_CONTRAST_TO_FREQ	0	0	100.000
145	ROUTINE_CREATE_FORCE	0	0	100.000
146	ROUTINE_CREATE_TEAMS	0	0	100.000
147	ROUTINE_DEAD_UNIT	0	0	100.000
148	ROUTINE_DECIDE	0	0	100.000
149	ROUTINE_DECISION_INPUT	0	0	100.000
150	ROUTINE_DESTROY_ORD	0	0	100.000
151	ROUTINE_DQ_CMDSN_QUEUE	0	0	100.000
152	ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
153	ROUTINE_EMPTY	0	0	100.000
154	ROUTINE_END_CAS_MISSION	0	0	100.000
155	ROUTINE_EQ_TE_INPUT	0	0	100.000
156	ROUTINE_ERROR_STOP	0	0	100.000
157	ROUTINE_FARRP_CHECK	0	0	100.000
158	ROUTINE_FARRP_INPUT	0	0	100.000
159	ROUTINE_FASCAM_COMPUTATION	0	0	100.000
160	ROUTINE_FBN_FD_INPUT	0	0	100.000
161	ROUTINE_FEBA_INITIAL	0	0	100.000
162	ROUTINE_FILE_FD_SCHD	0	0	100.000
163	ROUTINE_FILE_KAD_SENSOR	0	0	100.000
164	ROUTINE_FIN_BATTLE	0	0	100.000
165	ROUTINE_FIND_START_TIME	0	0	100.000
166	ROUTINE_FLIGHT_PATH	0	0	100.000
167	ROUTINE_FORM_TF_LIST	0	0	100.000
168	ROUTINE_GENERAL_BATTLE	0	0	100.000
169	ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
170	ROUTINE_HC_DISENGAGE	0	0	100.000
171	ROUTINE_HC_EMPTY	0	0	100.000

172 ROUTINE_HE_LA.INPUT	0	0	100.000
173 ROUTINE_HEL_RANGE.COMPUTE	0	0	100.000
174 ROUTINE_ILUM.COMPUTATION	0	0	100.000
175 ROUTINE_ILUM_EFFECTS	0	0	100.000
176 ROUTINE_ILUM.INPUT	0	0	100.000
177 ROUTINE_INIT.REINF	0	0	100.000
178 ROUTINE_INITIAL_DETECT	0	0	100.000
179 ROUTINE_INITIAL_MOVE	0	0	100.000
180 ROUTINE_INTER.BATTLE	0	0	100.000
181 ROUTINE_INTER.HELLO	0	0	100.000
182 ROUTINE_JOHNSON.CRITERIA	0	0	100.000
183 ROUTINE_KV.INPUT	0	0	100.000
184 ROUTINE_KV.PRINT	0	0	100.000
185 ROUTINE_KV.SCOREBOARD	0	0	100.000
186 ROUTINE_LINE.CIRCLE	0	0	100.000
187 ROUTINE_LINE.OF.SIGHT	0	0	100.000
188 ROUTINE_LOCATE.SEARCH.AREA	0	0	100.000
189 ROUTINE_LOS.CHECK	0	0	100.000
190 ROUTINE_MADS.INPUT	0	0	100.000
191 ROUTINE_MAIN1	0	0	100.000
192 ROUTINE_MAIN2	0	0	100.000
193 ROUTINE_MAIN3	0	0	100.000
194 ROUTINE_MAO.INPUT	0	0	100.000
195 ROUTINE_MCFR.INPUT	0	0	100.000
196 ROUTINE_MFO.INPUT	0	0	100.000
197 ROUTINE_MIN.MOVE	0	0	100.000
198 ROUTINE_MINE.DELAY	0	0	100.000
199 ROUTINE_MINE.EFFECTS	0	0	100.000
200 ROUTINE_MINE.INPUT	0	0	100.000
201 ROUTINE_MPD.B.INPUT	0	0	100.000
202 ROUTINE_MRT.TO.FREQ	0	0	100.000
203 ROUTINE_MUNS.INPUT	0	0	100.000
204 ROUTINE_NEW.SEGMENT	0	0	100.000
205 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
206 ROUTINE_ORD.ATK	0	0	100.000
207 ROUTINE_ORD.DEF	0	0	100.000
208 ROUTINE_ORD.MOVCOR	0	0	100.000
209 ROUTINE_ORD.MOVDIS	0	0	100.000
210 ROUTINE_ORD.REINF	0	0	100.000
211 ROUTINE_ORIENTATION	0	0	100.000
212 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
213 ROUTINE_P.E.M.INPUT	0	0	100.000
214 ROUTINE_PGM.INPUT	0	0	100.000
215 ROUTINE_PGM.MSN.ASGN	0	0	100.000
216 ROUTINE_PIR.DETECTION	0	0	100.000
217 ROUTINE_PK.INPUT	0	0	100.000
218 ROUTINE_PLAT.COUNT	0	0	100.000
219 ROUTINE_POSITION	0	0	100.000
220 ROUTINE_PRED.POS	0	0	100.000
221 ROUTINE_PREP.WITHDRAW	0	0	100.000
222 ROUTINE_PREPARE.LIST	0	0	100.000
223 ROUTINE_PROB.INF	0	0	100.000
224 ROUTINE_PROB.TIME	0	0	100.000
225 ROUTINE_PROX.POS	0	0	100.000
226 ROUTINE_READ.ORDERS	0	0	100.000
227 ROUTINE_REIN.ARRIVE	0	0	100.000
228 ROUTINE_REPLACE.HC	0	0	100.000
229 ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
230 ROUTINE_REQUEST.FASCAM	0	0	100.000

	PAGE	120
231 ROUTINE REQUEST ILLUM	0	100.000
232 ROUTINE REQUEST SMOKE	0	100.000
233 ROUTINE REQUEST WD. FASCAM	0	100.000
234 ROUTINE RPV DETECTION	0	100.000
235 ROUTINE RUL EN. INPUT	0	100.000
236 ROUTINE SEARCH	0	100.000
237 ROUTINE SEARCH COVERAGE	0	100.000
238 ROUTINE SEGMENT ADJUST	0	100.000
239 ROUTINE SENSOR INPUT	0	100.000
240 ROUTINE SMOKE COMPUTATION	0	100.000
241 ROUTINE SMOKE EFFECTS	0	100.000
242 ROUTINE SMOKE INPUT	0	100.000
243 ROUTINE SNAP R	0	100.000
244 ROUTINE SNAP2	0	100.000
245 ROUTINE ST INPUT	0	100.000
246 ROUTINE SUBM. INPUT	0	100.000
247 ROUTINE SWITCH FO	0	100.000
248 ROUTINE SYS. INPUT	0	100.000
249 ROUTINE TACAIR DATA REPORT	0	100.000
250 ROUTINE TACAIR INPUT	0	100.000
251 ROUTINE TB INPUT	0	100.000
252 ROUTINE TBF INPUT	0	100.000
253 ROUTINE TEMPERATURE ATTENUATION	0	100.000
254 ROUTINE TERM CHECK	0	100.000
255 ROUTINE TIME TO DETECT	0	100.000
256 ROUTINE TR INPUT	0	100.000
257 ROUTINE TT FACTORS INPUT	0	100.000
258 ROUTINE TYPE WEAPON INPUT	0	100.000
259 ROUTINE UNIT ASSIGNMENT	0	100.000
260 ROUTINE UNIT INPUT	0	100.000
261 ROUTINE UNIT PRIORITY	0	100.000
262 ROUTINE VIS INPUT	0	100.000
263 ROUTINE WEIBULL F	0	100.000
264 ROUTINE WHAT NEXT	0	100.000

TOTAL INVOCATIONS = 207119

CPU USAGE FOR SIMULATED HOUR 24. = 557.22 SECONDS

COSAGE SUMMARY INVOCATION REPORT

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	TOTAL PCT CALLS	TOTAL ACC TOTAL PCT
1 FUNCTION_ACT_RANGE	1156013	19.672	19.672
2 ROUTINE_PK_COMPUTE	1079351	18.368	38.040
3 ROUTINE_RANGE_COMPUTE	653202	11.116	49.156
4 ROUTINE_PROX_CHECK	566583	9.642	58.798
5 ROUTINE_FRAC_COMPUTE	322356	5.486	64.283
6 ROUTINE_JOHNSON_CRITERIA	165384	2.814	67.098
7 ROUTINE_PROB_INF	165384	2.814	69.912
8 ROUTINE_PROB_TIME	165384	2.814	72.726
9 ROUTINE_SEARCH	165384	2.814	75.541
10 ROUTINE_SIZE_ESTIMATE	144055	2.451	77.992
11 ROUTINE_CONTRAST_TO_FREQ	132804	2.246	80.239
12 ROUTINE_LOCATE_SECTOR	130797	2.226	82.464
13 ROUTINE_FINAL_COVERAGE	80048	1.362	83.827
14 ROUTINE_TIME_TO_DETECT	61721	1.050	84.877
15 ROUTINE_PDB_DETECTION	49962	.850	85.727
16 PROCESS_ASSESSMENT	49392	.841	86.568
17 FUNCTION_COMBINATIONS	40661	.692	87.260
18 EVENT_PDB_ACTIVATION	38058	.648	87.907
19 ROUTINE_CHECK_ENGAGEMENT	34311	.584	88.491
20 PROCESS_SHOOT_OUT	33741	.574	89.065
21 ROUTINE_MRT_TO_FREQ	33380	.568	89.633
22 ROUTINE_TEMPERATURE_ATTENUATION	33380	.568	90.201
23 ROUTINE_DEQ_FEBB_SET	31861	.542	90.744
24 ROUTINE_ENO_FEBB_SET	31690	.539	91.283
25 FUNCTION_EST_RANGE	27107	.461	91.744
26 ROUTINE_NOISE_DEGRADE	24976	.425	92.169
27 FUNCTION_HE_WLA	19621	.334	92.503
28 ROUTINE_FO_DETECTION	19036	.324	92.836
29 ROUTINE_VOLLEY	19036	.324	93.160
30 EVENT_CFR_ACTIVATION	19030	.324	93.484
31 ROUTINE_OUTPUT_ATTRITION	18846	.321	93.805
32 ROUTINE_NORMAL_F	18797	.320	94.125
33 FUNCTION_FEBB_BAND	18379	.313	94.437
34 ROUTINE_EST_COVERAGE	14643	.249	94.687
35 ROUTINE_WEIGHTED_VOLLEYS	14643	.249	94.936
36 ROUTINE_WEIBULL_F	11856	.202	95.138
37 ROUTINE_TARGET_ANALYSIS	10986	.187	95.325
38 ROUTINE_GET_TERRAIN	10572	.180	95.504
39 ROUTINE_HE_OR_ICM_COMPUTATION	10177	.173	95.678
40 ROUTINE_MIN_MOVE	10082	.172	95.849
41 ROUTINE_COMPARE_TRS	10022	.171	96.020
42 EVENT_UPDATE_LOC	9687	.165	96.185
43 ROUTINE_MARGINAL_EFFECTS_ADJ	9632	.164	96.349
44 ROUTINE_GAMMA_F	9372	.159	96.508
45 ROUTINE_TIME_REQ	9038	.154	96.662
46 ROUTINE_CHK_COMP_TR	8417	.143	96.805
47 ROUTINE_CHK_FD_TR	8411	.143	96.948
48 ROUTINE_FA_BN_ASSIGN	8202	.140	97.088
49 ROUTINE_CHANGE_LOC	7020	.119	97.207
50 ROUTINE_LOS_CHECK	7020	.119	97.327
51 ROUTINE_FA_BN_MOVEMENT	6769	.115	97.442
52 FUNCTION_ICM_WLA	6744	.115	97.557
53 ROUTINE_CFR_DETECTION	6272	.107	97.663

54 ROUTINE_COMPUTE.D 6028 .103 FACE 122
 55 PROCESS_TARGET.REPORT 6023 .102 97.766
 56 ROUTINE_REM.EFFECTS.COMPUTATION 5970 .102 97.868
 57 PROCESS_FIRE.MISSION 5967 .102 97.970
 58 ROUTINE_BIRY.FM.ENQ 5967 .102 98.072
 59 ROUTINE_BIRY.FM.DEQ 5873 .100 98.173
 60 ROUTINE_FDC.TR.ENQ 5597 .095 98.273
 61 ROUTINE_FDC.TR.DEQ 5544 .094 98.368
 62 ROUTINE_ANGLE.COMPUTE 5544 .094 98.463
 63 ROUTINE_BIRY.EFFECTS 4935 .084 98.557
 64 ROUTINE_BIRY.EFFECTS 4371 .074 98.641
 65 ROUTINE_NEW.SEGMENT 4370 .074 98.715
 66 ROUTINE_CFR.DEGRADE 3258 .055 98.790
 67 ROUTINE_BLOCK.LOS 2870 .049 98.845
 68 ROUTINE_EST.MIL.WORTH 2804 .048 98.894
 69 EVENT_CFR.OPERATOR 2689 .046 98.942
 70 ROUTINE_CHECK.PROX 2632 .045 98.988
 71 ROUTINE_EXPONENTIAL.F 2572 .044 99.032
 72 EVENT_MOVE 2546 .043 99.076
 73 EVENT_PDB.OPERATOR 2319 .039 99.119
 74 ROUTINE_SEGMENT.ADJUST 2283 .039 99.159
 75 ROUTINE_REQUEST.SMOKE 2263 .039 99.198
 76 ROUTINE_FUNCTION.EST.TR.RANGE 2151 .037 99.236
 77 ROUTINE_PROXIMITY.REQ 2013 .034 99.275
 78 ROUTINE_DUST.EFFECTS 1960 .033 99.311
 79 ROUTINE_POSITION 1919 .033 99.348
 80 ROUTINE_CHECK.FOR.MINES 1888 .032 99.382
 81 ROUTINE_LOCATE.SEARCH.AREA 1857 .032 99.416
 82 ROUTINE_COPY 1815 .031 99.449
 83 EVENT_ENGAGEMENT 1697 .029 99.482
 84 ROUTINE_REQUEST.ILLUM 1605 .024 99.514
 85 EVENT_START.ARTY.MOVEMENT 1405 .024 99.546
 86 EVENT_STOP.ARTY.MOVEMENT 1405 .024 99.577
 87 EVENT_ARTY.OCCUPATION 1402 .024 99.606
 88 ROUTINE_COMPUTE.WD 1041 .018 99.635
 89 ROUTINE_REQUEST.DEF.FASCAM 929 .016 99.658
 90 EVENT_CFR.ON 837 .014 99.682
 91 EVENT_CFR.OFF 834 .014 99.706
 92 PROCESS_ARTY.ASSESS 777 .013 99.724
 93 ROUTINE_DECIDE 777 .013 99.740
 94 EVENT_GET.NX.ORD 706 .012 99.754
 95 ROUTINE_CHECK.FORCE 545 .009 99.768
 96 PROCESS_HOW.REPAIR 518 .009 99.781
 97 EVENT_START.MOVE 483 .008 99.795
 98 PROCESS_WITH.DRAW 454 .008 99.816
 99 ROUTINE_PREP.WITHDRAW 454 .008 99.825
 100 ROUTINE_REQUEST.WD.FASCAM 449 .008 99.833
 101 ROUTINE_TERM.CHECK 446 .008 99.841
 102 EVENT_ACT.DEF 421 .007 99.848
 103 PROCESS_FORWARD.OBSERVER 359 .006 99.856
 104 ROUTINE_COMBINE.TRS 324 .006 99.864
 105 ROUTINE_CREATE.FORCE 324 .006 99.871
 106 ROUTINE_UNIT.ASSIGNMENT 322 .005 99.878
 107 ROUTINE_SWITCH.FO 320 .005 99.885
 108 ROUTINE_CHECK.DEAD 301 .005 99.890
 109 ROUTINE_PRED.POS 301 .005 99.896
 110 99.901
 111 99.907
 112 99.912

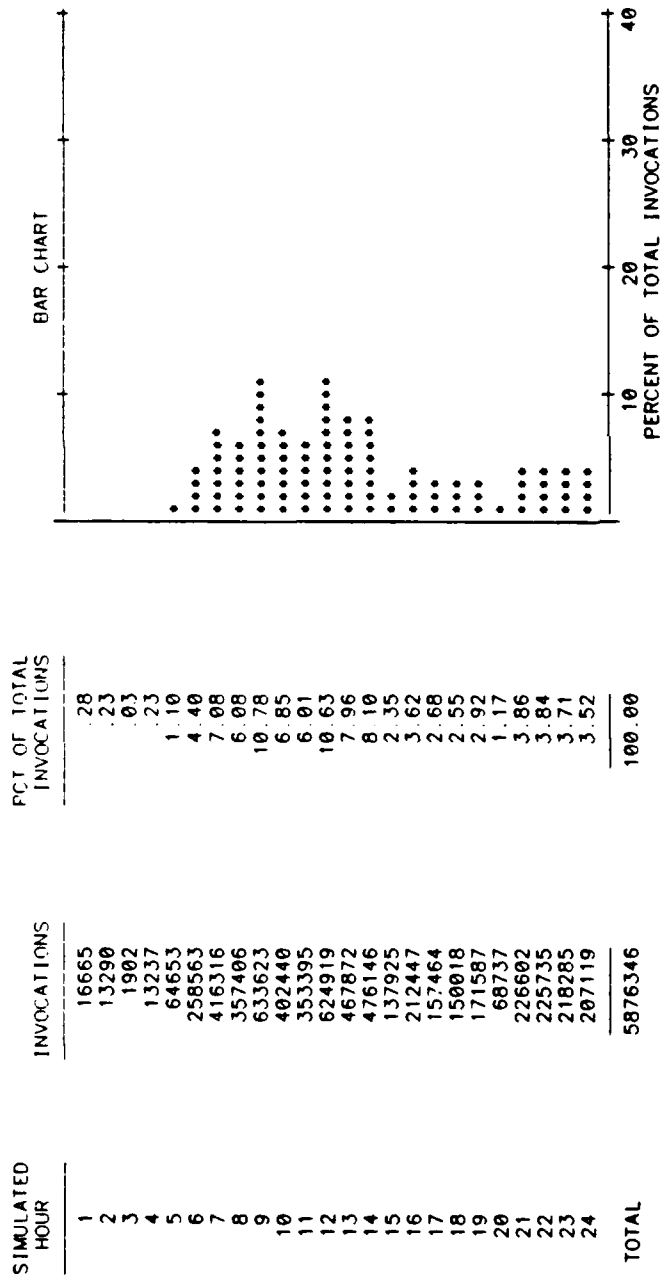
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113 ROUTINE_END MOVE	272	005
114 EVENT_ACT.MOVCOR	271	99.921
115 ROUTINE_HEADING	270	005
116 ROUTINE_ORD_DEF	267	99.925
117 ROUTINE_ORD.MOVCOR	235	005
118 ROUTINE_CHECK_LIST	230	99.930
119 ROUTINE_UNIT_PRIORITY	228	99.934
120 EVENT_ACT.MOVDIS	213	99.938
121 ROUTINE_WHAT_NEXT	203	99.942
122 ROUTINE_CHECK_STREN	190	99.945
123 ROUTINE_DEAD_UNIT	171	003
124 EVENT_START_BATTLE	162	99.952
125 ROUTINE_ADJUST	162	003
126 ROUTINE_GENERAL_BATTLE	162	99.958
127 ROUTINE_INITIAL_DETECT	162	003
128 ROUTINE_INITIAL_MOVE	162	99.961
129 ROUTINE_LINE_OF_SIGHT	162	003
130 ROUTINE_ORIENTATION	162	99.963
131 ROUTINE_EMPTY	160	99.966
132 ROUTINE_PROX_POS	140	99.969
133 ROUTINE_PGM.MSN.ASGN	128	99.972
134 EVENT_ACT.ATK	114	003
135 ROUTINE_PREPARE_LIST	114	99.974
136 EVENT_BTL_ENDED	112	99.977
137 ROUTINE_FIN_BATTLE	112	002
138 ROUTINE_ORD.MOVDIS	106	99.982
139 ROUTINE_ORD.ATK	90	002
140 ROUTINE_FORM.TF_LIST	76	99.984
141 ROUTINE_INTER_BATTLE	50	99.986
142 EVENT_SCHEDULE_ARTY.MOVEMENT	48	99.987
143 ROUTINE_INTER.HELO	48	99.989
144 ROUTINE_RESET.FEBA_SECTOR	41	99.991
145 ROUTINE_DESTROY_ORD	38	001
146 ROUTINE_ATTRIT_SENSOR	34	+9.E-04
147 ROUTINE_CREATE_TEAMS	17	+8.E-04
148 FUNCTION_COLLISION	15	+7.E-04
149 ROUTINE_DQ.CMSN.QUEUE	11	+6.E-04
150 EVENT_CHANGE_WEATHER	9	+6.E-04
151 EVENT_CHANGE_LITE	2	+3.E-04
152 EVENT_POSITION.REPORT	2	+3.E-04
153 ROUTINE_FORPOSITION.OUT	2	+3.E-05
154 ''PROGRAM''_MAIN	1	+2.E-05
155 ROUTINE_BTRY.INPUT	1	+2.E-05
156 ROUTINE_CAT.TU.INPUT	1	+2.E-05
157 ROUTINE_DECISION.INPUT	1	+2.E-05
158 ROUTINE_EQ.TE.INPUT	1	+2.E-05
159 ROUTINE_FARRP.INPUT	1	+2.E-05
160 ROUTINE_FBN.FD.INPUT	1	+2.E-05
161 ROUTINE_FEBA_INITIAL	1	+2.E-05
162 ROUTINE_HE.LA.INPUT	1	+2.E-05
163 ROUTINE_ILLUM.INPUT	1	+2.E-05
164 ROUTINE_KV.INPUT	1	+2.E-05
165 ROUTINE_MAIN1	1	+2.E-05
166 ROUTINE_MAIN2	1	+2.E-05
167 ROUTINE_MAIN3	1	+2.E-05
168 ROUTINE_MAO.INPUT	1	+2.E-05
169 ROUTINE_MCFR.INPUT	1	+2.E-05
170 ROUTINE_MFO.INPUT	1	+2.E-05
171 ROUTINE_MINE.INPUT	1	+2.E-05

				PAGE	124
172	ROUTINE_MF08	INPUT	1	+2 E-05	100 000
173	ROUTINE_MUNS	INPUT	1	+2 E-05	100 000
174	ROUTINE_OPEN	INPUT OUTPUT FILES	1	+2 E-05	100 000
175	ROUTINE_P.E.M	INPUT	1	+2 E-05	100 000
176	ROUTINE_PGM	INPUT	1	+2 E-05	100 000
177	ROUTINE_PK	INPUT	1	+2 E-05	100 000
178	ROUTINE_READ_ORDERS		1	+2 E-05	100 000
179	ROUTINE_RUL_EN	INPUT	1	+2 E-05	100 000
180	ROUTINE_SENSOR	INPUT	1	+2 E-05	100 000
181	ROUTINE_SMOKE	INPUT	1	+2 E-05	100 000
182	ROUTINE_ST	INPUT	1	+2 E-05	100 000
183	ROUTINE_SUBM	INPUT	1	+2 E-05	100 000
184	ROUTINE_SYS	INPUT	1	+2 E-05	100 000
185	ROUTINE_TACATR	INPUT	1	+2 E-05	100 000
186	ROUTINE_TB	INPUT	1	+2 E-05	100 000
187	ROUTINE_TBF	INPUT	1	+2 E-05	100 000
188	ROUTINE_TT_FACTORS	INPUT	1	+2 E-05	100 000
189	ROUTINE_TYPE_WEAPON	INPUT	1	+2 E-05	100 000
190	ROUTINE_UNIT	INPUT	1	+2 E-05	100 000
191	ROUTINE_VIS	INPUT	1	+2 E-05	100 000
192	EVENT_ACT_REINF		0	0	100 000
193	EVENT_AD_ENGAGEMENT		0	0	100 000
194	EVENT_DQ_OLD_SORTIE	QUEUE	0	0	100 000
195	EVENT_END_SIMULATION		0	0	100 000
196	EVENT_FEBA_SORTIE		0	0	100 000
197	EVENT_HC_DEPART_BATTLE		0	0	100 000
198	EVENT_HEL0_ENGAGEMENT		0	0	100 000
199	EVENT_INIT_PREPLAN_CAS		0	0	100 000
200	EVENT_OFF_LINE_ATTRITION		0	0	100 000
201	EVENT_SEND_TEAM		0	0	100 000
202	EVENT_SET_DEBUG		0	0	100 000
203	FUNCTION_AR_PROB_DETECT		0	0	100 000
204	FUNCTION_BTRY_AVAILABLE		0	0	100 000
205	FUNCTION_STAY_TIME		0	0	100 000
206	PROCESS_AC_ATK_TGT		0	0	100 000
207	PROCESS_AIR_OBSERVER		0	0	100 000
208	PROCESS_AIRBORNE_RADAR		0	0	100 000
209	PROCESS_CAS_MISSION		0	0	100 000
210	PROCESS_HC_ARRIVE_BATTLE		0	0	100 000
211	PROCESS_HC_RETURN_FARRP		0	0	100 000
212	PROCESS_HEL_TARGET_ACQUISITION		0	0	100 000
213	PROCESS_HELICOPTER_FIRE		0	0	100 000
214	PROCESS_MINE_ASSESS		0	0	100 000
215	PROCESS_PHOTO_IR_FLIGHT		0	0	100 000
216	PROCESS_REMOTE_PILOT_VEHICLE		0	0	100 000
217	ROUTINE_AC_BOMB_EFFECTS		0	0	100 000
218	ROUTINE_AC_DF_EFFECTS		0	0	100 000
219	ROUTINE_AC_MUNS_INPUT		0	0	100 000
220	ROUTINE_AD_SHOOT		0	0	100 000
221	ROUTINE_AMMO_RPT		0	0	100 000
222	ROUTINE_ANALYSIS_OUTPUT		0	0	100 000
223	ROUTINE_AD_DETECTION		0	0	100 000
224	ROUTINE_AR_DETECTION		0	0	100 000
225	ROUTINE_BETWEEN_ROUTINE		0	0	100 000
226	ROUTINE_BTL_CHECK		0	0	100 000
227	ROUTINE_CHECK_CAS_CONSTRAINTS		0	0	100 000
228	ROUTINE_EMPLOY_HELICOPTERS		0	0	100 000
229	ROUTINE_END_CAS_MISSION		0	0	100 000
230	ROUTINE_ERROR_STOP		0	0	100 000

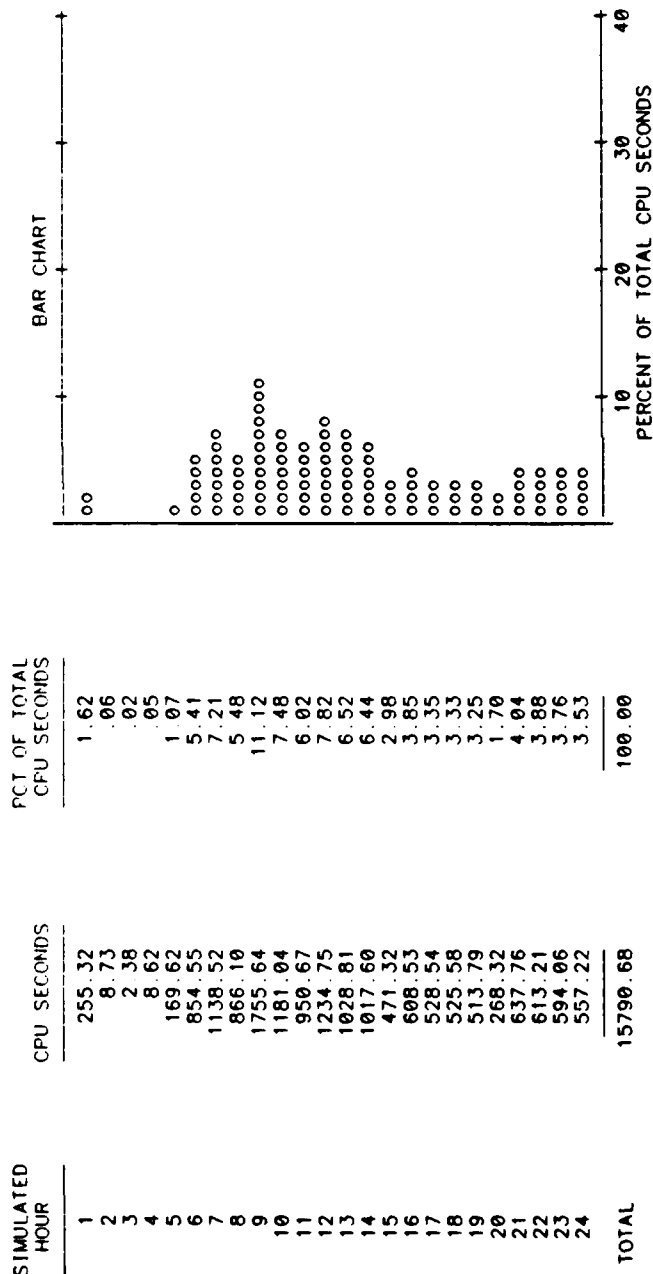
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231 ROUTINE_FARRP_CHECK	0	100.000
232 ROUTINE_FASCAM_COMPUTATION	0	100.000
233 ROUTINE_FILE_FD_SCHD	0	100.000
234 ROUTINE_FILE_KAD_SENSOR	0	100.000
235 ROUTINE_FIND_START_TIME	0	100.000
236 ROUTINE_FLIGHT_PATH	0	100.000
237 ROUTINE_HC_COMPUTE_TIMES	0	100.000
238 ROUTINE_HC_DISENGAGE	0	100.000
239 ROUTINE_HC_EMPTY	0	100.000
240 ROUTINE_HEL_RANGE_COMPUTE	0	100.000
241 ROUTINE_ILUM_COMPUTATION	0	100.000
242 ROUTINE_ILUM_EFFECTS	0	100.000
243 ROUTINE_INIT_REINF	0	100.000
244 ROUTINE_KV_PRINT	0	100.000
245 ROUTINE_KV_SCOREBOARD	0	100.000
246 ROUTINE_LINE_CIRCLE	0	100.000
247 ROUTINE_MADS_INPUT	0	100.000
248 ROUTINE_MINE_DELAY	0	100.000
249 ROUTINE_MINE_EFFECTS	0	100.000
250 ROUTINE_ORD_REINF	0	100.000
251 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
252 ROUTINE_PIR_DETECTION	0	100.000
253 ROUTINE_PLAT_COUNT	0	100.000
254 ROUTINE_REIN_ARRIVE	0	100.000
255 ROUTINE_REPLACE_HC	0	100.000
256 ROUTINE_REQUEST_FASCAM	0	100.000
257 ROUTINE_RPV_DETECTION	0	100.000
258 ROUTINE_SEARCH_COVERAGE	0	100.000
259 ROUTINE_SMOKE_COMPUTATION	0	100.000
260 ROUTINE_SMOKE_EFFECTS	0	100.000
261 ROUTINE_SNAP_R	0	100.000
262 ROUTINE_SNAP2	0	100.000
263 ROUTINE_TACAIR_DATA_REPORT	0	100.000
264 ROUTINE_TR_INPUT	0	100.000

TOTAL INVOCATIONS = 5876346

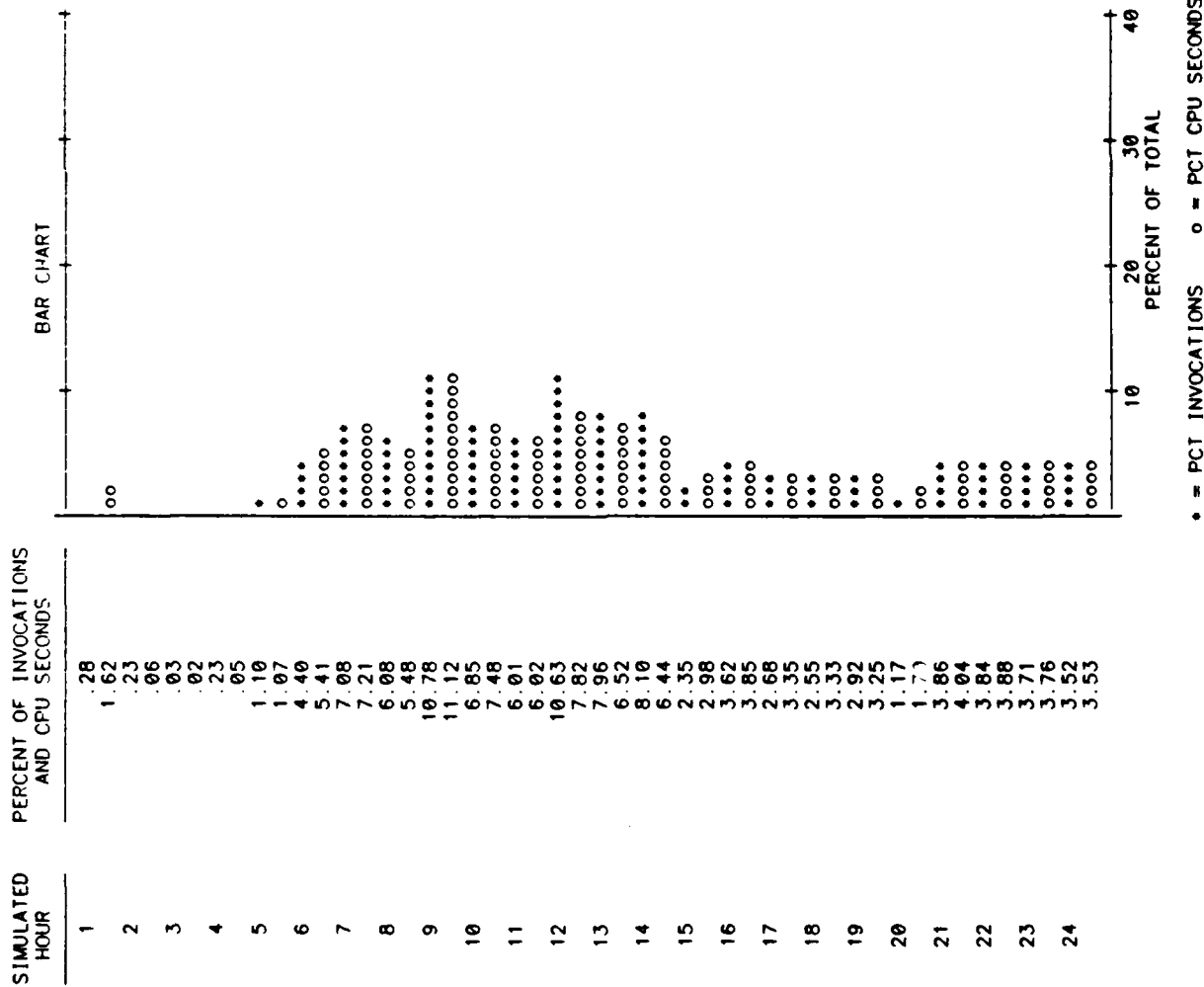
COSAGE INVOCATION SUMMARY



C O S A G E C P U U S A G E S U M M A R Y



COSAGE INVOCATION AND CPU USAGE SUMMARY



SCIENCE APPLICATIONS, INC.

APPENDIX D
COSAGE HOURLY INVOCATION REPORT
(random number seed 10)



COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 1.
TOP 264 (100%) INVOKED ROUTINES

ROUTINE	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	10052	59.844	59.844
2 ROUTINE_EXPONENTIAL_F	2048	12.193	72.037
3 ROUTINE_GAMMA_F	1776	10.573	82.610
4 ROUTINE_LOCATE_SECTOR	680	4.048	86.658
5 PROCESS_FORWARD_OBSERVER	421	2.506	89.165
6 ROUTINE_LOCATE_SEARCH_AREA	421	2.506	91.671
7 ROUTINE_ORD_DEF	267	1.590	93.261
8 ROUTINE_ORD_MOVCOR	235	1.399	94.660
9 ROUTINE_FA_BN_MOVEMENT	132	.786	95.446
10 ROUTINE_ORD_MOVDIS	106	.631	96.077
11 EVENT_ACT_DEF	100	.595	96.672
12 ROUTINE_ORD_ATK	90	.536	97.208
13 ROUTINE_FORM_TF_LIST	76	.452	97.660
14 ROUTINE_CHECK_PROX	74	.441	98.101
15 ROUTINE_DEQ_FEBASET	74	.441	98.541
16 ROUTINE_ENQ_FEBASET	74	.441	98.982
17 EVENT_UPDATE_LOC	71	.423	99.405
18 ROUTINE_RESET_FEBASECTOR	29	.173	99.577
19 ROUTINE_CREATE_TEAMS	17	.101	99.679
20 EVENT_ACT_MOVCOR	3	.018	99.696
21 EVENT_START_MOVE	3	.018	99.714
22 ROUTINE_CHECK_FOR_MINES	3	.018	99.732
23 ROUTINE_GET_TERRAIN	3	.018	99.750
24 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.012	99.762
25 "PROGRAM" MAIN	1	.006	99.768
26 EVENT_POSITION_REPORT	1	.006	99.774
27 ROUTINE_BTRY_INPUT	1	.006	99.780
28 ROUTINE_CATTU_INPUT	1	.006	99.786
29 ROUTINE_DECISION_INPUT	1	.006	99.792
30 ROUTINE_EOTE_INPUT	1	.006	99.798
31 ROUTINE_FARRP_INPUT	1	.006	99.804
32 ROUTINE_FBN_FD_INPUT	1	.006	99.809
33 ROUTINE_FEBASE_INITIAL	1	.006	99.815
34 ROUTINE_FORPOSITION_OUT	1	.006	99.821
35 ROUTINE_HE_LA_INPUT	1	.006	99.827
36 ROUTINE_ILUM_INPUT	1	.006	99.833
37 ROUTINE_KV_INPUT	1	.006	99.839
38 ROUTINE_MAIN1	1	.006	99.845
39 ROUTINE_MAIN2	1	.006	99.851
40 ROUTINE_MAIN3	1	.006	99.857
41 ROUTINE_MAO_INPUT	1	.006	99.863
42 ROUTINE_MCFR_INPUT	1	.006	99.869
43 ROUTINE_MFO_INPUT	1	.006	99.875
44 ROUTINE_MINE_INPUT	1	.006	99.881
45 ROUTINE_MPNB_INPUT	1	.006	99.887
46 ROUTINE_MUNS_INPUT	1	.006	99.893
47 ROUTINE_OPEN_INPUT_OUTPUT_FILES	1	.006	99.899
48 ROUTINE_PEM_INPUT	1	.006	99.905
49 ROUTINE_PGM_INPUT	1	.006	99.911
50 ROUTINE_PK_INPUT	1	.006	99.917
51 ROUTINE_READ_ORDERS	1	.006	99.923
52 ROUTINE_RUL_EN_INPUT	1	.006	99.929
53 ROUTINE_SENSOR_INPUT	1	.006	99.935

	PAGE	2
54 ROUTINE_SMOKE.INPUT	006	99.940
55 ROUTINE_ST.INPUT	006	99.946
56 ROUTINE_SUBM.INPUT	006	99.952
57 ROUTINE_SYS.INPUT	006	99.958
58 ROUTINE_TACAIR.INPUT	006	99.964
59 ROUTINE_TB.INPUT	006	99.970
60 ROUTINE_TBF.INPUT	006	99.976
61 ROUTINE_TT_FACTORS.INPUT	006	99.982
62 ROUTINE_TYPE_WEAPON.INPUT	006	99.988
63 ROUTINE_UNIT.INPUT	006	99.994
64 ROUTINE_VIS.INPUT	006	100.000
65 EVENT_ACT.ATK	0	100.000
66 EVENT_ACT.MOVDIRS	0	100.000
67 EVENT_ACT.REINF	0	100.000
68 EVENT_AD.ENGAGEMENT	0	100.000
69 EVENT_ARTY.OCCUPATION	0	100.000
70 EVENT_BTL.ENDED	0	100.000
71 EVENT_CFR.ACTIVATION	0	100.000
72 EVENT_CFR.OFF	0	100.000
73 EVENT_CFR.ON	0	100.000
74 EVENT_CFR.OPERATOR	0	100.000
75 EVENT_CHANGE.LITE	0	100.000
76 EVENT_CHANGE.WEATHER	0	100.000
77 EVENT_DQ.OLD.SORTIE.QUEUE	0	100.000
78 EVENT_END.SIMULATION	0	100.000
79 EVENT_ENGAGEMENT	0	100.000
80 EVENT_FEBA.SORTIE	0	100.000
81 EVENT_GET.NX.ORD	0	100.000
82 EVENT_HC.DEPART.BATTLE	0	100.000
83 EVENT_HELO.ENGAGEMENT	0	100.000
84 EVENT_INIT.PREPLAN.CAS	0	100.000
85 EVENT_MOVE	0	100.000
86 EVENT_OFF.LINE.ATTRITION	0	100.000
87 EVENT_PDB.ACTIVATION	0	100.000
88 EVENT_PDB.OPERATOR	0	100.000
89 EVENT_SEN.TEAM	0	100.000
90 EVENT_SET.DEBUG	0	100.000
91 EVENT_START.ARTY.MOVEMENT	0	100.000
92 EVENT_START.BATTLE	0	100.000
93 EVENT_STOP.ARTY.MOVEMENT	0	100.000
94 FUNCTION_AR.PROB.DETECT	0	100.000
95 FUNCTION_BTRY.AVAILABLE	0	100.000
96 FUNCTION_COLLISION	0	100.000
97 FUNCTION_COMBINATIONS	0	100.000
98 FUNCTION_EST.RANGE	0	100.000
99 FUNCTION_EST.TR.RANGE	0	100.000
100 FUNCTION_FEBA.BAND	0	100.000
101 FUNCTION_HE.WLA	0	100.000
102 FUNCTION_ICM.WLA	0	100.000
103 FUNCTION_STAY.TIME	0	100.000
104 PROCESS_AC.ATK.TGT	0	100.000
105 PROCESS_AIR.OBSERVER	0	100.000
106 PROCESS_AIRBORNE.RADAR	0	100.000
107 PROCESS_ARTY.ASSESS	0	100.000
108 PROCESS_ASSESSMENT	0	100.000
109 PROCESS_CAS.MISSION	0	100.000
110 PROCESS_FIRE.MISSION	0	100.000
111 PROCESS_HC.ARRIVE.BATTLE	0	100.000
112 PROCESS_HC.RETURN.FARRP	0	100.000

113	PROCESS_HEL_TARGET_ACQUISITION	0	0	PAGE 3	100.000
114	PROCESS_HELICOPTER_FIRE	0	0		100.000
115	PROCESS_HOW_REPAIR	0	0		100.000
116	PROCESS_MINE_ASSESS	0	0		100.000
117	PROCESS_PHOTO_IR_FLIGHT	0	0		100.000
118	PROCESS_REMOTE_PILOT_VEHICLE	0	0		100.000
119	PROCESS_SHOOT_OUT	0	0		100.000
120	PROCESS_TARGET_REPORT	0	0		100.000
121	PROCESS_WITHDRAW	0	0		100.000
122	ROUTINE_AC_BOMB_EFFECTS	0	0		100.000
123	ROUTINE_AC_DF_EFFECTS	0	0		100.000
124	ROUTINE_AC_MUNS_INPUT	0	0		100.000
125	ROUTINE_AD_SHOOT	0	0		100.000
126	ROUTINE_ADJUST	0	0		100.000
127	ROUTINE_AMMO_RPT	0	0		100.000
128	ROUTINE_ANALYSIS_OUTPUT	0	0		100.000
129	ROUTINE_ANGLE_COMPUTE	0	0		100.000
130	ROUTINE_AO_DETECTION	0	0		100.000
131	ROUTINE_AR_DETECTION	0	0		100.000
132	ROUTINE_ATTRIT_SENSOR	0	0		100.000
133	ROUTINE_BETWEEN_ROUTINE	0	0		100.000
134	ROUTINE_BLOCK_LOS	0	0		100.000
135	ROUTINE_BTL_CHECK	0	0		100.000
136	ROUTINE_BTRY_EFFECTS	0	0		100.000
137	ROUTINE_BTRY_FM_DEQ	0	0		100.000
138	ROUTINE_BTRY_FM_ENQ	0	0		100.000
139	ROUTINE_CAS_EVAL	0	0		100.000
140	ROUTINE_CFR_DEGRADE	0	0		100.000
141	ROUTINE_CFR_DETECTION	0	0		100.000
142	ROUTINE_CHANGE_LOC	0	0		100.000
143	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0		100.000
144	ROUTINE_CHECK_DEAD	0	0		100.000
145	ROUTINE_CHECK_ENGAGEMENT	0	0		100.000
146	ROUTINE_CHECK_FORCE	0	0		100.000
147	ROUTINE_CHECK_LIST	0	0		100.000
148	ROUTINE_CHECK_STREN	0	0		100.000
149	ROUTINE_CHK_COMP_TR	0	0		100.000
150	ROUTINE_CHK_FD_TR	0	0		100.000
151	ROUTINE_COMBINE_TRS	0	0		100.000
152	ROUTINE_COMPARE_TRS	0	0		100.000
153	ROUTINE_COMPUTE_D	0	0		100.000
154	ROUTINE_COMPUTE_WD	0	0		100.000
155	ROUTINE_CONTRAST_TO_FREQ	0	0		100.000
156	ROUTINE_COPY	0	0		100.000
157	ROUTINE_CREATE_FORCE	0	0		100.000
158	ROUTINE_DEAD_UNIT	0	0		100.000
159	ROUTINE_DECIDE	0	0		100.000
160	ROUTINE_DESTROY_ORD	0	0		100.000
161	ROUTINE_DQ_CMSN_QUEUE	0	0		100.000
162	ROUTINE_DUST_EFFECTS	0	0		100.000
163	ROUTINE_EMPLOY_HELICOPTERS	0	0		100.000
164	ROUTINE_EMPTY	0	0		100.000
165	ROUTINE_END_CAS_MISSION	0	0		100.000
166	ROUTINE_END_MOVE	0	0		100.000
167	ROUTINE_ERROR_STOP	0	0		100.000
168	ROUTINE_EST_COVERAGE	0	0		100.000
169	ROUTINE_EST_MIL_WORTH	0	0		100.000
170	ROUTINE_FA_BN_ASGN	0	0		100.000
171	ROUTINE_FARRP_CHECK	0	0		100.000

172 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
173 ROUTINE_FD.EFFECTS.REQ	0	0	100.000
174 ROUTINE_FDC.TR.DEQ	0	0	100.000
175 ROUTINE_FDC.TR.END	0	0	100.000
176 ROUTINE_FILE.FD.SCHD	0	0	100.000
177 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
178 ROUTINE_FIN.BATTLE	0	0	100.000
179 ROUTINE_FINAL.COVERAGE	0	0	100.000
180 ROUTINE_FIND.START.TIME	0	0	100.000
181 ROUTINE_FINISH.COMPUTATION	0	0	100.000
182 ROUTINE_FLIGHT.PATH	0	0	100.000
183 ROUTINE_FO.DETECTION	0	0	100.000
184 ROUTINE_FRAC.COMPUTE	0	0	100.000
185 ROUTINE_GENERAL.BATTLE	0	0	100.000
186 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
187 ROUTINE_HC.DISENGAGE	0	0	100.000
188 ROUTINE_HC.EMPTY	0	0	100.000
189 ROUTINE_HE.OR.ICM.COMPUTATION	0	0	100.000
190 ROUTINE_HEADING	0	0	100.000
191 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
192 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
193 ROUTINE_ILLUM.EFFECTS	0	0	100.000
194 ROUTINE_INIT.REINF	0	0	100.000
195 ROUTINE_INITIAL.DETECT	0	0	100.000
196 ROUTINE_INITIAL.MOVE	0	0	100.000
197 ROUTINE_INTER.BATTLE	0	0	100.000
198 ROUTINE_INTER.HELO	0	0	100.000
199 ROUTINE_JOHNSON.CRITERIA	0	0	100.000
200 ROUTINE_KV.PRINT	0	0	100.000
201 ROUTINE_KV.SCOREBOARD	0	0	100.000
202 ROUTINE_LINE.CIRCLE	0	0	100.000
203 ROUTINE_LINE.OF.SIGHT	0	0	100.000
204 ROUTINE_LOS.CHECK	0	0	100.000
205 ROUTINE_MADS.INPUT	0	0	100.000
206 ROUTINE_MARGINAL.EFFECTS.ADJ	0	0	100.000
207 ROUTINE_MIN.MOVE	0	0	100.000
208 ROUTINE_MINE.DELAY	0	0	100.000
209 ROUTINE_MINE.EFFECTS	0	0	100.000
210 ROUTINE_MRT.TO.FREQ	0	0	100.000
211 ROUTINE_NEW.SEGMENT	0	0	100.000
212 ROUTINE_NOISE.DEGRADE	0	0	100.000
213 ROUTINE_NORMAL.F	0	0	100.000
214 ROUTINE_ORD.REINF	0	0	100.000
215 ROUTINE_ORIENTATION	0	0	100.000
216 ROUTINE_OUTPUT.ATTRITION	0	0	100.000
217 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
218 ROUTINE_PDB.DETECTION	0	0	100.000
219 ROUTINE_PGM.MSN.ASGN	0	0	100.000
220 ROUTINE_PIR.DETECTION	0	0	100.000
221 ROUTINE_PK.COMPUTE	0	0	100.000
222 ROUTINE_PLAT.COUNT	0	0	100.000
223 ROUTINE_POSITION	0	0	100.000
224 ROUTINE_PRED.POS	0	0	100.000
225 ROUTINE_PREP.WITHDRAW	0	0	100.000
226 ROUTINE_PREPARE.LIST	0	0	100.000
227 ROUTINE_PROB.INF	0	0	100.000
228 ROUTINE_PROB.TIME	0	0	100.000
229 ROUTINE_PROX.CHECK	0	0	100.000
230 ROUTINE_PROX.POS	0	0	100.000

231 ROUTINE_PROXIMITY.REQ	0	0	100.000
232 ROUTINE_RANGE.COMPUTE	0	0	100.000
233 ROUTINE_REIN.ARRIVE	0	0	100.000
234 ROUTINE_REM.EFFECTS.COMPUTATION	0	0	100.000
235 ROUTINE_REPLACE.HC	0	0	100.000
236 ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
237 ROUTINE_REQUEST.FASCAM	0	0	100.000
238 ROUTINE_REQUEST.ILLUM	0	0	100.000
239 ROUTINE_REQUEST.SMOKE	0	0	100.000
240 ROUTINE_REQUEST.WD.FASCAM	0	0	100.000
241 ROUTINE_RPV.DETECTION	0	0	100.000
242 ROUTINE_SEARCH	0	0	100.000
243 ROUTINE_SEARCH_COVERAGE	0	0	100.000
244 ROUTINE_SEGMENT.ADJUST	0	0	100.000
245 ROUTINE_SIZE.ESTIMATE	0	0	100.000
246 ROUTINE_SMOKE.COMPUTATION	0	0	100.000
247 ROUTINE_SMOKE.EFFECTS	0	0	100.000
248 ROUTINE_SNAP.R	0	0	100.000
249 ROUTINE_SNAP2	0	0	100.000
250 ROUTINE_SWITCH.FO	0	0	100.000
251 ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
252 ROUTINE_TARGET.ANALYSIS	0	0	100.000
253 ROUTINE_TEMPERATURE.ATTENUATION	0	0	100.000
254 ROUTINE_TERM.CHECK	0	0	100.000
255 ROUTINE_TIME.REQ	0	0	100.000
256 ROUTINE_TIME.TO.DETECT	0	0	100.000
257 ROUTINE_TR.INPUT	0	0	100.000
258 ROUTINE_UNIT.ASSIGNMENT	0	0	100.000
259 ROUTINE_UNIT.ENVIR	0	0	100.000
260 ROUTINE_UNIT.PRIORITY	0	0	100.000
261 ROUTINE_VOLLEY	0	0	100.000
262 ROUTINE_WEIBULL.F	0	0	100.000
263 ROUTINE_WEIGHTED.VOLLEYS	0	0	100.000
264 ROUTINE_WHAT.NEXT	0	0	100.000

TOTAL INVOCATIONS = 16797

CPU USAGE FOR SIMULATED HOUR 1. = 247.09 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 2.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	11882	90.792	90.792
2 ROUTINE_LOCATE_SECTOR	438	3.347	94.139
3 ROUTINE_FA_BN_MOVEMENT	161	1.230	95.369
4 ROUTINE_CHECK_PROX	93	.711	96.080
5 ROUTINE_DEQ_FEB4.SET	93	.711	96.791
6 ROUTINE_ENQ_FEB4.SET	93	.711	97.501
7 EVENT_UPDATE_LOC	92	.703	98.204
8 ROUTINE_CHECK_FOR_MINES	49	.374	98.579
9 ROUTINE_GET_TERRAIN	48	.367	98.953
10 EVENT_START_ARTY_MOVEMENT	33	.252	99.320
11 EVENT_STOP_ARTY_MOVEMENT	33	.252	99.862
12 EVENT_ARTY_OCCUPATION	3	.023	99.885
13 EVENT_ACT_DEF	3	.023	99.908
14 EVENT_GET_NX_ORD	3	.023	99.931
15 ROUTINE_CHECK_STREN	3	.023	99.954
16 ROUTINE_PROX_POS	2	.015	99.969
17 EVENT_SCHEDULE_ARTY_MOVEMENT	1	.008	99.977
18 EVENT_ACT_MOVCOR	1	.008	99.985
19 EVENT_CHANGE_WEATHER	1	.008	99.992
20 EVENT_START_MOVE	1	.008	100.000
21 ROUTINE_DQ_CMSN_QUEUE	0	0.	100.000
22 **PROGRAM**_MAIN	0	0.	100.000
23 EVENT_ACT_ATK	0	0.	100.000
24 EVENT_ACT_MOVDIS	0	0.	100.000
25 EVENT_ACT_REINF	0	0.	100.000
26 EVENT_AD_ENGAGEMENT	0	0.	100.000
27 EVENT_BTL_ENDED	0	0.	100.000
28 EVENT_CFR_ACTIVATION	0	0.	100.000
29 EVENT_CFR_OFF	0	0.	100.000
30 EVENT_CFR_ON	0	0.	100.000
31 EVENT_CFR_OPERATOR	0	0.	100.000
32 EVENT_CHANGE_LITE	0	0.	100.000
33 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
34 EVENT_END_SIMULATION	0	0.	100.000
35 EVENT_ENGAGEMENT	0	0.	100.000
36 EVENT_FEB4_SORTIE	0	0.	100.000
37 EVENT_HC_DEPART_BATTLE	0	0.	100.000
38 EVENT_HELLO_ENGAGEMENT	0	0.	100.000
39 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
40 EVENT_MOVE	0	0.	100.000
41 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
42 EVENT_PDB_ACTIVATION	0	0.	100.000
43 EVENT_PDB_OPERATOR	0	0.	100.000
44 EVENT_POSITION_REPORT	0	0.	100.000
45 EVENT_SEND_TEAM	0	0.	100.000
46 EVENT_SET_DEBUG	0	0.	100.000
47 EVENT_START_BATTLE	0	0.	100.000
48 FUNCTION_AR_PROB_DETECT	0	0.	100.000
49 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
50 FUNCTION_COLLISION	0	0.	100.000
51 FUNCTION_COMBINATIONS	0	0.	100.000
52 FUNCTION_EST_RANGE	0	0.	100.000
53 FUNCTION_EST_TR_RANGE	0	0.	100.000

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54 FUNCTION_FERA_BAND	0	100.000
55 FUNCTION_HE_WLA	0	100.000
56 FUNCTION_ICM_WLA	0	100.000
57 FUNCTION_STAY_TIME	0	100.000
58 PROCESS_AC_ATK_IGT	0	100.000
59 PROCESS_AIR_OBSERVER	0	100.000
60 PROCESS_AIRBORNE_RADAR	0	100.000
61 PROCESS_ARTY_ASSESS	0	100.000
62 PROCESS_ASSESSMENT	0	100.000
63 PROCESS_CAS_MISSION	0	100.000
64 PROCESS_FIRE_MISSION	0	100.000
65 PROCESS_FORWARD_OBSERVER	0	100.000
66 PROCESS_HC_ARRIVE_BATTLE	0	100.000
67 PROCESS_HC_RETURN_FARRP	0	100.000
68 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
69 PROCESS_HELICOPTER_FIRE	0	100.000
70 PROCESS_HOW_REPAIR	0	100.000
71 PROCESS_MINE_ASSESS	0	100.000
72 PROCESS_PHOTO_IR_FLIGHT	0	100.000
73 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
74 PROCESS_SHOOT_OUT	0	100.000
75 PROCESS_TARGET_REPORT	0	100.000
76 PROCESS_WITH_DRAW	0	100.000
77 ROUTINE_AC_BOMB_EFFECTS	0	100.000
78 ROUTINE_AC_DF_EFFECTS	0	100.000
79 ROUTINE_AC_MUNS_INPUT	0	100.000
80 ROUTINE_AD_SHOOT	0	100.000
81 ROUTINE_ADJUST	0	100.000
82 ROUTINE_AMMO_RPT	0	100.000
83 ROUTINE_ANALYSIS_OUTPUT	0	100.000
84 ROUTINE_ANGLE_COMPUTE	0	100.000
85 ROUTINE_AD_DETECTION	0	100.000
86 ROUTINE_AR_DETECTION	0	100.000
87 ROUTINE_ATTRIT_SENSOR	0	100.000
88 ROUTINE_BETWEEN_ROUTINE	0	100.000
89 ROUTINE_BLOCK_LOS	0	100.000
90 ROUTINE_BTL_CHECK	0	100.000
91 ROUTINE_BTRY_EFFECTS	0	100.000
92 ROUTINE_BTRY_FM_DEQ	0	100.000
93 ROUTINE_BTRY_FM_ENO	0	100.000
94 ROUTINE_BTRY_INPUT	0	100.000
95 ROUTINE_CAS_EVAL	0	100.000
96 ROUTINE_CAT_TU_INPUT	0	100.000
97 ROUTINE_CFR_DEGRADE	0	100.000
98 ROUTINE_CFR_DETECTION	0	100.000
99 ROUTINE_CHANGE_LOC	0	100.000
100 ROUTINE_CHECK_CAS_CONSTRAINTS	0	100.000
101 ROUTINE_CHECK_DEAD	0	100.000
102 ROUTINE_CHECK_ENGAGEMENT	0	100.000
103 ROUTINE_CHECK_FORCE	0	100.000
104 ROUTINE_CHECK_LIST	0	100.000
105 ROUTINE_CHK_COMP_TR	0	100.000
106 ROUTINE_CHK_FD_TR	0	100.000
107 ROUTINE_COMBINE_TRS	0	100.000
108 ROUTINE_COMPARE_TRS	0	100.000
109 ROUTINE_COMPUTE_O	0	100.000
110 ROUTINE_COMPUTE_WD	0	100.000
111 ROUTINE_CONTRAST_TO_FREQ	0	100.000
112 ROUTINE_COPY	0	100.000

113 ROUTINE_CREATE_FORCE	0	0	100.000
114 ROUTINE_CREATE_TEAMS	0	0	100.000
115 ROUTINE_DEAD_UNIT	0	0	100.000
116 ROUTINE_DECIDE	0	0	100.000
117 ROUTINE_DECISION_INPUT	0	0	100.000
118 ROUTINE_DESTROY_ORD	0	0	100.000
119 ROUTINE_DUST_EFFECTS	0	0	100.000
120 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
121 ROUTINE_EMPTY	0	0	100.000
122 ROUTINE_END_CAS_MISSION	0	0	100.000
123 ROUTINE_END_MOVE	0	0	100.000
124 ROUTINE_ERROR_STOP	0	0	100.000
125 ROUTINE_EST_COVERAGE	0	0	100.000
126 ROUTINE_EST_COVERAGE	0	0	100.000
127 ROUTINE_EST_MIL_WORTH	0	0	100.000
128 ROUTINE_EXPONENTIAL_F	0	0	100.000
129 ROUTINE_FA_BN_ASSIGN	0	0	100.000
130 ROUTINE_FARRP_CHECK	0	0	100.000
131 ROUTINE_FARRP_INPUT	0	0	100.000
132 ROUTINE_FASCAM_COMPUTATION	0	0	100.000
133 ROUTINE_FBN_FD_INPUT	0	0	100.000
134 ROUTINE_FD_EFFECTS_REQ	0	0	100.000
135 ROUTINE_FDC_TR_DEQ	0	0	100.000
136 ROUTINE_FDC_TR_ENO	0	0	100.000
137 ROUTINE_FEBA_INITIAL	0	0	100.000
138 ROUTINE_FILE_FD_SCHD	0	0	100.000
139 ROUTINE_FILE_KAD_SENSOR	0	0	100.000
140 ROUTINE_FIN_BATTLE	0	0	100.000
141 ROUTINE_FINAL_COVERAGE	0	0	100.000
142 ROUTINE_FIND_START_TIME	0	0	100.000
143 ROUTINE_FINISH_COMPUTATION	0	0	100.000
144 ROUTINE_FLIGHT_PATH	0	0	100.000
145 ROUTINE_FO_DETECTION	0	0	100.000
146 ROUTINE_FORM_TF_LIST	0	0	100.000
147 ROUTINE_FORPOSITION_OUT	0	0	100.000
148 ROUTINE_FRAC_COMPUTE	0	0	100.000
149 ROUTINE_GAMMA_F	0	0	100.000
150 ROUTINE_GENERAL_BATTLE	0	0	100.000
151 ROUTINE_HC_COMPUTE_TIMES	0	0	100.000
152 ROUTINE_HC_DISENGAGE	0	0	100.000
153 ROUTINE_HC_EMPTY	0	0	100.000
154 ROUTINE_HE_LA_INPUT	0	0	100.000
155 ROUTINE_HE_OR_ICM_COMPUTATION	0	0	100.000
156 ROUTINE_HEADING	0	0	100.000
157 ROUTINE_HEL_RANGE_COMPUTE	0	0	100.000
158 ROUTINE_ILLUM_COMPUTATION	0	0	100.000
159 ROUTINE_ILLUM_EFFECTS	0	0	100.000
160 ROUTINE_ILLUM_INPUT	0	0	100.000
161 ROUTINE_INIT_REINF	0	0	100.000
162 ROUTINE_INITIAL_DETECT	0	0	100.000
163 ROUTINE_INITIAL_MOVE	0	0	100.000
164 ROUTINE_INTER_BATTLE	0	0	100.000
165 ROUTINE_INTER_HELO	0	0	100.000
166 ROUTINE_JOHNSON_CRITERIA	0	0	100.000
167 ROUTINE_KV_INPUT	0	0	100.000
168 ROUTINE_KV_PRINT	0	0	100.000
169 ROUTINE_KV_SCOREBOARD	0	0	100.000
170 ROUTINE_LINE_CIRCLE	0	0	100.000
171 ROUTINE_LINE_OF_SIGHT	0	0	100.000

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172 ROUTINE_LOCATE_SEARCH_AREA	0	100.000
173 ROUTINE_LOS_CHECK	0	100.000
174 ROUTINE_MADS_INPUT	0	100.000
175 ROUTINE_MAIN1	0	100.000
176 ROUTINE_MAIN2	0	100.000
177 ROUTINE_MAIN3	0	100.000
178 ROUTINE_MAO_INPUT	0	100.000
179 ROUTINE_MARGINAL_EFFECTS_ADJ	0	100.000
180 ROUTINE_MCFR_INPUT	0	100.000
181 ROUTINE_MFO_INPUT	0	100.000
182 ROUTINE_MIN_MOVE	0	100.000
183 ROUTINE_MINE_DELAY	0	100.000
184 ROUTINE_MINE_EFFECTS	0	100.000
185 ROUTINE_MINE_INPUT	0	100.000
186 ROUTINE_MPOB_INPUT	0	100.000
187 ROUTINE_MRT_TO_FREQ	0	100.000
188 ROUTINE_MUNS_INPUT	0	100.000
189 ROUTINE_NEW_SEGMENT	0	100.000
190 ROUTINE_NOISE_DEGRADE	0	100.000
191 ROUTINE_NORMAL_F	0	100.000
192 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	100.000
193 ROUTINE_ORD_ATK	0	100.000
194 ROUTINE_ORD_DEF	0	100.000
195 ROUTINE_ORD_MOVCOR	0	100.000
196 ROUTINE_ORD_MOVDIS	0	100.000
197 ROUTINE_ORD_REINF	0	100.000
198 ROUTINE_ORIENTATION	0	100.000
199 ROUTINE_OUTPUT_ATTRITION	0	100.000
200 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
201 ROUTINE_P_E_M_INPUT	0	100.000
202 ROUTINE_PDB_DETECTION	0	100.000
203 ROUTINE_PGM_INPUT	0	100.000
204 ROUTINE_PGM_MSN_ASGN	0	100.000
205 ROUTINE_PIR_DETECTION	0	100.000
206 ROUTINE_PK_COMPUTE	0	100.000
207 ROUTINE_PK_INPUT	0	100.000
208 ROUTINE_PLAT_COUNT	0	100.000
209 ROUTINE_POSITION	0	100.000
210 ROUTINE_PRED_POS	0	100.000
211 ROUTINE_PREP_WITHDRAW	0	100.000
212 ROUTINE_PREPARE_LIST	0	100.000
213 ROUTINE_PROB_INF	0	100.000
214 ROUTINE_PROB_TIME	0	100.000
215 ROUTINE_PROX_CHECK	0	100.000
216 ROUTINE_PROXIMITY_REQ	0	100.000
217 ROUTINE_RANGE_COMPUTE	0	100.000
218 ROUTINE_READ_ORDERS	0	100.000
219 ROUTINE_REIN_ARRIVE	0	100.000
220 ROUTINE_REM_EFFECTS_COMPUTATION	0	100.000
221 ROUTINE_REPLACE_HC	0	100.000
222 ROUTINE_REQUEST_DEF_FASCAM	0	100.000
223 ROUTINE_REQUEST_FASCAM	0	100.000
224 ROUTINE_REQUEST_ILUM	0	100.000
225 ROUTINE_REQUEST_SMOKE	0	100.000
226 ROUTINE_REQUEST_WD_FASCAM	0	100.000
227 ROUTINE_RESET_FBA_SECTOR	0	100.000
228 ROUTINE_RPV_DETECTION	0	100.000
229 ROUTINE_RUL_EN_INPUT	0	100.000
230 ROUTINE_SEARCH	0	100.000

231 ROUTINE_SEARCH_COVERAGE	0	0	100 000
232 ROUTINE_SEGMENT_ADJUST	0	0	100 000
233 ROUTINE_SENSOR_INPUT	0	0	100 000
234 ROUTINE_SIZE_ESTIMATE	0	0	100 000
235 ROUTINE_SMOKE_COMPUTATION	0	0	100 000
236 ROUTINE_SMOKE_EFFECTS	0	0	100 000
237 ROUTINE_SMOKE_INPUT	0	0	100 000
238 ROUTINE_SMOKE_R	0	0	100 000
239 ROUTINE_SNAP_R	0	0	100 000
240 ROUTINE_SNAP2	0	0	100 000
241 ROUTINE_ST_INPUT	0	0	100 000
242 ROUTINE_SUBM_INPUT	0	0	100 000
243 ROUTINE_SWITCH_FO	0	0	100 000
244 ROUTINE_SYS_INPUT	0	0	100 000
245 ROUTINE_TACAIR_DATA_REPORT	0	0	100 000
246 ROUTINE_TACAIR_INPUT	0	0	100 000
247 ROUTINE_TARGET_ANALYSIS	0	0	100 000
248 ROUTINE_TB_INPUT	0	0	100 000
249 ROUTINE_TBF_INPUT	0	0	100 000
250 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100 000
251 ROUTINE_TERM_CHECK	0	0	100 000
252 ROUTINE_TIME_REQ	0	0	100 000
253 ROUTINE_TIME_TO_DETECT	0	0	100 000
254 ROUTINE_TR_INPUT	0	0	100 000
255 ROUTINE_TT_FACTORS_INPUT	0	0	100 000
256 ROUTINE_TYPE_WEAPON_INPUT	0	0	100 000
257 ROUTINE_UNIT_ASSIGNMENT	0	0	100 000
258 ROUTINE_UNIT_ENVIR	0	0	100 000
259 ROUTINE_UNIT_INPUT	0	0	100 000
260 ROUTINE_UNIT_PRIORITY	0	0	100 000
261 ROUTINE_VIS_INPUT	0	0	100 000
262 ROUTINE_VOLLEY	0	0	100 000
263 ROUTINE_WEIBULL_F	0	0	100 000
264 ROUTINE_WEIGHTED_VOLLEYS	0	0	100 000
265 ROUTINE_WHAT_NEXT	0	0	100 000

TOTAL INVOCATIONS = 13087

CPU USAGE FOR SIMULATED HOUR 2. = 8.30 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 3.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	1120	60.573	60.573
2 ROUTINE_LOCAL_SECTOR	373	20.173	80.746
3 ROUTINE_FA_BN_MOVEMENT	144	7.788	88.534
4 ROUTINE_DEO_FEB_A.SET	40	2.163	90.698
5 ROUTINE_ENQ_FEB_A.SET	40	2.163	92.861
6 ROUTINE_CHECK_PROX	39	2.109	94.970
7 EVENT_UPDATE_LOC	36	1.947	96.917
8 EVENT_ARTY_OCCUPATION	16	.865	97.783
9 EVENT_STOP_ARTY_MOVEMENT	11	.595	98.378
10 ROUTINE_CHECK_FOR_MINES	6	.324	98.702
11 ROUTINE_GET_TERRAIN	6	.324	99.027
12 EVENT_ACT_MOVCOR	3	.162	99.189
13 EVENT_START_ARTY_MOVEMENT	3	.162	99.351
14 EVENT_START_MOVE	3	.162	99.513
15 EVENT_GET_NX_ORD	2	.108	99.621
16 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.108	99.730
17 EVENT_ACT_DEF	1	.054	99.784
18 ROUTINE_CHECK_STREN	1	.054	99.838
19 ROUTINE_END_MOVE	1	.054	99.892
20 ROUTINE_HEADING	1	.054	99.946
21 ROUTINE_PROX_POS	1	.054	100.000
22 **PROGRAM**MAIN	0	0.	100.000
23 EVENT_ACT_ATK	0	0.	100.000
24 EVENT_ACT_MOVDIS	0	0.	100.000
25 EVENT_ACT_REINF	0	0.	100.000
26 EVENT_AD_ENGAGEMENT	0	0.	100.000
27 EVENT_BTL_ENDED	0	0.	100.000
28 EVENT_CFR_ACTIVATION	0	0.	100.000
29 EVENT_CFR_OFF	0	0.	100.000
30 EVENT_CFR_ON	0	0.	100.000
31 EVENT_CFR_OPERATOR	0	0.	100.000
32 EVENT_CHANGE_LITE	0	0.	100.000
33 EVENT_CHANGE_WEATHER	0	0.	100.000
34 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
35 EVENT_END_SIMULATION	0	0.	100.000
36 EVENT_ENGAGEMENT	0	0.	100.000
37 EVENT_FEB_A_SORTIE	0	0.	100.000
38 EVENT_HC_DEPART_BATTLE	0	0.	100.000
39 EVENT_HEL_O_ENGAGEMENT	0	0.	100.000
40 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
41 EVENT_MOVE	0	0.	100.000
42 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
43 EVENT_PDB_ACTIVATION	0	0.	100.000
44 EVENT_PDB_OPERATOR	0	0.	100.000
45 EVENT_POSITION_REPORT	0	0.	100.000
46 EVENT_SEND_TEAM	0	0.	100.000
47 EVENT_SET_DEBUG	0	0.	100.000
48 EVENT_START_BATTLE	0	0.	100.000
49 FUNCTION_AR_PROB_DETECT	0	0.	100.000
50 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
51 FUNCTION_COLLISION	0	0.	100.000
52 FUNCTION_COMBINATIONS	0	0.	100.000
53 FUNCTION_EST_RANGE	0	0.	100.000

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54 FUNCTION_EST.TR_RANGE	0	100.000
55 FUNCTION_FEBB_BAND	0	100.000
56 FUNCTION_HE_WLA	0	100.000
57 FUNCTION_ICM_WLA	0	100.000
58 FUNCTION_STAY_TIME	0	100.000
59 PROCESS_AC.ATK.TGT	0	100.000
60 PROCESS_AIR_OBSERVER	0	100.000
61 PROCESS_AIRBORNE_RADAR	0	100.000
62 PROCESS_ARTY_ASSESS	0	100.000
63 PROCESS_ASSESSMENT	0	100.000
64 PROCESS_CAS_MISSION	0	100.000
65 PROCESS_FIRE_MISSION	0	100.000
66 PROCESS_FORWARD_OBSERVER	0	100.000
67 PROCESS_HC_ARRIVE_BATTLE	0	100.000
68 PROCESS_HC_RETURN_FARRP	0	100.000
69 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
70 PROCESS_HELICOPTER_FIRE	0	100.000
71 PROCESS_HOW_REPAIR	0	100.000
72 PROCESS_MINE_ASSESS	0	100.000
73 PROCESS_PHOTO_IR_FLIGHT	0	100.000
74 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
75 PROCESS_SHOOT_OUT	0	100.000
76 PROCESS_TARGET_REPORT	0	100.000
77 PROCESS_WITHDRAW	0	100.000
78 ROUTINE_AC_BOMB_EFFECTS	0	100.000
79 ROUTINE_AC_DF_EFFECTS	0	100.000
80 ROUTINE_AC_MUNS_INPUT	0	100.000
81 ROUTINE_AD_SHOOT	0	100.000
82 ROUTINE_ADJUST	0	100.000
83 ROUTINE_AMMO_RPT	0	100.000
84 ROUTINE_ANALYSIS_OUTPUT	0	100.000
85 ROUTINE_ANGLE_COMPUTE	0	100.000
86 ROUTINE_AO_DETECTION	0	100.000
87 ROUTINE_AR_DETECTION	0	100.000
88 ROUTINE_ATTRIT_SENSOR	0	100.000
89 ROUTINE_BETWEEN_ROUTINE	0	100.000
90 ROUTINE_BLOCK_LOS	0	100.000
91 ROUTINE_BTL_CHECK	0	100.000
92 ROUTINE_BTRY_EFFECTS	0	100.000
93 ROUTINE_BTRY_FM_DEO	0	100.000
94 ROUTINE_BTRY_FM_ENO	0	100.000
95 ROUTINE_BTRY_INPUT	0	100.000
96 ROUTINE_CAS_EVAL	0	100.000
97 ROUTINE_CAT_TU_INPUT	0	100.000
98 ROUTINE_CFR_DEGRADE	0	100.000
99 ROUTINE_CFR_DETECTION	0	100.000
100 ROUTINE_CHANGE_LOC	0	100.000
101 ROUTINE_CHECK_CAS_CONSTRAINTS	0	100.000
102 ROUTINE_CHECK_DEAD	0	100.000
103 ROUTINE_CHECK_ENGAGEMENT	0	100.000
104 ROUTINE_CHECK_FORCE	0	100.000
105 ROUTINE_CHECK_LIST	0	100.000
106 ROUTINE_CHK_COMP_TR	0	100.000
107 ROUTINE_CHK_FD_TR	0	100.000
108 ROUTINE_COMBINE_TRS	0	100.000
109 ROUTINE_COMPARE_TRS	0	100.000
110 ROUTINE_COMPUTE_D	0	100.000
111 ROUTINE_COMPUTE_WD	0	100.000
112 ROUTINE_CONTRAST_TO_FREQ	0	100.000

	PAGE	13
113 ROUTINE_COPY	0	100.000
114 ROUTINE_CREATE_FORCE	0	100.000
115 ROUTINE_CREATE_TEAMS	0	100.000
116 ROUTINE_DEAD_UNIT	0	100.000
117 ROUTINE_DECIDE	0	100.000
118 ROUTINE_DECISION_INPUT	0	100.000
119 ROUTINE_DESTROY_ORD	0	100.000
120 ROUTINE_DQ_CMSN_QUEUE	0	100.000
121 ROUTINE_DUST_EFFECTS	0	100.000
122 ROUTINE_EMPLOY_HELICOPTERS	0	100.000
123 ROUTINE_EMPTY	0	100.000
124 ROUTINE_END_CAS_MISSION	0	100.000
125 ROUTINE_EQ_TE_INPUT	0	100.000
126 ROUTINE_ERROR_STOP	0	100.000
127 ROUTINE_EST_COVERAGE	0	100.000
128 ROUTINE_EST_MIL_WORTH	0	100.000
129 ROUTINE_EXPONENTIAL_F	0	100.000
130 ROUTINE_FA_BN_ASGN	0	100.000
131 ROUTINE_FARRP_CHECK	0	100.000
132 ROUTINE_FARRP_INPUT	0	100.000
133 ROUTINE_FASCAM_COMPUTATION	0	100.000
134 ROUTINE_FBN_FD_INPUT	0	100.000
135 ROUTINE_FDC_EFFECTS_REQ	0	100.000
136 ROUTINE_FDC_TR_DEQ	0	100.000
137 ROUTINE_FDC_TR_ENQ	0	100.000
138 ROUTINE_FEBA_INITIAL	0	100.000
139 ROUTINE_FILE_FD_SCHD	0	100.000
140 ROUTINE_FILE_KAD_SENSOR	0	100.000
141 ROUTINE_FIN_BATTLE	0	100.000
142 ROUTINE_FINAL_COVERAGE	0	100.000
143 ROUTINE_FIND_START_TIME	0	100.000
144 ROUTINE_FINISH_COMPUTATION	0	100.000
145 ROUTINE_FLIGHT_PATH	0	100.000
146 ROUTINE_FO_DETECTION	0	100.000
147 ROUTINE_FORM_TF_LIST	0	100.000
148 ROUTINE_FORPOSITION_OUT	0	100.000
149 ROUTINE_FRAC_COMPUTE	0	100.000
150 ROUTINE_GAMMA_F	0	100.000
151 ROUTINE_GENERAL_BATTLE	0	100.000
152 ROUTINE_HC_COMPUTE_TIMES	0	100.000
153 ROUTINE_HC_DISENGAGE	0	100.000
154 ROUTINE_HC_EMPTY	0	100.000
155 ROUTINE_HE_LA_INPUT	0	100.000
156 ROUTINE_HE_OR_ICM_COMPUTATION	0	100.000
157 ROUTINE_HEL_RANGE_COMPUTE	0	100.000
158 ROUTINE_ILUM_COMPUTATION	0	100.000
159 ROUTINE_ILUM_EFFECTS	0	100.000
160 ROUTINE_ILUM_INPUT	0	100.000
161 ROUTINE_INIT_REINF	0	100.000
162 ROUTINE_INITIAL_DETECT	0	100.000
163 ROUTINE_INITIAL_MOVE	0	100.000
164 ROUTINE_INTER_BATTLE	0	100.000
165 ROUTINE_INTER_HELO	0	100.000
166 ROUTINE_JOHNSON_CRITERIA	0	100.000
167 ROUTINE_KV_INPUT	0	100.000
168 ROUTINE_KV_PRINT	0	100.000
169 ROUTINE_KV_SCOREBOARD	0	100.000
170 ROUTINE_LINE_CIRCLE	0	100.000
171 ROUTINE_LINE_OF_SIGHT	0	100.000

172	ROUTINE_LOCATE_SEARCH_AREA	0	0	PAGE 14	100.000
173	ROUTINE_LOS_CHECK	0	0		100.000
174	ROUTINE_MADS_INPUT	0	0		100.000
175	ROUTINE_MAIN1	0	0		100.000
176	ROUTINE_MAIN2	0	0		100.000
177	ROUTINE_MAIN3	0	0		100.000
178	ROUTINE_MAO_INPUT	0	0		100.000
179	ROUTINE_MARGINAL_EFFECTS_ADJ	0	0		100.000
180	ROUTINE_MCFR_INPUT	0	0		100.000
181	ROUTINE_MFO_INPUT	0	0		100.000
182	ROUTINE_MIN_MOVE	0	0		100.000
183	ROUTINE_MINE_DELAY	0	0		100.000
184	ROUTINE_MINE_EFFECTS	0	0		100.000
185	ROUTINE_MINE_INPUT	0	0		100.000
186	ROUTINE_MPOB_INPUT	0	0		100.000
187	ROUTINE_MRT_TO_FREQ	0	0		100.000
188	ROUTINE_MUNS_INPUT	0	0		100.000
189	ROUTINE_NEW_SEGMENT	0	0		100.000
190	ROUTINE_NOISE_DEGRADE	0	0		100.000
191	ROUTINE_NORMAL_F	0	0		100.000
192	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0		100.000
193	ROUTINE_ORD_ATK	0	0		100.000
194	ROUTINE_ORD_DEF	0	0		100.000
195	ROUTINE_ORD_MOVCOR	0	0		100.000
196	ROUTINE_ORD_MOVDIS	0	0		100.000
197	ROUTINE_ORD_REINF	0	0		100.000
198	ROUTINE_ORIENTATION	0	0		100.000
199	ROUTINE_OUTPUT_ATTRITION	0	0		100.000
200	ROUTINE_OUTPUT_EXPENDITURES	0	0		100.000
201	ROUTINE_P_E_M_INPUT	0	0		100.000
202	ROUTINE_POB_DETECTION	0	0		100.000
203	ROUTINE_PGM_INPUT	0	0		100.000
204	ROUTINE_PGM_MSN_ASSIGN	0	0		100.000
205	ROUTINE_PIR_DETECTION	0	0		100.000
206	ROUTINE_PK_COMPUTE	0	0		100.000
207	ROUTINE_PK_INPUT	0	0		100.000
208	ROUTINE_PLAT_COUNT	0	0		100.000
209	ROUTINE_POSITION	0	0		100.000
210	ROUTINE_PRED_POS	0	0		100.000
211	ROUTINE_PREP_WITHDRAW	0	0		100.000
212	ROUTINE_PREPARE_LIST	0	0		100.000
213	ROUTINE_PROB_INF	0	0		100.000
214	ROUTINE_PROB_TIME	0	0		100.000
215	ROUTINE_PROX_CHECK	0	0		100.000
216	ROUTINE_PROXIMITY_REQ	0	0		100.000
217	ROUTINE_RANGE_COMPUTE	0	0		100.000
218	ROUTINE_READ_ORDERS	0	0		100.000
219	ROUTINE_REIN_ARRIVE	0	0		100.000
220	ROUTINE_REM_EFFECTS_COMPUTATION	0	0		100.000
221	ROUTINE_REPLACE_HC	0	0		100.000
222	ROUTINE_REQUEST_DEF_FASCAM	0	0		100.000
223	ROUTINE_REQUEST_FASCAM	0	0		100.000
224	ROUTINE_REQUEST_ILUM	0	0		100.000
225	ROUTINE_REQUEST_SMOKE	0	0		100.000
226	ROUTINE_REQUEST_WD_FASCAM	0	0		100.000
227	ROUTINE_RESET_FEGA_SECTOR	0	0		100.000
228	ROUTINE_RPV_DETECTION	0	0		100.000
229	ROUTINE_RUL_EN_INPUT	0	0		100.000
230	ROUTINE_SEARCH	0	0		100.000

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231 ROUTINE_SEARCH_COVERAGE	0	100.000
232 ROUTINE_SEGMENT_ADJUST	0	100.000
233 ROUTINE_SENSOR_INPUT	0	100.000
234 ROUTINE_SIZE_ESTIMATE	0	100.000
235 ROUTINE_SMOKE_COMPUTATION	0	100.000
236 ROUTINE_SMOKE_EFFECTS	0	100.000
237 ROUTINE_SMOKE_INPUT	0	100.000
238 ROUTINE_SNAP_R	0	100.000
239 ROUTINE_SNAP2	0	100.000
240 ROUTINE_ST_INPUT	0	100.000
241 ROUTINE_SUBM_INPUT	0	100.000
242 ROUTINE_SWITCH_FO	0	100.000
243 ROUTINE_SYS_INPUT	0	100.000
244 ROUTINE_TACAIR_DATA_REPORT	0	100.000
245 ROUTINE_TACAIR_INPUT	0	100.000
246 ROUTINE_TARGET_ANALYSIS	0	100.000
247 ROUTINE_TB_INPUT	0	100.000
248 ROUTINE_TBF_INPUT	0	100.000
249 ROUTINE_TEMPERATURE_ATTENUATION	0	100.000
250 ROUTINE_TERM_CHECK	0	100.000
251 ROUTINE_TIME_REC	0	100.000
252 ROUTINE_TIME_TO_DETECT	0	100.000
253 ROUTINE_TR_INPUT	0	100.000
254 ROUTINE_IT_FACTORS_INPUT	0	100.000
255 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
256 ROUTINE_UNIT_ASSIGNMENT	0	100.000
257 ROUTINE_UNIT_ENVIR	0	100.000
258 ROUTINE_UNIT_INPUT	0	100.000
259 ROUTINE_UNIT_PRIORITY	0	100.000
260 ROUTINE_VIS_INPUT	0	100.000
261 ROUTINE_VOLLEY	0	100.000
262 ROUTINE_WEIBULL_F	0	100.000
263 ROUTINE_WEIGHTED_VOLLEYS	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

TOTAL INVOCATIONS = 1849

CPU USAGE FOR SIMULATED HOUR 3. = 2.27 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 4.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HPLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	11827	91.753	91.753
2 ROUTINE_LOCATE_SECTOR	499	3.871	95.625
3 ROUTINE_FA_BN_MOVEMENT	134	1.040	96.664
4 ROUTINE_CHECK_PROX	99	.768	97.432
5 ROUTINE_DEQ_FEBAS_SET	99	.768	98.200
6 ROUTINE_ENQ_FEBAS_SET	99	.768	98.968
7 EVENT_UPDATE_LOC	93	.721	99.690
8 EVENT_ACT_MOVCOR	6	.047	99.736
9 EVENT_START_MOVE	6	.047	99.783
10 ROUTINE_CHECK_FOR_MINES	6	.047	99.829
11 ROUTINE_GET_TERRAIN	6	.047	99.876
12 EVENT_ACT_DEF	2	.016	99.891
13 EVENT_ARTY_OCCUPATION	2	.016	99.907
14 EVENT_GET_NX_ORD	2	.016	99.922
15 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.016	99.938
16 EVENT_STOP_ARTY_MOVEMENT	2	.016	99.953
17 ROUTINE_CHECK_STREN	2	.016	99.969
18 ROUTINE_PROX_POS	2	.016	99.984
19 EVENT_CHANGE_WEATHER	1	.008	99.992
20 ROUTINE_DO_CMSN_QUEUE	1	.008	100.000
21 PROGRAM__MAIN	0	0.	100.000
22 EVENT_ACT_ATK	0	0.	100.000
23 EVENT_ACT_MOVDIS	0	0.	100.000
24 EVENT_ACT_REINF	0	0.	100.000
25 EVENT_AD_ENGAGEMENT	0	0.	100.000
26 EVENT_BTL_ENDED	0	0.	100.000
27 EVENT_CFR_ACTIVATION	0	0.	100.000
28 EVENT_CFR_OFF	0	0.	100.000
29 EVENT_CFR_ON	0	0.	100.000
30 EVENT_CFR_OPERATOR	0	0.	100.000
31 EVENT_CHANGE_LITE	0	0.	100.000
32 EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
33 EVENT_END_SIMULATION	0	0.	100.000
34 EVENT_ENGAGEMENT	0	0.	100.000
35 EVENT_FEBAS_SORTIE	0	0.	100.000
36 EVENT_HC_DEPART_BATTLE	0	0.	100.000
37 EVENT_HELLO_ENGAGEMENT	0	0.	100.000
38 EVENT_INIT_PREPLAN_CAS	0	0.	100.000
39 EVENT_MOVE	0	0.	100.000
40 EVENT_OFF_LINE_ATTRITION	0	0.	100.000
41 EVENT_PDB_ACTIVATION	0	0.	100.000
42 EVENT_PDB_OPERATOR	0	0.	100.000
43 EVENT_POSITION_REPORT	0	0.	100.000
44 EVENT_SEND_TEAM	0	0.	100.000
45 EVENT_SET_DEBUG	0	0.	100.000
46 EVENT_START_ARTY_MOVEMENT	0	0.	100.000
47 EVENT_START_BATTLE	0	0.	100.000
48 FUNCTION_AR_PROB_DETECT	0	0.	100.000
49 FUNCTION_BTRY_AVAILABLE	0	0.	100.000
50 FUNCTION_COLLISION	0	0.	100.000
51 FUNCTION_COMBINATIONS	0	0.	100.000
52 FUNCTION_EST_RANGE	0	0.	100.000
53 FUNCTION_EST_TR_RANGE	0	0.	100.000

54	FUNCTION_FEBB_BAND	0	0	0	100.000
55	FUNCTION_HE_WLA	0	0	0	100.000
56	FUNCTION_ICM_WLA	0	0	0	100.000
57	FUNCTION_STAY_TIME	0	0	0	100.000
58	PROCESS_AC_ATK_TGT	0	0	0	100.000
59	PROCESS_AIR_OBSERVER	0	0	0	100.000
60	PROCESS_AIRBORNE_RADAR	0	0	0	100.000
61	PROCESS_ARTY_ASSESS	0	0	0	100.000
62	PROCESS_ASSESSMENT	0	0	0	100.000
63	PROCESS_CAS_MISSION	0	0	0	100.000
64	PROCESS_FIRE_MISSION	0	0	0	100.000
65	PROCESS_FORWARD_OBSERVER	0	0	0	100.000
66	PROCESS_HC_ARRIVE_BATTLE	0	0	0	100.000
67	PROCESS_HC_RETURN_FARRP	0	0	0	100.000
68	PROCESS_HEL_TARGET_ACQUISITION	0	0	0	100.000
69	PROCESS_HELICOPTER_FIRE	0	0	0	100.000
70	PROCESS_HOW_REPAIR	0	0	0	100.000
71	PROCESS_MINE_ASSESS	0	0	0	100.000
72	PROCESS_PHOTO_IR_FLIGHT	0	0	0	100.000
73	PROCESS_REMOTE_PILOT_VEHICLE	0	0	0	100.000
74	PROCESS_SHOOT_OUT	0	0	0	100.000
75	PROCESS_TARGET_REPORT	0	0	0	100.000
76	PROCESS_WITH_DRAW	0	0	0	100.000
77	ROUTINE_AC_BOMB_EFFECTS	0	0	0	100.000
78	ROUTINE_AC_DF_EFFECTS	0	0	0	100.000
79	ROUTINE_AC_MUNS_INPUT	0	0	0	100.000
80	ROUTINE_AD_SHOOT	0	0	0	100.000
81	ROUTINE_ADJUST	0	0	0	100.000
82	ROUTINE_AMMO_RPT	0	0	0	100.000
83	ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
84	ROUTINE_ANGLE_COMPUTE	0	0	0	100.000
85	ROUTINE_AO_DETECTION	0	0	0	100.000
86	ROUTINE_AR_DETECTION	0	0	0	100.000
87	ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
88	ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
89	ROUTINE_BLOCK_LOS	0	0	0	100.000
90	ROUTINE_BTL_CHECK	0	0	0	100.000
91	ROUTINE_BTRY_EFFECTS	0	0	0	100.000
92	ROUTINE_BTRY_FM_DEQ	0	0	0	100.000
93	ROUTINE_BTRY_FM_ENQ	0	0	0	100.000
94	ROUTINE_BTRY_INPUT	0	0	0	100.000
95	ROUTINE_CAS_EVAL	0	0	0	100.000
96	ROUTINE_CAT_TU_INPUT	0	0	0	100.000
97	ROUTINE_CFR_DEGRADE	0	0	0	100.000
98	ROUTINE_CFR_DETECTION	0	0	0	100.000
99	ROUTINE_CHANGE_LOC	0	0	0	100.000
100	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
101	ROUTINE_CHECK_DEAD	0	0	0	100.000
102	ROUTINE_CHECK_ENGAGEMENT	0	0	0	100.000
103	ROUTINE_CHECK_FORCE	0	0	0	100.000
104	ROUTINE_CHECK_LIST	0	0	0	100.000
105	ROUTINE_CHK_COMP_TR	0	0	0	100.000
106	ROUTINE_CHK_FD_TR	0	0	0	100.000
107	ROUTINE_COMBINE_TRS	0	0	0	100.000
108	ROUTINE_COMPARE_TRS	0	0	0	100.000
109	ROUTINE_COMPUTE_D	0	0	0	100.000
110	ROUTINE_COMPUTE_WD	0	0	0	100.000
111	ROUTINE_CONTRAST_TO_FREQ	0	0	0	100.000
112	ROUTINE_COPY	0	0	0	100.000

	PAGE	18
113 ROUTINE_CREATE.FORCE	0	100.000
114 ROUTINE_CREATE.TEAMS	0	100.000
115 ROUTINE_DEAD.UNIT	0	100.000
116 ROUTINE_DECIDE	0	100.000
117 ROUTINE_DECISION.INPUT	0	100.000
118 ROUTINE_DESTROY.ORD	0	100.000
119 ROUTINE_DUST.EFFECTS	0	100.000
120 ROUTINE_EMPLOY.HELICOPTERS	0	100.000
121 ROUTINE_EMPTY	0	100.000
122 ROUTINE_END.CAS.MISSION	0	100.000
123 ROUTINE_END.MOVE	0	100.000
124 ROUTINE_EQ.TE.INPUT	0	100.000
125 ROUTINE_ERROR.STOP	0	100.000
126 ROUTINE_EST.COVERAGE	0	100.000
127 ROUTINE_EST.MIL.WORTH	0	100.000
128 ROUTINE_EXPONENTIAL.F	0	100.000
129 ROUTINE_FA.BN.ASGN	0	100.000
130 ROUTINE_FARRP.CHECK	0	100.000
131 ROUTINE_FARRP.INPUT	0	100.000
132 ROUTINE_FASCAM.COMPUTATION	0	100.000
133 ROUTINE_FBN.FD.INPUT	0	100.000
134 ROUTINE_FD.EFFECTS.REQ	0	100.000
135 ROUTINE_FDC.TR.DEQ	0	100.000
136 ROUTINE_FDC.TR.END	0	100.000
137 ROUTINE_FEBA.INITIAL	0	100.000
138 ROUTINE_FILE.FD.SCHD	0	100.000
139 ROUTINE_FILE.KAD.SENSOR	0	100.000
140 ROUTINE_FIN.BATTLE	0	100.000
141 ROUTINE_FINAL.COVERAGE	0	100.000
142 ROUTINE_FIND.START.TIME	0	100.000
143 ROUTINE_FINISH.COMPUTATION	0	100.000
144 ROUTINE_FLIGHT.PATH	0	100.000
145 ROUTINE_FO.DETECTION	0	100.000
146 ROUTINE_FORM.TF.LIST	0	100.000
147 ROUTINE_FORPOSITION.OUT	0	100.000
148 ROUTINE_FRAC.COMPUTE	0	100.000
149 ROUTINE_GAMMA.F	0	100.000
150 ROUTINE_GENERAL.BATTLE	0	100.000
151 ROUTINE_HC.COMPUTE.TIMES	0	100.000
152 ROUTINE_HC.DISENGAGE	0	100.000
153 ROUTINE_HC.EMPTY	0	100.000
154 ROUTINE_HE.LA.INPUT	0	100.000
155 ROUTINE_HE.OR.ICM.COMPUTATION	0	100.000
156 ROUTINE_HEADING	0	100.000
157 ROUTINE_HEL.RANGE.COMPUTE	0	100.000
158 ROUTINE_ILLUM.COMPUTATION	0	100.000
159 ROUTINE_ILLUM.EFFECTS	0	100.000
160 ROUTINE_ILLUM.INPUT	0	100.000
161 ROUTINE_INIT.REINF	0	100.000
162 ROUTINE_INITIAL.DETECT	0	100.000
163 ROUTINE_INITIAL.MOVE	0	100.000
164 ROUTINE_INTER.BATTLE	0	100.000
165 ROUTINE_INTER.HELLO	0	100.000
166 ROUTINE_JOHNSON.CRITERIA	0	100.000
167 ROUTINE_KV.INPUT	0	100.000
168 ROUTINE_KV.PRINT	0	100.000
169 ROUTINE_KV.SCOREBOARD	0	100.000
170 ROUTINE_LINE.CIRCLE	0	100.000
171 ROUTINE_LINE.OF.SIGHT	0	100.000

	PAGE	19
172 ROUTINE_LOCATE_SEARCH_AREA	0	100.000
173 ROUTINE_LOS_CHECK	0	100.000
174 ROUTINE_MADS_INPUT	0	100.000
175 ROUTINE_MAIN1	0	100.000
176 ROUTINE_MAIN2	0	100.000
177 ROUTINE_MAIN3	0	100.000
178 ROUTINE_MAO_INPUT	0	100.000
179 ROUTINE_MARGINAL_EFFECTS_ADJ	0	100.000
180 ROUTINE_MCFR_INPUT	0	100.000
181 ROUTINE_MFO_INPUT	0	100.000
182 ROUTINE_MIN_MOVE	0	100.000
183 ROUTINE_MINE_DELAY	0	100.000
184 ROUTINE_MINE_EFFECTS	0	100.000
185 ROUTINE_MINE_INPUT	0	100.000
186 ROUTINE_MFDB_INPUT	0	100.000
187 ROUTINE_MRT_TO_FREQ	0	100.000
188 ROUTINE_MUNS_INPUT	0	100.000
189 ROUTINE_NEW_SEGMENT	0	100.000
190 ROUTINE_NOISE_DEGRADE	0	100.000
191 ROUTINE_NORMAL_F	0	100.000
192 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	100.000
193 ROUTINE_ORD_ATK	0	100.000
194 ROUTINE_ORD_DEF	0	100.000
195 ROUTINE_ORD_MOVCOR	0	100.000
196 ROUTINE_ORD_MOVDIS	0	100.000
197 ROUTINE_ORD_REINF	0	100.000
198 ROUTINE_ORIENTATION	0	100.000
199 ROUTINE_OUTPUT_ATTRITION	0	100.000
200 ROUTINE_OUTPUT_EXPENDITURES	0	100.000
201 ROUTINE_P_E_M_INPUT	0	100.000
202 ROUTINE_PDB_DETECTION	0	100.000
203 ROUTINE_PGM_INPUT	0	100.000
204 ROUTINE_PGM_MSN_ASGN	0	100.000
205 ROUTINE_PIR_DETECTION	0	100.000
206 ROUTINE_PK_COMPUTE	0	100.000
207 ROUTINE_PK_INPUT	0	100.000
208 ROUTINE_PLAT_COUNT	0	100.000
209 ROUTINE_POSITION	0	100.000
210 ROUTINE_PRED_POS	0	100.000
211 ROUTINE_PREP_WITHDRAW	0	100.000
212 ROUTINE_PREPARE_LIST	0	100.000
213 ROUTINE_PROB_INF	0	100.000
214 ROUTINE_PROB_TIME	0	100.000
215 ROUTINE_PROX_CHECK	0	100.000
216 ROUTINE_PROXIMITY_REQ	0	100.000
217 ROUTINE_RANGE_COMPUTE	0	100.000
218 ROUTINE_READ_ORDERS	0	100.000
219 ROUTINE_REIN_ARRIVE	0	100.000
220 ROUTINE_REM_EFFECTS_COMPUTATION	0	100.000
221 ROUTINE_REPLACE_HC	0	100.000
222 ROUTINE_REQUEST_DEF_FASCAM	0	100.000
223 ROUTINE_REQUEST_FASCAM	0	100.000
224 ROUTINE_REQUEST_ILUM	0	100.000
225 ROUTINE_REQUEST_SMOKE	0	100.000
226 ROUTINE_REQUEST_WD_FASCAM	0	100.000
227 ROUTINE_RESET_FEBA_SECTOR	0	100.000
228 ROUTINE_RPV_DETECTION	0	100.000
229 ROUTINE_RUL_EN_INPUT	0	100.000
230 ROUTINE_SEARCH	0	100.000

	PAGE	20
231 ROUTINE_SEARCH_COVERAGE	0	100.000
232 ROUTINE_SEGMENT_ADJUST	0	100.000
233 ROUTINE_SENSOR_INPUT	0	100.000
234 ROUTINE_SIZE_ESTIMATE	0	100.000
235 ROUTINE_SMOKE_COMPUTATION	0	100.000
236 ROUTINE_SMOKE_EFFECTS	0	100.000
237 ROUTINE_SMOKE_INPUT	0	100.000
238 ROUTINE_SNAP_R	0	100.000
239 ROUTINE_SNAP2	0	100.000
240 ROUTINE_ST_INPUT	0	100.000
241 ROUTINE_SUBM_INPUT	0	100.000
242 ROUTINE_SWITCH_FO	0	100.000
243 ROUTINE_SYS_INPUT	0	100.000
244 ROUTINE_TACAIR_DATA_REPORT	0	100.000
245 ROUTINE_TACAIR_INPUT	0	100.000
246 ROUTINE_TARGET_ANALYSIS	0	100.000
247 ROUTINE_TB_INPUT	0	100.000
248 ROUTINE_TBF_INPUT	0	100.000
249 ROUTINE_TEMPERATURE_ATTENUATION	0	100.000
250 ROUTINE_TERM_CHECK	0	100.000
251 ROUTINE_TIME_REQ	0	100.000
252 ROUTINE_TIME_TO_DETECT	0	100.000
253 ROUTINE_TR_INPUT	0	100.000
254 ROUTINE_TT_FACTORS_INPUT	0	100.000
255 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
256 ROUTINE_UNIT_ASSIGNMENT	0	100.000
257 ROUTINE_UNIT_ENVIR	0	100.000
258 ROUTINE_UNIT_INPUT	0	100.000
259 ROUTINE_UNIT_PRIORITY	0	100.000
260 ROUTINE_VIS_INPUT	0	100.000
261 ROUTINE_VOLLEY	0	100.000
262 ROUTINE_WEIBULL_F	0	100.000
263 ROUTINE_WEIGHTED_VOLLEYS	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

TOTAL INVOCATIONS = 12890

CPU USAGE FOR SIMULATED HOUR 4. = 7 73 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 5.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	39758	57.854	57.854
2 ROUTINE_FRAC_COMPUTE	5408	7.870	65.724
3 ROUTINE_LOCATE_SECTOR	3342	4.863	70.587
4 ROUTINE_GAMMA_F	1854	2.698	73.285
5 ROUTINE_PK_COMPUTE	1547	2.251	75.536
6 ROUTINE_FINAL_COVERAGE	1280	1.863	77.398
7 ROUTINE_SIZE_ESTIMATE	1167	1.698	79.097
8 ROUTINE_RANGE_COMPUTE	1164	1.694	80.790
9 ROUTINE_PROX_CHECK	1034	1.505	82.295
10 ROUTINE_DEQ_FEB_A SET	683	.994	83.289
11 ROUTINE_ENO_FEB_A SET	683	.994	84.283
12 ROUTINE_PDB_DETECTION	619	.901	85.184
13 EVENT_PDB_ACTIVATION	502	.730	85.914
14 FUNCTION_COMBINATIONS	453	.659	86.573
15 PROCESS_ASSESSMENT	449	.653	87.227
16 ROUTINE_LOCATE_SEARCH_AREA	433	.630	87.857
17 FUNCTION_EST_RANGE	402	.585	88.442
18 ROUTINE_JOHNSON_CRITERIA	374	.544	88.986
19 ROUTINE_PROB_INF	374	.544	89.530
20 ROUTINE_PROB_TIME	374	.544	90.074
21 ROUTINE_SEARCH	374	.544	90.619
22 ROUTINE_OUTPUT_ATTRITION	356	.518	91.137
23 ROUTINE_FA_BN_MOVEMENT	342	.498	91.634
24 ROUTINE_NOISE_DEGRADE	303	.441	92.075
25 ROUTINE_VOLLEY	256	.373	92.448
26 EVENT_CFR_ACTIVATION	253	.368	92.816
27 ROUTINE_MRT_TO_FREQ	228	.332	93.148
28 ROUTINE_TEMPERATURE_ATTENUATION	228	.332	93.479
29 FUNCTION_FEB_A BAND	216	.314	93.794
30 FUNCTION_HE_WLA	216	.314	94.108
31 EVENT_UPDATE_LOC	202	.294	94.402
32 ROUTINE_NORMAL_F	190	.276	94.678
33 ROUTINE_CHECK_PROX	185	.269	94.948
34 ROUTINE_GET_TERRAIN	172	.250	95.198
35 ROUTINE_EST_COVERAGE	160	.233	95.431
36 ROUTINE_WEIGHTED_VOLLEYS	160	.233	95.664
37 ROUTINE_CONTRAST_TO_FREQ	146	.212	95.876
38 PROCESS_SHOOT_OUT	138	.201	96.077
39 ROUTINE_HE_OR_ICM_COMPUTATION	133	.194	96.270
40 ROUTINE_MARGINAL_EFFECTS_ADJ	128	.186	96.457
41 ROUTINE_TARGET_ANALYSIS	116	.169	96.625
42 ROUTINE_CHK_COMP_TR	106	.154	96.780
43 ROUTINE_CHK_FD_TR	105	.153	96.933
44 ROUTINE_REM_EFFECTS_COMPUTATION	103	.150	97.082
45 PROCESS_FIRE_MISSION	97	.141	97.224
46 ROUTINE_BTRY_FM_ENO	97	.141	97.365
47 FUNCTION_ICM_WLA	89	.130	97.494
48 ROUTINE_ANGLE_COMPUTE	88	.128	97.622
49 ROUTINE_FA_BN_ASGN	83	.121	97.743
50 PROCESS_TARGET_REPORT	63	.092	97.835
51 ROUTINE_FDC_TR_ENO	61	.089	97.923
52 ROUTINE_CFR_DETECTION	59	.086	98.009
53 ROUTINE_BTRY_EFFECTS	58	.084	98.094

54 ROUTINE_UNIT_ENVIR	58	.084	PAGE 22	98 178
55 ROUTINE_CHECK_ENGAGEMENT	56	.081		98 260
56 ROUTINE_WEIBULL_F	55	.020		98 340
57 ROUTINE_CHECK_FOR_MINES	52	.075		98 415
58 ROUTINE_TIME_TO_DETECT	51	.074		98 490
59 ROUTINE_BTRY_FM_DEQ	50	.073		98 562
60 EVENT_PDB_OPERATOR	49	.071		98 634
61 ROUTINE_CFR_DEGRADE	46	.067		98 701
62 ROUTINE_EST_MIL_WORTH	43	.063		98 763
63 EVENT_CFR_OPERATOR	40	.058		98 821
64 ROUTINE_MIN_MOVE	34	.049		98 871
65 ROUTINE_FO_DETECTION	33	.048		98 919
66 EVENT_START_MOVE	32	.047		98 965
67 ROUTINE_FD_EFFECTS_REQ	29	.042		99 008
68 ROUTINE_CAS_EVAL	28	.041		99 048
69 ROUTINE_COMPARE_TRS	28	.041		99 089
70 ROUTINE_FDC_TR_DEQ	28	.041		99 130
71 ROUTINE_FINISH_COMPUTATION	28	.041		99 171
72 EVENT_GET_NX_ORD	27	.039		99 210
73 EVENT_ACT_MOVCOR	26	.038		99 248
74 ROUTINE_TIME_REQ	24	.035		99 283
75 ROUTINE_REQUEST_SMOKE	23	.033		99 316
76 EVENT_START_ARTY_MOVEMENT	20	.029		99 345
77 EVENT_ENGAGEMENT	17	.025		99 370
78 ROUTINE_REQUEST_ILUM	17	.025		99 395
79 EVENT_CFR_ON	16	.023		99 418
80 ROUTINE_COPY	15	.022		99 440
81 EVENT_ARTY_OCCUPATION	13	.019		99 459
82 EVENT_CFR_OFF	13	.019		99 478
83 EVENT_STOP_ARTY_MOVEMENT	13	.019		99 497
84 EVENT_MOVE	12	.017		99 514
85 ROUTINE_CHANGE_LOC	12	.017		99 531
86 ROUTINE_CHECK_DEAD	12	.017		99 549
87 ROUTINE_CHECK_STREN	12	.017		99 566
88 ROUTINE_COMPUTE_WD	12	.017		99 584
89 ROUTINE_CREATE_FORCE	12	.017		99 601
90 ROUTINE_LOS_CHECK	12	.017		99 619
91 ROUTINE_PROX_POS	12	.017		99 636
92 ROUTINE_SWITCH_FO	12	.017		99 654
93 ROUTINE_UNIT_ASSIGNMENT	12	.017		99 671
94 ROUTINE_UNIT_PRIORITY	12	.017		99 689
95 ROUTINE_NEW_SEGMENT	11	.016		99 705
96 ROUTINE_WHAT_NEXT	10	.015		99 719
97 EVENT_ACT_DEF	9	.013		99 732
98 ROUTINE_REQUEST_DEF_FASCAM	8	.012		99 744
99 FUNCTION_EST_TR_RANGE	7	.010		99 754
100 ROUTINE_CHECK_FORCE	7	.010		99 764
101 ROUTINE_HEADING	7	.010		99 774
102 ROUTINE_PROXIMITY_REQ	7	.010		99 785
103 ROUTINE_SEGMENT_ADJUST	7	.010		99 795
104 EVENT_ACT_ATK	6	.009		99 804
105 EVENT_ACT_MOVDIS	6	.009		99 812
106 EVENT_BTL_ENDED	6	.009		99 821
107 EVENT_START_BATTLE	6	.009		99 830
108 PROCESS_WITH_DRAW	6	.009		99 838
109 ROUTINE_ADJUST	6	.009		99 847
110 ROUTINE_CHECK_LIST	6	.009		99 856
111 ROUTINE_EMPTY	6	.009		99 865
112 ROUTINE_FIN_BATTLE	6	.009		99 873

	PAGE	23
113 ROUTINE_GENERAL BATTLE	009	99 882
114 ROUTINE_INITIAL DETECT	002	99 891
115 ROUTINE_INITIAL MOVE	009	99 900
116 ROUTINE_LINE OF SIGHT	009	99 908
117 ROUTINE_ORIENTATION	002	99 917
118 ROUTINE_POSITION	009	99 926
119 ROUTINE_PREP WITHDRAW	009	99 935
120 ROUTINE_PREPARE LIST	009	99 943
121 ROUTINE_REQUEST WD FASCAM	009	99 952
122 ROUTINE_TERM CHECK	009	99 961
123 ROUTINE_END MOVE	007	99 968
124 PROCESS_HOW REPAIR	006	99 974
125 ROUTINE_DECIDE	006	99 980
126 ROUTINE_PGM MSN.ASGN	004	99 984
127 EVENT_SCHEDULE ARTY MOVEMENT	003	99 987
128 ROUTINE_DEAD UNIT	003	99 990
129 ROUTINE_DESTROY ORD	003	99 993
130 ROUTINE_PRED_POS	003	99 996
131 ROUTINE_COMBINE_IRS	001	99 997
132 ROUTINE_COMPUTE.D	001	99 999
133 ROUTINE_EXPONENTIAL F	001	100 000
134 **PROGRAM** MAIN	0	100 000
135 EVENT_ACT.REINF	0	100 000
136 EVENT_AD.ENGAGEMENT	0	100 000
137 EVENT_CHANGE.LITE	0	100 000
138 EVENT_CHANGE.WEATHER	0	100 000
139 EVENT_DQ.OLD.SORTIE QUEUE	0	100 000
140 EVENT_END.SIMULATION	0	100 000
141 EVENT_FEBA.SORTIE	0	100 000
142 EVENT_HC.DEPART.BATTLE	0	100 000
143 EVENT_HELLO.ENGAGEMENT	0	100 000
144 EVENT_INIT.PREPLAN.CAS	0	100 000
145 EVENT_OFF.LINE.ATTRITION	0	100 000
146 EVENT_POSITION.REPORT	0	100 000
147 EVENT_SEND.TEAM	0	100 000
148 EVENT_SET.DEBUG	0	100 000
149 FUNCTION_AR.PROB.DETECT	0	100 000
150 FUNCTION_BTRY.AVAILABLE	0	100 000
151 FUNCTION_COLLISION	0	100 000
152 FUNCTION_STAY.TIME	0	100 000
153 PROCESS_AC.ATK.TGT	0	100 000
154 PROCESS_AIR.OBSERVER	0	100 000
155 PROCESS_AIRBORNE.RADAR	0	100 000
156 PROCESS_ARTY.ASSESS	0	100 000
157 PROCESS_CAS.MISSION	0	100 000
158 PROCESS_FORWARD.OBSERVER	0	100 000
159 PROCESS_HC.ARRIVE.BATTLE	0	100 000
160 PROCESS_HC.RETURN.FARRP	0	100 000
161 PROCESS_HEL.TARGET.ACQUISITION	0	100 000
162 PROCESS_HELICOPTER.FIRE	0	100 000
163 PROCESS_MINE.ASSESS	0	100 000
164 PROCESS_PHOTO.IR.FLIGHT	0	100 000
165 PROCESS_REMOTE.PILOT.VEHICLE	0	100 000
166 ROUTINE_AC.BOMB.EFFECTS	0	100 000
167 ROUTINE_AC.DF.EFFECTS	0	100 000
168 ROUTINE_AC.MUNS.INPUT	0	100 000
169 ROUTINE_AD.SHOOT	0	100 000
170 ROUTINE_AMMO.RPT	0	100 000
171 ROUTINE_ANALYSIS.OUTPUT	0	100 000

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COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE
GENERATOR) ANALYSIS AND (U) SCIENCE APPLICATIONS INC
LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84

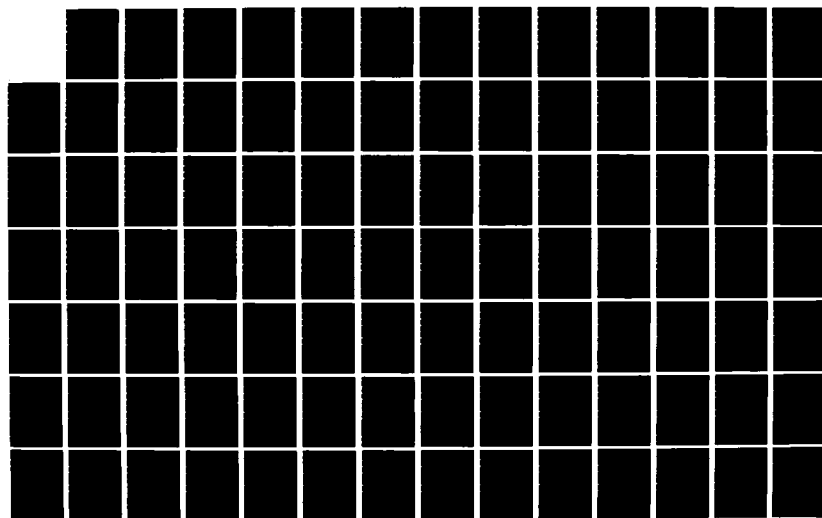
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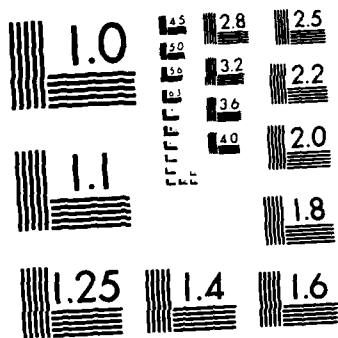
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MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

172 ROUTINE AO DETECTION	0	0	0	100.000
173 ROUTINE AR DETECTION	0	0	0	100.000
174 ROUTINE ATTRIT. SENSOR	0	0	0	100.000
175 ROUTINE BETWEEN ROUTINE	0	0	0	100.000
176 ROUTINE BLOCK LOS	0	0	0	100.000
177 ROUTINE BTL CHECK	0	0	0	100.000
178 ROUTINE BTRY INPUT	0	0	0	100.000
179 ROUTINE CAT TU INPUT	0	0	0	100.000
180 ROUTINE CHECK CAS CONSTRAINTS	0	0	0	100.000
181 ROUTINE CREATE TEAMS	0	0	0	100.000
182 ROUTINE DECISION INPUT	0	0	0	100.000
183 ROUTINE DO CMSN QUEUE	0	0	0	100.000
184 ROUTINE DUST EFFECTS	0	0	0	100.000
185 ROUTINE EMPLOY HELICOPTERS	0	0	0	100.000
186 ROUTINE END CAS MISSION	0	0	0	100.000
187 ROUTINE EQ TE INPUT	0	0	0	100.000
188 ROUTINE ERROR STOP	0	0	0	100.000
189 ROUTINE FARRP CHECK	0	0	0	100.000
190 ROUTINE FARRP INPUT	0	0	0	100.000
191 ROUTINE FASCAM COMPUTATION	0	0	0	100.000
192 ROUTINE FBN FD INPUT	0	0	0	100.000
193 ROUTINE FEBA INITIAL	0	0	0	100.000
194 ROUTINE FILE FD SCHED	0	0	0	100.000
195 ROUTINE FILE KAD SENSOR	0	0	0	100.000
196 ROUTINE FIND START TIME	0	0	0	100.000
197 ROUTINE FLIGHT PATH	0	0	0	100.000
198 ROUTINE FORM TF LIST	0	0	0	100.000
199 ROUTINE FORPOSITION OUT	0	0	0	100.000
200 ROUTINE HC COMPUTE TIMES	0	0	0	100.000
201 ROUTINE HC DISENGAGE	0	0	0	100.000
202 ROUTINE HC EMPTY	0	0	0	100.000
203 ROUTINE HE LA INPUT	0	0	0	100.000
204 ROUTINE HEL RANGE COMPUTE	0	0	0	100.000
205 ROUTINE ILLUM COMPUTATION	0	0	0	100.000
206 ROUTINE ILLUM EFFECTS	0	0	0	100.000
207 ROUTINE ILLUM INPUT	0	0	0	100.000
208 ROUTINE INIT REINF	0	0	0	100.000
209 ROUTINE INTER BATTLE	0	0	0	100.000
210 ROUTINE INTER HELO	0	0	0	100.000
211 ROUTINE KV INPUT	0	0	0	100.000
212 ROUTINE KV PRINT	0	0	0	100.000
213 ROUTINE KV SCOREBOARD	0	0	0	100.000
214 ROUTINE LINE CIRCLE	0	0	0	100.000
215 ROUTINE MADS INPUT	0	0	0	100.000
216 ROUTINE MAIN1	0	0	0	100.000
217 ROUTINE MAIN2	0	0	0	100.000
218 ROUTINE MAIN3	0	0	0	100.000
219 ROUTINE MAO INPUT	0	0	0	100.000
220 ROUTINE MCFR INPUT	0	0	0	100.000
221 ROUTINE MFO INPUT	0	0	0	100.000
222 ROUTINE MINE DELAY	0	0	0	100.000
223 ROUTINE MINE EFFECTS	0	0	0	100.000
224 ROUTINE MINE INPUT	0	0	0	100.000
225 ROUTINE MPDB INPUT	0	0	0	100.000
226 ROUTINE MUNS INPUT	0	0	0	100.000
227 ROUTINE OPEN INPUT OUTPUT FILES	0	0	0	100.000
228 ROUTINE ORD ATK	0	0	0	100.000
229 ROUTINE ORD DEF	0	0	0	100.000
230 ROUTINE ORD MOVCOR	0	0	0	100.000

	PAGE	25
231 ROUTINE_ORD.MOVDIS	0.	100.000
232 ROUTINE_ORD.REINF	0.	100.000
233 ROUTINE_OUTPUT.EXPENDITURES	0.	100.000
234 ROUTINE_P.E.M.INPUT	0.	100.000
235 ROUTINE_PGM.INPUT	0.	100.000
236 ROUTINE_PIR.DETECTION	0.	100.000
237 ROUTINE_PK.INPUT	0.	100.000
238 ROUTINE_PLAT.COUNT	0.	100.000
239 ROUTINE_READ.ORDERS	0.	100.000
240 ROUTINE_REIN.ARRIVE	0.	100.000
241 ROUTINE_REPLACE.HC	0.	100.000
242 ROUTINE_REQUEST.FASCAM	0.	100.000
243 ROUTINE_RESET.FEBA.SECTOR	0.	100.000
244 ROUTINE_RPV.DETECTION	0.	100.000
245 ROUTINE_RULE.EN.INPUT	0.	100.000
246 ROUTINE_SEARCH.COVERAGE	0.	100.000
247 ROUTINE_SENSOR.INPUT	0.	100.000
248 ROUTINE_SMOKE.COMPUTATION	0.	100.000
249 ROUTINE_SMOKE.EFFECTS	0.	100.000
250 ROUTINE_SMOKE.INPUT	0.	100.000
251 ROUTINE_SNAP.R	0.	100.000
252 ROUTINE_SNAP2	0.	100.000
253 ROUTINE_ST.INPUT	0.	100.000
254 ROUTINE_SUBM.INPUT	0.	100.000
255 ROUTINE_SYS.INPUT	0.	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0.	100.000
257 ROUTINE_TACAIR.INPUT	0.	100.000
258 ROUTINE_TB.INPUT	0.	100.000
259 ROUTINE_TBF.INPUT	0.	100.000
260 ROUTINE_TR.INPUT	0.	100.000
261 ROUTINE_TT.FACTORS.INPUT	0.	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0.	100.000
263 ROUTINE_UNIT.INPUT	0.	100.000
264 ROUTINE_VIS.INPUT	0.	100.000

TOTAL INVOCATIONS = 68721

CPU USAGE FOR SIMULATED HOUR 5. = 220.77 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 6. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	109833	44.104	44.104
2 ROUTINE_FRAC_COMPUTE	20324	8.161	52.266
3 ROUTINE_PK_COMPUTE	13478	5.412	57.678
4 ROUTINE_RANGE_COMPUTE	10180	4.088	61.766
5 ROUTINE_PROX_CHECK	8745	3.512	65.277
6 ROUTINE_LOCATE_SECTOR	8493	3.410	68.688
7 ROUTINE_SIZE_ESTIMATE	7180	2.883	71.571
8 ROUTINE_FINAL_COVERAGE	5099	2.048	73.618
9 ROUTINE_JOHNSON_CRITERIA	3915	1.572	75.191
10 ROUTINE_PROB_INF	3915	1.572	76.763
11 ROUTINE_PROB_TIME	3915	1.572	78.335
12 ROUTINE_SEARCH	3915	1.572	79.907
13 PROCESS_ASSESSMENT	3699	1.485	81.392
14 ROUTINE_PDB_DETECTION	3254	1.307	82.699
15 EVENT_PDB_ACTIVATION	2718	1.091	83.790
16 ROUTINE_CONTRAST_TO_FREQ	2505	1.006	84.796
17 FUNCTION_COMBINATIONS	2165	.869	85.666
18 ROUTINE_DEQ_FEGA_SET	1969	.791	86.456
19 ROUTINE_ENG_FEGA_SET	1959	.787	87.243
20 ROUTINE_NOISE_DEGRADE	1628	.654	87.897
21 FUNCTION_EST_RANGE	1609	.646	88.543
22 ROUTINE_MRT_TO_FREQ	1410	.566	89.109
23 ROUTINE_TEMPERATURE_ATTENUATION	1410	.566	89.675
24 ROUTINE_VOLLEY	1361	.547	90.222
25 EVENT_CFR_ACTIVATION	1358	.545	90.767
26 ROUTINE_OUTPUT_ATTRITION	1257	.505	91.272
27 FUNCTION_HE_WLA	1137	.457	91.728
28 FUNCTION_FEGA_BAND	1027	.412	92.141
29 ROUTINE_NORMAL_F	964	.387	92.528
30 ROUTINE_CHECK_ENGAGEMENT	939	.377	92.905
31 PROCESS_SHOOT_OUT	809	.325	93.230
32 ROUTINE_EST_COVERAGE	792	.318	93.548
33 ROUTINE_WEIGHTED_VOLLEYS	792	.318	93.866
34 ROUTINE_GET_TERRAIN	689	.277	94.142
35 EVENT_UPDATE_LOC	680	.273	94.416
36 ROUTINE_HE_OR_ICM_COMPUTATION	599	.241	94.656
37 ROUTINE_MARGINAL_EFFECTS_ADJ	580	.233	94.889
38 ROUTINE_TIME_TO_DETECT	567	.228	95.117
39 ROUTINE_TARGET_ANALYSIS	528	.212	95.329
40 ROUTINE_WEIBULL_F	470	.189	95.517
41 ROUTINE_FA_BN_MOVEMENT	443	.178	95.695
42 ROUTINE_CHK_COMP_TR	434	.174	95.870
43 ROUTINE_CHK_FD_TR	433	.174	96.043
44 ROUTINE_FA_BN_ASSIGN	428	.172	96.215
45 ROUTINE_REM_EFFECTS_COMPUTATION	391	.157	96.372
46 PROCESS_FIRE_MISSION	388	.156	96.528
47 ROUTINE_BTRY_FM_ENO	388	.156	96.684
48 ROUTINE_CFR_DETECTION	370	.149	96.833
49 ROUTINE_COMPARE_TRS	368	.148	96.980
50 ROUTINE_ANGLE_COMPUTE	362	.145	97.126
51 ROUTINE_BTRY_FM_DEQ	347	.139	97.265
52 ROUTINE_GAMMA_F	338	.136	97.401
53 FUNCTION_ICM_WLA	330	.133	97.533

54 ROUTINE_TIME_REQ	324	.130	PAGE 27	97 663
55 ROUTINE_MIN_MOVE	298	.120		97 783
56 PROCESS_TARGET_REPORT	284	.114		97 897
57 ROUTINE_BTRY_EFFECTS	284	.114		98 011
58 ROUTINE_UNIT_ENVIR	284	.114		98 125
59 ROUTINE_FDC_TR_ENO	270	.108		98 234
60 ROUTINE_FO_DETECTION	236	.095		98 328
61 ROUTINE_CHECK_PROX	233	.094		98 422
62 ROUTINE_FDC_TR_DEQ	214	.086		98 508
63 ROUTINE_FINISH_COMPUTATION	214	.086		98 594
64 EVENT_CFR_OPERATOR	213	.086		98 679
65 ROUTINE_CFR_DEGRADE	211	.085		98 764
66 ROUTINE_CHANGE_LOC	165	.066		98 830
67 ROUTINE_LOS_CHECK	165	.066		98 897
68 ROUTINE_EST_MIL_WORTH	154	.062		98 958
69 ROUTINE_COMPUTE_D	131	.053		99 011
70 ROUTINE_CAS_EVAL	124	.050		99 061
71 ROUTINE_CHECK_FOR_MINES	120	.048		99 109
72 FUNCTION_EST_TR_RANGE	102	.041		99 150
73 ROUTINE_PROXIMITY_REQ	102	.041		99 191
74 ROUTINE_FD_EFFECTS_REQ	96	.039		99 229
75 EVENT_PDB_OPERATOR	95	.038		99 268
76 ROUTINE_REQUEST_SMOKE	87	.035		99 302
77 ROUTINE_COPY	86	.035		99 337
78 EVENT_START_ARTY_MOVEMENT	74	.030		99 367
79 EVENT_ENGAGEMENT	68	.027		99 394
80 ROUTINE_REQUEST_ILUM	68	.027		99 421
81 ROUTINE_NEW_SEGMENT	63	.025		99 447
82 ROUTINE_LOCATE_SEARCH_AREA	62	.025		99 472
83 EVENT_STOP_ARTY_MOVEMENT	61	.024		99 496
84 EVENT_ARTY_OCCUPATION	57	.023		99 519
85 ROUTINE_SEGMENT_ADJUST	55	.022		99 541
86 EVENT_GET_NX_ORD	53	.021		99 562
87 EVENT_MOVE	50	.020		99 582
88 EVENT_CFR_OFF	46	.018		99 601
89 EVENT_START_MOVE	46	.018		99 619
90 ROUTINE_POSITION	46	.018		99 638
91 EVENT_CFR_ON	44	.018		99 655
92 PROCESS_HOW_REPAIR	38	.015		99 671
93 ROUTINE_COMPUTE_WD	38	.015		99 686
94 ROUTINE_REQUEST_DEF_FASCAM	36	.014		99 700
95 ROUTINE_CHECK_DEAD	32	.013		99 713
96 ROUTINE_CREATE_FORCE	32	.013		99 726
97 ROUTINE_SWITCH_FO	32	.013		99 739
98 ROUTINE_UNIT_ASSIGNMENT	32	.013		99 752
99 EVENT_ACT_MOVCOR	27	.011		99 763
100 ROUTINE_BLOCK_LOS	25	.010		99 773
101 ROUTINE_UNIT_PRIORITY	24	.010		99 782
102 ROUTINE_DUST_EFFECTS	22	.009		99 791
103 EVENT_ACT_MOVDIS	19	.008		99 799
104 PROCESS_WITHDRAW	19	.008		99 806
105 ROUTINE_EXPONENTIAL_F	19	.008		99 814
106 ROUTINE_PREP_WITHDRAW	19	.008		99 822
107 ROUTINE_REQUEST_WD_FASCAM	19	.008		99 829
108 ROUTINE_TERM_CHECK	19	.008		99 837
109 ROUTINE_CHECK_FORCE	18	.007		99 844
110 ROUTINE_CHECK_STREN	18	.007		99 851
111 ROUTINE_PRED_POS	18	.007		99 859
112 ROUTINE_WHAT_NEXT	18	.007		99 866

113	EVENT_ACT_DEF	17	.007	PAGE 28	99.873
114	ROUTINE_CHECK_LIST	17	.007		99.880
115	ROUTINE_HEADING	17	.007		99.886
116	EVENT_START_BATTLE	16	.006		99.893
117	ROUTINE_ADJUST	16	.006		99.899
118	ROUTINE_DECIDE	16	.006		99.906
119	ROUTINE_EMPTY	16	.006		99.912
120	ROUTINE_GENERAL_BATTLE	16	.006		99.918
121	ROUTINE_INITIAL_DETECT	16	.006		99.925
122	ROUTINE_INITIAL_MOVE	16	.006		99.931
123	ROUTINE_LINE_OF_SIGHT	16	.006		99.938
124	ROUTINE_ORIENTATION	16	.006		99.944
125	ROUTINE_END_MOVE	15	.006		99.950
126	ROUTINE_PGM.MSN.ASGN	15	.006		99.956
127	ROUTINE_PROX.POS	14	.006		99.962
128	EVENT_ACT.ATK	12	.005		99.967
129	EVENT_BTL_ENDED	12	.005		99.971
130	ROUTINE_FIN.BATTLE	12	.005		99.976
131	ROUTINE_PREPARE_LIST	12	.005		99.981
132	ROUTINE_DEAD_UNIT	11	.004		99.986
133	ROUTINE_COMBINE_TRS	9	.004		99.989
134	ROUTINE_DESTROY.ORD	9	.004		99.993
135	ROUTINE_INTER.BATTLE	4	.002		99.994
136	ROUTINE_INTER.HELO	4	.002		99.996
137	PROCESS_ARTY.ASSESS	3	.001		99.997
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+8.E-04		99.998
139	ROUTINE_DO.CMSN.QUEUE	2	+8.E-04		99.999
140	EVENT_CHANGE.LITE	1	+4.E-04		99.999
141	EVENT_CHANGE.WEATHER	1	+4.E-04		100.000
142	ROUTINE_RESET.FEBA.SECTOR	1	+4.E-04		100.000
143	PROGRAM__MAIN	0	0.		100.000
144	EVENT_ACT.REINF	0	0.		100.000
145	EVENT_AD.ENGAGEMENT	0	0.		100.000
146	EVENT_DO.OLD.SORTIE.QUEUE	0	0.		100.000
147	EVENT_END.SIMULATION	0	0.		100.000
148	EVENT_FEBA.SORTIE	0	0.		100.000
149	EVENT_HC.DEPART.BATTLE	0	0.		100.000
150	EVENT_HELO.ENGAGEMENT	0	0.		100.000
151	EVENT_INIT.PREPLAN.CAS	0	0.		100.000
152	EVENT_OFF.LINE.ATTRITION	0	0.		100.000
153	EVENT_POSITION.REPORT	0	0.		100.000
154	EVENT_SEND.TEAM	0	0.		100.000
155	EVENT_SET.DEBUG	0	0.		100.000
156	FUNCTION_AR.PROB.DETECT	0	0.		100.000
157	FUNCTION_BTRY.AVAILABLE	0	0.		100.000
158	FUNCTION_COLLISION	0	0.		100.000
159	FUNCTION_STAY.TIME	0	0.		100.000
160	PROCESS_AC.ATK.TGT	0	0.		100.000
161	PROCESS_AIR.OBSERVER	0	0.		100.000
162	PROCESS_AIRBORNE.RADAR	0	0.		100.000
163	PROCESS_CAS.MISSION	0	0.		100.000
164	PROCESS_FORWARD.OBSERVER	0	0.		100.000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.		100.000
166	PROCESS_HC.RETURN.FARRP	0	0.		100.000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.		100.000
168	PROCESS_HELICOPTER.FIRE	0	0.		100.000
169	PROCESS_MINE.ASSESS	0	0.		100.000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.		100.000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.		100.000

172 ROUTINE_AC_BOMB_EFFECTS	0	0	0	100.000
173 ROUTINE_AC_DF_EFFECTS	0	0	0	100.000
ROUTINE_AC_MINS.INPUT	0	0	0	100.000
174 ROUTINE_AD_SHOOT	0	0	0	100.000
175 ROUTINE_AMMO_RPT	0	0	0	100.000
176 ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
177 ROUTINE_AO_DETECTION	0	0	0	100.000
178 ROUTINE_AO_DETECTION	0	0	0	100.000
179 ROUTINE_AR_DETECTION	0	0	0	100.000
180 ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
181 ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
182 ROUTINE_BTL_CHECK	0	0	0	100.000
183 ROUTINE_BTRY.INPUT	0	0	0	100.000
184 ROUTINE_CAT_TU.INPUT	0	0	0	100.000
185 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
186 ROUTINE_CREATE_TEAMS	0	0	0	100.000
187 ROUTINE_DECISION.INPUT	0	0	0	100.000
188 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
189 ROUTINE_END_CAS_MISSION	0	0	0	100.000
190 ROUTINE_EQ_TE.INPUT	0	0	0	100.000
191 ROUTINE_ERROR_STOP	0	0	0	100.000
192 ROUTINE_FARRP_CHECK	0	0	0	100.000
193 ROUTINE_FARRP.INPUT	0	0	0	100.000
194 ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
195 ROUTINE_FBN_FD.INPUT	0	0	0	100.000
196 ROUTINE_FEBA_INITIAL	0	0	0	100.000
197 ROUTINE_FILE_FD_SCHD	0	0	0	100.000
198 ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
199 ROUTINE_FLIGHT_START_TIME	0	0	0	100.000
200 ROUTINE_FLIGHT_PATH	0	0	0	100.000
201 ROUTINE_FORM_TF_LIST	0	0	0	100.000
202 ROUTINE_FORPOSITION.OUT	0	0	0	100.000
203 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
204 ROUTINE_HC_DISENGAGE	0	0	0	100.000
205 ROUTINE_HC_EMPTY	0	0	0	100.000
206 ROUTINE_HE_LA.INPUT	0	0	0	100.000
207 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
208 ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
209 ROUTINE_ILLUM_EFFECTS	0	0	0	100.000
210 ROUTINE_ILLUM.INPUT	0	0	0	100.000
211 ROUTINE_INIT_REINF	0	0	0	100.000
212 ROUTINE_KV.INPUT	0	0	0	100.000
213 ROUTINE_KV.PRINT	0	0	0	100.000
214 ROUTINE_KV_SCOREBOARD	0	0	0	100.000
215 ROUTINE_LINE_CIRCLE	0	0	0	100.000
216 ROUTINE_MADS.INPUT	0	0	0	100.000
217 ROUTINE_MAIN1	0	0	0	100.000
218 ROUTINE_MAIN2	0	0	0	100.000
219 ROUTINE_MAIN3	0	0	0	100.000
220 ROUTINE_MAO.INPUT	0	0	0	100.000
221 ROUTINE_MCFR.INPUT	0	0	0	100.000
222 ROUTINE_MFO.INPUT	0	0	0	100.000
223 ROUTINE_MINE_DELAY	0	0	0	100.000
224 ROUTINE_MINE_EFFECTS	0	0	0	100.000
225 ROUTINE_MINE.INPUT	0	0	0	100.000
226 ROUTINE_MPD8.INPUT	0	0	0	100.000
227 ROUTINE_MUNS.INPUT	0	0	0	100.000
228 ROUTINE_OPEN.INPUT OUTPUT.FILES	0	0	0	100.000
229 ROUTINE_ORD_ATK	0	0	0	100.000
230 ROUTINE_ORD_DEF	0	0	0	100.000

231	ROUTINE_ORD.MOVCOR	0	0	100.000
232	ROUTINE_ORD.MOVDIS	0	0	100.000
233	ROUTINE_ORD.REINF	0	0	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
235	ROUTINE_P.E.M.INPUT	0	0	100.000
236	ROUTINE_PGM.INPUT	0	0	100.000
237	ROUTINE_PIR.DETECTION	0	0	100.000
238	ROUTINE_PK.INPUT	0	0	100.000
239	ROUTINE_PLAT.COUNT	0	0	100.000
240	ROUTINE_READ.ORDERS	0	0	100.000
241	ROUTINE_REIN.ARRIVE	0	0	100.000
242	ROUTINE_REPLACE.HC	0	0	100.000
243	ROUTINE_REQUEST.FASCAM	0	0	100.000
244	ROUTINE_RPV.DETECTION	0	0	100.000
245	ROUTINE_RUL.EN.INPUT	0	0	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0	100.000
247	ROUTINE_SENSOR.INPUT	0	0	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0	100.000
250	ROUTINE_SMOKE.INPUT	0	0	100.000
251	ROUTINE_SNAP.R	0	0	100.000
252	ROUTINE_SNAP2	0	0	100.000
253	ROUTINE_ST.INPUT	0	0	100.000
254	ROUTINE_SUBM.INPUT	0	0	100.000
255	ROUTINE_SYS.INPUT	0	0	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
257	ROUTINE_TACAIR.INPUT	0	0	100.000
258	ROUTINE_TB.INPUT	0	0	100.000
259	ROUTINE_TBF.INPUT	0	0	100.000
260	ROUTINE_TR.INPUT	0	0	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
263	ROUTINE_UNIT.INPUT	0	0	100.000
264	ROUTINE_VIS.INPUT	0	0	100.000

TOTAL INVOCATIONS = 249030

CPU USAGE FOR SIMULATED HOUR 6. = 881.08 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 7.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	138889	37.347	37.347
2 ROUTINE_PK.COMPUTE	48179	10.804	48.151
3 ROUTINE_RANGE.COMPUTE	24130	6.489	54.640
4 ROUTINE_FRAC.COMPUTE	22020	5.921	60.561
5 ROUTINE_PROX.CHECK	21894	5.887	66.448
6 ROUTINE_LOCATE.SECTOR	12396	3.333	69.781
7 ROUTINE_JOHNSON.CRITERIA	9536	2.564	72.346
8 ROUTINE_PROB_INF	9536	2.564	74.910
9 ROUTINE_PROB.TIME	9536	2.564	77.474
10 ROUTINE_SEARCH	9536	2.564	80.038
11 ROUTINE_CONTRAST.TO.FREQ	7213	1.940	81.978
12 ROUTINE_SIZE.ESTIMATE	6522	1.754	83.732
13 ROUTINE_FINAL_COVERAGE	5694	1.531	85.263
14 ROUTINE_DEQ.FEBA.SET	3253	.875	86.137
15 ROUTINE_ENQ.FEBA.SET	3239	.871	87.008
16 ROUTINE_PDB_DETECTION	2950	.793	87.802
17 PROCESS_ASSESSMENT	2712	.729	88.531
18 PROCESS_SHOOT.OUT	2557	.688	89.218
19 EVENT_PDB_ACTIVATION	2357	.634	89.852
20 ROUTINE_MRT.TO.FREQ	2323	.625	90.477
21 ROUTINE_TEMPERATURE.ATTENUATION	2323	.625	91.102
22 FUNCTION_COMBINATIONS	1912	.514	91.616
23 FUNCTION_EST.RANGE	1673	.450	92.066
24 ROUTINE_NOISE_DEGRADE	1474	.396	92.462
25 ROUTINE_OUTPUT.ATTRITION	1393	.375	92.837
26 ROUTINE_TIME.TO.DETECT	1194	.321	93.158
27 ROUTINE_VOLLEY	1180	.317	93.475
28 EVENT_CFR_ACTIVATION	1179	.317	93.792
29 ROUTINE_CHECK.ENGAGEMENT	1160	.312	94.104
30 FUNCTION_FEBA.BAND	1115	.300	94.404
31 EVENT_UPDATE.LOC	1088	.293	94.696
32 FUNCTION_HE.WLA	1079	.290	94.986
33 ROUTINE_NORMAL.F	891	.240	95.226
34 ROUTINE_FA.BN.MOVEMENT	751	.202	95.428
35 ROUTINE_EST_COVERAGE	726	.195	95.623
36 ROUTINE_WEIGHTED.VOLLEYS	726	.195	95.818
37 ROUTINE_GET.TERRAIN	675	.182	96.000
38 ROUTINE_WEIBULL.F	657	.177	96.177
39 ROUTINE_HE.OR.TCM.COMPUTATION	621	.167	96.344
40 ROUTINE_MARGINAL.EFFECTS.ADJ	566	.152	96.496
41 ROUTINE_GAMMA.F	524	.141	96.637
42 ROUTINE_TARGET_ANALYSIS	519	.140	96.776
43 ROUTINE_FA.BN.ASGN	494	.133	96.909
44 ROUTINE_CHECK.PROX	452	.122	97.031
45 ROUTINE_ANGLE.COMPUTE	435	.117	97.148
46 ROUTINE_CHK.COMP.TR	432	.116	97.264
47 ROUTINE_CHK.FD.TR	431	.116	97.380
48 ROUTINE_FO_DETECTION	411	.111	97.490
49 ROUTINE_MIN.MOVE	390	.105	97.595
50 ROUTINE_REM.EFFECTS.COMPUTATION	379	.102	97.697
51 PROCESS_FIRE.MISSION	371	.100	97.797
52 ROUTINE_BTRY.FM.ENQ	371	.100	97.896
53 ROUTINE_BTRY.FM.DEQ	342	.092	97.988

54 FUNCTION_ICM_WLA	322	.087	PAGE 32	98.075
55 ROUTINE_CFR_DETECTION	320	.085		98.161
56 PROCESS_TARGET_REPORT	299	.080		98.241
57 ROUTINE_FDC_TR_ENO	288	.077		98.319
58 ROUTINE_FDC_TR_DEQ	287	.077		98.396
59 ROUTINE_FINISH_COMPUTATION	287	.077		98.473
60 ROUTINE_BTRY_EFFECTS	269	.072		98.546
61 ROUTINE_UNIT_ENVIR	269	.072		98.618
62 ROUTINE_COMPARE_TRS	235	.063		98.681
63 ROUTINE_CHANGE_LOC	230	.062		98.743
64 ROUTINE_LOS_CHECK	230	.062		98.805
65 ROUTINE_REQUEST_SMOKE	230	.062		98.867
66 ROUTINE_TIME_REQ	209	.056		98.923
67 EVENT_CFR_OPERATOR	185	.050		98.973
68 EVENT_ENGAGEMENT	179	.048		99.021
69 ROUTINE_EST_MIL_WORTH	179	.048		99.069
70 ROUTINE_REQUEST_ILUM	179	.048		99.117
71 ROUTINE_CFR_DEGRADE	168	.045		99.162
72 ROUTINE_CAS_EVAL	164	.044		99.206
73 ROUTINE_COMPUTE_D	136	.037		99.243
74 ROUTINE_CHECK_FOR_MINES	135	.036		99.279
75 ROUTINE_FD_EFFECTS_REQ	126	.034		99.313
76 EVENT_MOVE	122	.033		99.346
77 ROUTINE_NEW_SEGMENT	118	.032		99.377
78 ROUTINE_COPY	105	.028		99.406
79 ROUTINE_LOCATE_SEARCH_AREA	104	.028		99.434
80 ROUTINE_COMPUTE_WD	102	.027		99.461
81 EVENT_PDB_OPERATOR	93	.025		99.486
82 ROUTINE_REQUEST_DEF_FASCAM	90	.024		99.510
83 EVENT_STOP_ARTY_MOVEMENT	87	.023		99.534
84 ROUTINE_SEGMENT_ADJUST	85	.023		99.557
85 EVENT_START_ARTY_MOVEMENT	83	.022		99.579
86 EVENT_ARTY_OCCUPATION	82	.022		99.601
87 EVENT_GET_NX_ORD	81	.022		99.623
88 ROUTINE_POSITION	77	.021		99.643
89 EVENT_START_MOVE	52	.014		99.657
90 FUNCTION_EST_TR_RANGE	52	.014		99.671
91 ROUTINE_CHECK_FORCE	52	.014		99.685
92 ROUTINE_PROXIMITY_REQ	52	.014		99.699
93 PROCESS_WITH_DRAW	51	.014		99.713
94 ROUTINE_PREP_WITHDRAW	51	.014		99.727
95 ROUTINE_REQUEST_WD_FASCAM	51	.014		99.741
96 ROUTINE_TERM_CHECK	51	.014		99.754
97 EVENT_CFR_OFF	43	.012		99.765
98 EVENT_CFR_ON	43	.012		99.777
99 ROUTINE_CHECK_DEAD	40	.011		99.788
100 ROUTINE_CREATE_FORCE	40	.011		99.799
101 ROUTINE_SWITCH_FO	40	.011		99.810
102 ROUTINE_UNIT_ASSIGNMENT	40	.011		99.820
103 PROCESS_HOW_REPAIR	38	.010		99.831
104 ROUTINE_UNIT_PRIORITY	36	.010		99.840
105 EVENT_ACT_MOVDIS	32	.009		99.849
106 ROUTINE_WHAT_NEXT	32	.009		99.857
107 ROUTINE_CHECK_LIST	26	.007		99.864
108 ROUTINE_END_MOVE	26	.007		99.871
109 EVENT_ACT_DEF	25	.007		99.878
110 ROUTINE_EXPONENTIAL_F	24	.006		99.885
111 ROUTINE_HEADING	22	.006		99.891
112 ROUTINE_PGM_MSN_ASGN	22	.006		99.896

	PAGE	33
113 ROUTINE_CHECK_STREN	21	.006 99.902
114 EVENT_ACT_MOVCOR	20	.005 99.907
115 EVENT_START_BATTLE	20	.005 99.913
116 ROUTINE_ADJUST	20	.005 99.918
117 ROUTINE_EMPTY	20	.005 99.924
118 ROUTINE_GENERAL_BATTLE	20	.005 99.929
119 ROUTINE_INITIAL_DETECT	20	.005 99.934
120 ROUTINE_INITIAL_MOVE	20	.005 99.940
121 ROUTINE_LINE_OF_SIGHT	20	.005 99.945
122 ROUTINE_ORIENTATION	20	.005 99.951
123 ROUTINE_PROX_POS	19	.005 99.956
124 EVENT_ACT_ATK	18	.005 99.960
125 EVENT_BTL_ENDED	18	.005 99.965
126 ROUTINE_DUST_EFFECTS	18	.005 99.970
127 ROUTINE_FIN_BATTLE	18	.005 99.975
128 ROUTINE_PREPARE_LIST	18	.005 99.980
129 ROUTINE_BLOCK_LOS	17	.005 99.984
130 ROUTINE_DEAD_UNIT	16	.004 99.989
131 ROUTINE_ATTRIT_SENSOR	11	.003 99.992
132 ROUTINE_DESTROY_ORD	7	.002 99.994
133 ROUTINE_COMBINE_IRS	6	.002 99.995
134 ROUTINE_PRED_POS	5	.001 99.997
135 ROUTINE_DECIDE	4	.001 99.998
136 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+5.E-04 99.998
137 ROUTINE_INTER_BATTLE	2	+5.E-04 99.999
138 ROUTINE_INTER_HEL0	2	+5.E-04 99.999
139 FUNCTION_COLLISION	1	+3.E-04 99.999
140 PROCESS_ARTY_ASSESS	1	+3.E-04 100.000
141 ROUTINE_RESET_FEGA_SECTOR	1	+3.E-04 100.000
142 "PROGRAM" MAIN	0	0. 100.000
143 EVENT_ACT_REINF	0	0. 100.000
144 EVENT_AD_ENGAGEMENT	0	0. 100.000
145 EVENT_CHANGE_LITE	0	0. 100.000
146 EVENT_CHANGE_WEATHER	0	0. 100.000
147 EVENT_DQ_OLD_SORTIE_QUEUE	0	0. 100.000
148 EVENT_END_SIMULATION	0	0. 100.000
149 EVENT_FEGA_SORTIE	0	0. 100.000
150 EVENT_HC_DEPART_BATTLE	0	0. 100.000
151 EVENT_HEL0_ENGAGEMENT	0	0. 100.000
152 EVENT_INIT_PREPLAN_CAS	0	0. 100.000
153 EVENT_OFF_LINE_ATTRITION	0	0. 100.000
154 EVENT_POSITION_REPORT	0	0. 100.000
155 EVENT_SEND_TEAM	0	0. 100.000
156 EVENT_SET_DEBUG	0	0. 100.000
157 FUNCTION_AR_PROB_DETECT	0	0. 100.000
158 FUNCTION_BTRY_AVAILABLE	0	0. 100.000
159 FUNCTION_STAY_TIME	0	0. 100.000
160 PROCESS_AC_ATK_TGT	0	0. 100.000
161 PROCESS_AIR_OBSERVER	0	0. 100.000
162 PROCESS_AIRBORNE_RADAR	0	0. 100.000
163 PROCESS_CAS_MISSION	0	0. 100.000
164 PROCESS_FORWARD_OBSERVER	0	0. 100.000
165 PROCESS_HC_ARRIVE_BATTLE	0	0. 100.000
166 PROCESS_HC_RETURN_FARP	0	0. 100.000
167 PROCESS_HEL_TARGET_ACQUISITION	0	0. 100.000
168 PROCESS_HELICOPTER_FIRE	0	0. 100.000
169 PROCESS_MINE_ASSESS	0	0. 100.000
170 PROCESS_PHOTO_IR_FLIGHT	0	0. 100.000
171 PROCESS_REMOTE_PILOT_VEHICLE	0	0. 100.000

172 ROUTINE_AC_BOMB.EFFECTS	0	0	100.000
173 ROUTINE_AC_DF.EFFECTS	0	0	100.000
174 ROUTINE_AC_MINS.INPUT	0	0	100.000
175 ROUTINE_AD_SHOOT	0	0	100.000
176 ROUTINE_AMMO.RPT	0	0	100.000
177 ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
178 ROUTINE_AO_DETECTION	0	0	100.000
179 ROUTINE_AR_DETECTION	0	0	100.000
180 ROUTINE_BTL_CHECK	0	0	100.000
181 ROUTINE_BTL_CHECK	0	0	100.000
182 ROUTINE_BTRY.INPUT	0	0	100.000
183 ROUTINE_CAT.TU.INPUT	0	0	100.000
184 ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
185 ROUTINE_CREATE.TEAMS	0	0	100.000
186 ROUTINE_DECISION.INPUT	0	0	100.000
187 ROUTINE_DQ_CMSN.QUEUE	0	0	100.000
188 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
189 ROUTINE_END.CAS.MISSION	0	0	100.000
190 ROUTINE_EO_TE.INPUT	0	0	100.000
191 ROUTINE_ERROR.STOP	0	0	100.000
192 ROUTINE_FARRP.CHECK	0	0	100.000
193 ROUTINE_FARRP.INPUT	0	0	100.000
194 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
195 ROUTINE_FBN.FD.INPUT	0	0	100.000
196 ROUTINE_FEBA.INITIAL	0	0	100.000
197 ROUTINE_FILE.FD.SCHD	0	0	100.000
198 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
199 ROUTINE_FIND.START.TIME	0	0	100.000
200 ROUTINE_FLIGHT.PATH	0	0	100.000
201 ROUTINE_FORM.TF.LIST	0	0	100.000
202 ROUTINE_FORPOSITION.OUT	0	0	100.000
203 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
204 ROUTINE_HC.DISENGAGE	0	0	100.000
205 ROUTINE_HC.EMPTY	0	0	100.000
206 ROUTINE_HE.LA.INPUT	0	0	100.000
207 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
208 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
209 ROUTINE_ILLUM.EFFECTS	0	0	100.000
210 ROUTINE_ILLUM.INPUT	0	0	100.000
211 ROUTINE_INIT.REINF	0	0	100.000
212 ROUTINE_KV.INPUT	0	0	100.000
213 ROUTINE_KV.PRINT	0	0	100.000
214 ROUTINE_KV.SCOREBOARD	0	0	100.000
215 ROUTINE_LINE.CIRCLE	0	0	100.000
216 ROUTINE_MADS.INPUT	0	0	100.000
217 ROUTINE_MAIN1	0	0	100.000
218 ROUTINE_MAIN2	0	0	100.000
219 ROUTINE_MAIN3	0	0	100.000
220 ROUTINE_MAO.INPUT	0	0	100.000
221 ROUTINE_MCFR.INPUT	0	0	100.000
222 ROUTINE_MFO.INPUT	0	0	100.000
223 ROUTINE_MINE.DELAY	0	0	100.000
224 ROUTINE_MINE.EFFECTS	0	0	100.000
225 ROUTINE_MINE.INPUT	0	0	100.000
226 ROUTINE_MPOB.INPUT	0	0	100.000
227 ROUTINE_MUNS.INPUT	0	0	100.000
228 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
229 ROUTINE_ORD.ATK	0	0	100.000
230 ROUTINE_ORD.DEF	0	0	100.000

	PAGE	35
231 ROUTINE_ORD.MOVCOR	0	100.000
232 ROUTINE_ORD.MOVDIS	0	100.000
233 ROUTINE_ORD.REINF	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
235 ROUTINE_F_E.M.INPUT	0	100.000
236 ROUTINE_FGM.INPUT	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE_REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 371887

CPU USAGE FOR SIMULATED HOUR 7. = 820.72 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 8.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	98127	28.846	28.846
2 ROUTINE_PK_COMPUTE	51871	15.249	44.095
3 ROUTINE_RANGE_COMPUTE	29313	8.617	52.712
4 ROUTINE_PROX_CHECK	27570	8.105	60.817
5 ROUTINE_FRAC_COMPUTE	16024	4.711	65.528
6 ROUTINE_JOHNSON_CRITERIA	9759	2.869	68.396
7 ROUTINE_PROB_INF	9759	2.869	71.265
8 ROUTINE_PROB_TIME	9759	2.869	74.134
9 ROUTINE_SEARCH	9759	2.869	77.003
10 ROUTINE_LOCATE_SECTOR	9277	2.727	79.730
11 ROUTINE_CONTRAST_TO_FREQ	7246	2.130	81.860
12 ROUTINE_SIZE_ESTIMATE	6736	1.980	83.840
13 ROUTINE_FINAL_COVERAGE	4238	1.246	85.086
14 PROCESS_SHOOT_OUT	3075	.904	85.990
15 ROUTINE_PDB_DETECTION	2884	.848	86.838
16 ROUTINE_DEQ_FEBA_SET	2803	.824	87.662
17 ROUTINE_ENQ_FEBA_SET	2787	.819	88.481
18 PROCESS_ASSESSMENT	2639	.776	89.257
19 ROUTINE_MRT_TO_FREQ	2513	.739	89.996
20 ROUTINE_TEMPERATURE_ATTENUATION	2513	.739	90.735
21 EVENT_PDB_ACTIVATION	1902	.559	91.294
22 FUNCTION_COMBINATIONS	1894	.557	91.851
23 ROUTINE_NOISE_DEGRADE	1446	.425	92.276
24 FUNCTION_EST_RANGE	1302	.383	92.658
25 EVENT_UPDATE_LOC	1136	.334	92.992
26 ROUTINE_CHECK_ENGAGEMENT	1006	.296	93.288
27 ROUTINE_OUTPUT_ATTRITION	956	.281	93.569
28 EVENT_CFR_ACTIVATION	951	.280	93.849
29 ROUTINE_VOLLEY	947	.278	94.127
30 FUNCTION_FEBA_BAND	913	.268	94.395
31 FUNCTION_HE_WLA	877	.258	94.653
32 ROUTINE_NORMAL_F	836	.246	94.899
33 ROUTINE_WEIBULL_F	738	.217	95.116
34 ROUTINE_TIME_TO_DETECT	657	.193	95.309
35 ROUTINE_GET_TERRAIN	640	.188	95.497
36 ROUTINE_EST_COVERAGE	588	.173	95.670
37 ROUTINE_WEIGHTED_VOLLEYS	588	.173	95.843
38 ROUTINE_GAMMA_F	570	.168	96.011
39 ROUTINE_TARGET_ANALYSIS	528	.155	96.166
40 ROUTINE_FA_BN_ASSIGN	468	.138	96.303
41 ROUTINE_FO_DETECTION	458	.135	96.438
42 ROUTINE_FA_BN_MOVEMENT	450	.132	96.570
43 ROUTINE_CHK_COMP_TR	449	.132	96.702
44 ROUTINE_CHK_FD_TR	448	.132	96.834
45 ROUTINE_HE_OR_ICM_COMPUTATION	445	.131	96.965
46 ROUTINE_ANGLE_COMPUTE	436	.128	97.093
47 ROUTINE_MARGINAL_EFFECTS_ADJ	422	.124	97.217
48 ROUTINE_COMPARE_TRS	385	.113	97.330
49 ROUTINE_TIME_REQ	346	.102	97.432
50 ROUTINE_BTRY_FM_DEQ	320	.094	97.526
51 PROCESS_TARGET_REPORT	305	.090	97.616
52 ROUTINE_CHECK_PROX	301	.088	97.704
53 ROUTINE_FDC_TR_ENQ	292	.086	97.790

54 PROCESS_FIRE_MISSION	291	.086	PAGE 37
55 ROUTINE_BTRY_FM_ENO	291	.086	97.875
56 ROUTINE_FDC_IR_DEQ	290	.085	97.961
57 ROUTINE_FINISH_COMPUTATION	290	.085	98.046
58 ROUTINE_REM_EFFECTS_COMPUTATION	282	.083	98.132
59 ROUTINE_CFR_DETECTION	272	.080	98.214
60 ROUTINE_MIN_MOVE	243	.071	98.294
61 FUNCTION_ICM_WLA	237	.070	98.366
62 ROUTINE_REQUEST_SMOKE	228	.067	98.435
63 ROUTINE_BTRY_EFFECTS	226	.066	98.503
64 ROUTINE_UNIT_ENVIR	226	.066	98.569
65 ROUTINE_CAS_EVAL	221	.065	98.635
66 ROUTINE_CHECK_FOR_MINES	196	.058	98.700
67 ROUTINE_EST_MIL_WORTH	182	.054	98.758
68 ROUTINE_CFR_DEGRADE	179	.053	98.811
69 EVENT_CFR_OPERATOR	177	.052	98.864
70 EVENT_ENGAGEMENT	167	.049	98.916
71 ROUTINE_REQUEST_ILUM	167	.049	98.965
72 ROUTINE_NEW_SEGMENT	144	.042	99.014
73 EVENT_MOVE	139	.041	99.057
74 ROUTINE_CHANGE_LOC	139	.041	99.098
75 ROUTINE_LOS_CHECK	139	.041	99.138
76 EVENT_START_ARTY_MOVEMENT	127	.037	99.179
77 ROUTINE_COMPUTE_WD	122	.036	99.217
78 EVENT_PDB_OPERATOR	118	.035	99.252
79 ROUTINE_LOCATE_SEARCH_AREA	115	.034	99.287
80 ROUTINE_FD_EFFECTS_REQ	107	.031	99.321
81 EVENT_ARTY_OCCUPATION	103	.030	99.352
82 ROUTINE_COPY	103	.030	99.383
83 FUNCTION_EST_TR_RANGE	101	.030	99.413
84 ROUTINE_PROXIMITY_REQ	101	.030	99.443
85 EVENT_STOP_ARTY_MOVEMENT	101	.030	99.472
86 EVENT_GET_NX_ORD	97	.029	99.501
87 ROUTINE_SEGMENT_ADJUST	88	.026	99.527
88 ROUTINE_REQUEST_DEF_FASCAM	88	.026	99.553
89 ROUTINE_POSITION	83	.024	99.577
90 EVENT_START_MOVE	79	.023	99.597
91 PROCESS_WITH_DRAW	69	.020	99.600
92 ROUTINE_PREP_WITHDRAW	61	.018	99.620
93 ROUTINE_REQUEST_WD_FASCAM	61	.018	99.638
94 ROUTINE_CHECK_FORCE	59	.018	99.656
95 ROUTINE_TERM_CHECK	59	.017	99.674
96 ROUTINE_DECIDE	50	.015	99.692
97 EVENT_CFR_ON	44	.013	99.709
98 EVENT_CFR_OFF	42	.012	99.724
99 ROUTINE_CHECK_DEAD	42	.012	99.737
100 ROUTINE_CREATE_FORCE	42	.012	99.749
101 ROUTINE_SWITCH_FO	42	.012	99.761
102 ROUTINE_UNIT_ASSIGNMENT	42	.012	99.774
103 ROUTINE_UNIT_PRIORITY	38	.011	99.786
104 EVENT_ACT_MOVDIS	37	.011	99.798
105 ROUTINE_WHAT_NEXT	34	.010	99.810
106 EVENT_ACT_DEF	32	.009	99.820
107 EVENT_ACT_MOVCOR	32	.009	99.830
108 ROUTINE_CHECK_LIST	31	.009	99.840
109 ROUTINE_END_MOVE	28	.008	99.849
110 PROCESS_HOW_REPAIR	27	.008	99.858
111 ROUTINE_DEAD_UNIT	27	.008	99.867
112 ROUTINE_COMPUTE_D	26	.008	99.874
		.008	99.882
		.008	99.890

	PAGE	38
113 ROUTINE_HEADING	.007	99.897
114 ROUTINE_CHECK_STREN	.007	99.904
115 EVENT_START_BATTLE	.006	99.910
116 ROUTINE_ADJUST	.006	99.917
117 ROUTINE_EMPTY	.006	99.923
118 ROUTINE_GENERAL_BATTLE	.006	99.929
119 ROUTINE_INITIAL_DETECT	.006	99.935
120 ROUTINE_INITIAL_MOVE	.006	99.941
121 ROUTINE_LINE_OF_SIGHT	.006	99.947
122 ROUTINE_ORIENTATION	.006	99.954
123 ROUTINE_PROX_POS	.006	99.960
124 EVENT_ACT_ATK	.006	99.965
125 EVENT_BTL_ENDED	.006	99.971
126 ROUTINE_FIN_BATTLE	.006	99.976
127 ROUTINE_PREPARE_LIST	.006	99.982
128 ROUTINE_EXPONENTIAL_F	.004	99.986
129 ROUTINE_PRED_POS	.003	99.990
130 ROUTINE_COMBINE_TRS	.002	99.992
131 ROUTINE_PGM_MSN_ASGN	.002	99.994
132 FUNCTION_COLLISION	.002	99.996
133 ROUTINE_DESTROY_ORD	.001	99.997
134 ROUTINE_ATTRIT_SENSOR	+9.E-04	99.998
135 EVENT_SCHEDULE_ARTY_MOVEMENT	+6.E-04	99.999
136 ROUTINE_INTER_BATTLE	+6.E-04	99.999
137 ROUTINE_INTER_HELO	+6.E-04	100.000
138 "PROGRAM" MAIN	0.	100.000
139 EVENT_ACT_REINF	0.	100.000
140 EVENT_AD_ENGAGEMENT	0.	100.000
141 EVENT_CHANGE_LITE	0.	100.000
142 EVENT_CHANGE_WEATHER	0.	100.000
143 EVENT_DQ_OLD_SORTIE_QUEUE	0.	100.000
144 EVENT_END_SIMULATION	0.	100.000
145 EVENT_FEBA_SORTIE	0.	100.000
146 EVENT_HC_DEPART_BATTLE	0.	100.000
147 EVENT_HELO_ENGAGEMENT	0.	100.000
148 EVENT_INIT_PREPLAN_CAS	0.	100.000
149 EVENT_OFF_LINE_ATTRITION	0.	100.000
150 EVENT_POSITION_REPORT	0.	100.000
151 EVENT_SEND_TEAM	0.	100.000
152 EVENT_SET_DEBUG	0.	100.000
153 FUNCTION_AR_PROB_DETECT	0.	100.000
154 FUNCTION_BTRY_AVAILABLE	0.	100.000
155 FUNCTION_STAY_TIME	0.	100.000
156 PROCESS_AC_ATK_TGT	0.	100.000
157 PROCESS_AIR_OBSERVER	0.	100.000
158 PROCESS_AIRBORNE_RADAR	0.	100.000
159 PROCESS_ARTY_ASSESS	0.	100.000
160 PROCESS_CAS_MISSION	0.	100.000
161 PROCESS_FORWARD_OBSERVER	0.	100.000
162 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
163 PROCESS_HC_RETURN_FARRP	0.	100.000
164 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000
165 PROCESS_HELICOPTER_FIRE	0.	100.000
166 PROCESS_MINE_ASSESS	0.	100.000
167 PROCESS_PHOTO_IR_FLIGHT	0.	100.000
168 PROCESS_REMOTE_PILOT_VEHICLE	0.	100.000
169 ROUTINE_AC_BOMB_EFFECTS	0.	100.000
170 ROUTINE_AC_DF_EFFECTS	0.	100.000
171 ROUTINE_AC_MUNS_INPUT	0.	100.000

	PAGE	39
172 ROUTINE_AD_SHOOT	0.	100.000
173 ROUTINE_AMMO_RPT	0.	100.000
174 ROUTINE_ANALYSIS_OUTPUT	0.	100.000
175 ROUTINE_AD_DETECTION	0.	100.000
176 ROUTINE_AR_DETECTION	0.	100.000
177 ROUTINE_BETWEEN_ROUTINE	0.	100.000
178 ROUTINE_BLOCK_LOS	0.	100.000
179 ROUTINE_BTL_CHECK	0.	100.000
180 ROUTINE_BTRY_INPUT	0.	100.000
181 ROUTINE_CAT_TU_INPUT	0.	100.000
182 ROUTINE_CHECK_CAS_CONSTRAINTS	0.	100.000
183 ROUTINE_CREATE_TEAMS	0.	100.000
184 ROUTINE_DECISION_INPUT	0.	100.000
185 ROUTINE_DQ_CMSN_QUEUE	0.	100.000
186 ROUTINE_DUST_EFFECTS	0.	100.000
187 ROUTINE_EMPLOY_HELICOPTERS	0.	100.000
188 ROUTINE_END_CAS_MISSION	0.	100.000
189 ROUTINE_EQ_TE_INPUT	0.	100.000
190 ROUTINE_ERROR_STOP	0.	100.000
191 ROUTINE_FARRP_CHECK	0.	100.000
192 ROUTINE_FARRP_INPUT	0.	100.000
193 ROUTINE_FASCAM_COMPUTATION	0.	100.000
194 ROUTINE_FBN_FD_INPUT	0.	100.000
195 ROUTINE_FEBA_INITIAL	0.	100.000
196 ROUTINE_FILE_FD_SCHD	0.	100.000
197 ROUTINE_FILE_KAD_SENSOR	0.	100.000
198 ROUTINE_FIND_START_TIME	0.	100.000
199 ROUTINE_FLIGHT_PATH	0.	100.000
200 ROUTINE_FORM_TF_LIST	0.	100.000
201 ROUTINE_FORPOSITION_OUT	0.	100.000
202 ROUTINE_HC_COMPUTE_TIMES	0.	100.000
203 ROUTINE_HC_DISENGAGE	0.	100.000
204 ROUTINE_HC_EMPTY	0.	100.000
205 ROUTINE_HE_LA_INPUT	0.	100.000
206 ROUTINE_HEL_RANGE_COMPUTE	0.	100.000
207 ROUTINE_ILLUM_COMPUTATION	0.	100.000
208 ROUTINE_ILLUM_EFFECTS	0.	100.000
209 ROUTINE_ILLUM_INPUT	0.	100.000
210 ROUTINE_INIT_REINF	0.	100.000
211 ROUTINE_KV_INPUT	0.	100.000
212 ROUTINE_KV_PRINT	0.	100.000
213 ROUTINE_KV_SCOREBOARD	0.	100.000
214 ROUTINE_LINE_CIRCLE	0.	100.000
215 ROUTINE_MADS_INPUT	0.	100.000
216 ROUTINE_MAIN1	0.	100.000
217 ROUTINE_MAIN2	0.	100.000
218 ROUTINE_MAIN3	0.	100.000
219 ROUTINE_MAO_INPUT	0.	100.000
220 ROUTINE_MCFR_INPUT	0.	100.000
221 ROUTINE_MFO_INPUT	0.	100.000
222 ROUTINE_MINE_DELAY	0.	100.000
223 ROUTINE_MINE_EFFECTS	0.	100.000
224 ROUTINE_MINE_INPUT	0.	100.000
225 ROUTINE_MPD8_INPUT	0.	100.000
226 ROUTINE_MUNS_INPUT	0.	100.000
227 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0.	100.000
228 ROUTINE_ORD_ATK	0.	100.000
229 ROUTINE_ORD_DEF	0.	100.000
230 ROUTINE_ORD_MOVCOR	0.	100.000

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231 ROUTINE_ORD.MOVDIS	0	0	100.000	
232 ROUTINE_ORD.REINF	0	0	100.000	
233 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000	
234 ROUTINE_P.E.M.INPUT	0	0	100.000	
235 ROUTINE_PGM.INPUT	0	0	100.000	
236 ROUTINE_PIR.DETECTION	0	0	100.000	
237 ROUTINE_PK.INPUT	0	0	100.000	
238 ROUTINE_PLAT.COUNT	0	0	100.000	
239 ROUTINE_READ.ORDERS	0	0	100.000	
240 ROUTINE_REIN.ARRIVE	0	0	100.000	
241 ROUTINE_REPLACE.HC	0	0	100.000	
242 ROUTINE_REQUEST.FASCAM	0	0	100.000	
243 ROUTINE_RESET.FEBA.SECTOR	0	0	100.000	
244 ROUTINE_RPV.DETECTION	0	0	100.000	
245 ROUTINE_RUL.EN.INPUT	0	0	100.000	
246 ROUTINE_SEARCH.COVERAGE	0	0	100.000	
247 ROUTINE_SENSOR.INPUT	0	0	100.000	
248 ROUTINE_SMOKE.COMPUTATION	0	0	100.000	
249 ROUTINE_SMOKE.EFFECTS	0	0	100.000	
250 ROUTINE_SMOKE.INPUT	0	0	100.000	
251 ROUTINE_SNAP.R	0	0	100.000	
252 ROUTINE_SNAP2	0	0	100.000	
253 ROUTINE_ST.INPUT	0	0	100.000	
254 ROUTINE_SUBM.INPUT	0	0	100.000	
255 ROUTINE_SYS.INPUT	0	0	100.000	
256 ROUTINE_TACAIR.DATA.REPORT	0	0	100.000	
257 ROUTINE_TACAIR.INPUT	0	0	100.000	
258 ROUTINE_TB.INPUT	0	0	100.000	
259 ROUTINE_TBF.INPUT	0	0	100.000	
260 ROUTINE_TR.INPUT	0	0	100.000	
261 ROUTINE_IT.FACTORS.INPUT	0	0	100.000	
262 ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000	
263 ROUTINE_UNIT.INPUT	0	0	100.000	
264 ROUTINE_VIS.INPUT	0	0	100.000	

TOTAL INVOCATIONS = 340170

CPU USAGE FOR SIMULATED HOUR 8. = 730.72 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 9.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_RANGE.COMPUTE	184017	11.032	11.032
2 FUNCTION_ACT_RANGE	157995	9.472	20.504
3 ROUTINE_JOHNSON.CRITERIA	151736	9.097	29.601
4 ROUTINE_PROB_INF	151736	9.097	38.698
5 ROUTINE_PROB.TIME	151736	9.097	47.795
6 ROUTINE_SEARCH	151736	9.097	56.892
7 ROUTINE_PK.COMPUTE	133877	8.026	64.918
8 ROUTINE_CONTRAST.TO.FREQ	99356	5.957	70.875
9 ROUTINE_TIME.TO.DETECT	81963	4.914	75.789
10 ROUTINE_PROX.CHECK	72212	4.329	80.118
11 ROUTINE_MRT.TO.FREQ	52380	3.140	83.258
12 ROUTINE_TEMPERATURE.ATTENUATION	52380	3.140	86.399
13 ROUTINE_CHECK.ENGAGEMENT	43219	2.591	88.990
14 ROUTINE_SIZE.ESTIMATE	19922	1.194	90.184
15 ROUTINE_LOCATE.SECTOR	19732	1.183	91.367
16 ROUTINE_FRAC.COMPUTE	15872	.952	92.319
17 FUNCTION_COMBINATIONS	10013	.600	92.919
18 ROUTINE_WEIBULL.F	9510	.570	93.489
19 PROCESS_ASSESSMENT	9300	.558	94.047
20 ROUTINE_DEQ.FEBA.SET	7190	.431	94.478
21 ROUTINE_ENQ.FEBA.SET	7139	.428	94.906
22 PROCESS_SHOOT.OUT	6694	.401	95.307
23 ROUTINE_FINAL_COVERAGE	4255	.255	95.562
24 ROUTINE_FO.DETECTION	3870	.232	95.794
25 ROUTINE_PDB.DETECTION	3853	.231	96.025
26 FUNCTION_EST_RANGE	3398	.204	96.229
27 ROUTINE_NEW_SEGMENT	2808	.168	96.397
28 EVENT_PDB.ACTIVATION	2789	.167	96.564
29 ROUTINE_MIN.MOVE	2698	.162	96.726
30 EVENT_UPDATE.LOC	2687	.161	96.887
31 ROUTINE_COMPARE.TRS	2403	.144	97.031
32 ROUTINE_NORMAL.F	2208	.132	97.164
33 ROUTINE_TIME.REQ	2068	.124	97.288
34 ROUTINE_NOISE.DEGRADE	1925	.115	97.403
35 ROUTINE_CHANGE.LOC	1882	.113	97.516
36 ROUTINE_LOS.CHECK	1882	.113	97.629
37 ROUTINE_TARGET.ANALYSIS	1783	.107	97.736
38 FUNCTION_HE.WLA	1566	.094	97.829
39 FUNCTION_FEBA.BAND	1486	.089	97.919
40 ROUTINE_VOLLEY	1396	.084	98.002
41 EVENT_CFR.ACTIVATION	1392	.083	98.086
42 ROUTINE_COMPUTE.D	1342	.080	98.166
43 ROUTINE_ANGLE.COMPUTE	1298	.078	98.244
44 ROUTINE_CHK.COMP.TR	1083	.065	98.309
45 ROUTINE_CHK.FD.TR	1083	.065	98.374
46 ROUTINE_GAMMA.F	1026	.062	98.435
47 FUNCTION_EST.TR.RANGE	1025	.061	98.497
48 ROUTINE_PROXIMITY.REQ	1025	.061	98.558
49 ROUTINE_EST_COVERAGE	939	.056	98.615
50 ROUTINE_WEIGHTED.VOLLEYS	939	.056	98.671
51 PROCESS_TARGET.REPORT	937	.056	98.727
52 ROUTINE_OUTPUT.ATTRITION	903	.054	98.781
53 ROUTINE_GAS.EVAL	873	.052	98.834

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54 ROUTINE_REQUEST.SMOKE	.051	98.884
55 ROUTINE_HE_OR_ICM.COMPUTATION	.050	98.934
56 EVENT_MOVE	.047	98.982
57 ROUTINE_GET_TERRAIN	.046	99.027
58 ROUTINE_FDC_IR_ENQ	.046	99.073
59 ROUTINE_MARGINAL_EFFECTS.ADJ	.043	99.116
60 ROUTINE_SEGMENT_ADJUST	.043	99.158
61 ROUTINE_FDC_TR_DEQ	.042	99.201
62 ROUTINE_FINISH.COMPUTATION	.042	99.243
63 ROUTINE_POSITION	.041	99.284
64 ROUTINE_FA_BN.ASGN	.039	99.324
65 EVENT_ENGAGEMENT	.036	99.360
66 ROUTINE_REQUEST_ILUM	.036	99.396
67 ROUTINE_COMPUTE_WD	.033	99.429
68 ROUTINE_CFR_DETECTION	.030	99.459
69 ROUTINE_REM_EFFECTS.COMPUTATION	.023	99.482
70 PROCESS_FIRE_MISSION	.023	99.505
71 ROUTINE_BTRY_FM_ENQ	.023	99.528
72 ROUTINE_BTRY_FM_DEQ	.023	99.550
73 FUNCTION_ICM_WLA	.020	99.570
74 ROUTINE_PRED_POS	.020	99.591
75 ROUTINE_FA_BN.MOVEMENT	.020	99.611
76 ROUTINE_BTRY_EFFECTS	.018	99.629
77 ROUTINE_UNIT_ENVIR	.018	99.647
78 ROUTINE_CFR_DEGRADE	.017	99.665
79 ROUTINE_EST_MIL_WORTH	.017	99.682
80 ROUTINE_CHECK_PROX	.017	99.699
81 ROUTINE_REQUEST_DEF_FASCAM	.015	99.714
82 ROUTINE_BLOCK_LOS	.015	99.728
83 PROCESS_WITH_DRAW	.015	99.743
84 ROUTINE_CHECK_FORCE	.015	99.757
85 ROUTINE_PREP_WITHDRAW	.015	99.772
86 ROUTINE_REQUEST_WD_FASCAM	.015	99.786
87 ROUTINE_TERM_CHECK	.014	99.801
88 EVENT_CFR_OPERATOR	.014	99.815
89 ROUTINE_LOCATE_SEARCH_AREA	.014	99.829
90 ROUTINE_DECIDE	.013	99.842
91 ROUTINE_FD_EFFECTS.REQ	.013	99.854
92 ROUTINE_CHECK_FOR_MINES	.012	99.866
93 ROUTINE_COPY	.009	99.875
94 EVENT_GET_NX_ORD	.009	99.884
95 ROUTINE_COMBINE_TRS	.008	99.893
96 EVENT_P08_OPERATOR	.007	99.900
97 EVENT_STOP_ARTY.MOVEMENT	.007	99.906
98 ROUTINE_DUST_EFFECTS	.006	99.913
99 EVENT_START_MOVE	.006	99.919
100 EVENT_ARTY_OCCUPATION	.006	99.925
101 EVENT_ACT_DEF	.005	99.930
102 EVENT_START_ARTY.MOVEMENT	.005	99.935
103 ROUTINE_END_MOVE	.005	99.941
104 EVENT_ACT_MOVE1S	.004	99.944
105 ROUTINE_HEADING	.004	99.948
106 ROUTINE_DEAD_UNIT	.003	99.951
107 ROUTINE_CHECK_LIST	.003	99.954
108 PROCESS_HOW_REPAIR	.003	99.957
109 EVENT_CFR_OFF	.003	99.960
110 EVENT_CFR_ON	.003	99.962
111 EVENT_ACT_MOVCOR	.002	99.965
112 ROUTINE_CHECK_DEAD	.002	99.967

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113 ROUTINE_CREATE.FORCE	002	99.970
114 ROUTINE_SWITCH.FO	002	99.972
115 ROUTINE_UNIT_ASSIGNMENT	002	99.975
116 ROUTINE_EXPONENTIAL.F	002	99.977
117 PROCESS_ARTY_ASSESS	002	99.979
118 ROUTINE_UNIT_PRIORITY	002	99.980
119 ROUTINE_WHAT_NEXT	002	99.982
120 ROUTINE_PGM.MSN.ASGN	001	99.983
121 ROUTINE_CHECK_STREN	001	99.985
122 EVENT_START_BATTLE	001	99.986
123 ROUTINE_ADJUST	001	99.987
124 ROUTINE_EMPTY	001	99.988
125 ROUTINE_GENERAL_BATTLE	001	99.990
126 ROUTINE_INITIAL_DETECT	001	99.991
127 ROUTINE_INITIAL_MOVE	001	99.992
128 ROUTINE_LINE_OF_SIGHT	001	99.993
129 ROUTINE_ORIENTATION	001	99.994
130 ROUTINE_PROX_POS	+1.E-03	99.995
131 EVENT_ACT.ATK	+8.E-04	99.996
132 EVENT_BTL_ENDED	+8.E-04	99.997
133 ROUTINE_FIN_BATTLE	+8.E-04	99.998
134 ROUTINE_PREPARE_LIST	+8.E-04	99.999
135 ROUTINE_INTER_BATTLE	+4.E-04	99.999
136 ROUTINE_INTER_HELO	+4.E-04	99.999
137 ROUTINE_ATTRIT_SENSOR	+2.E-04	100.000
138 EVENT_SCHEDULE_ARTY_MOVEMENT	+1.E-04	100.000
139 ROUTINE_DESTROY_ORD	+1.E-04	100.000
140 EVENT_CHANGE_WEATHER	+6.E-05	100.000
141 ROUTINE_DQ.CMSN.QUEUE	+6.E-05	100.000
142 ROUTINE_RESET_FEBA_SECTOR	+6.E-05	100.000
143 "PROGRAM" MAIN	0.	100.000
144 EVENT_ACT.REINF	0.	100.000
145 EVENT_AD.ENGAGEMENT	0.	100.000
146 EVENT_CHANGE_LITE	0.	100.000
147 EVENT_DQ_OLD_SORTIE.QUEUE	0.	100.000
148 EVENT_END_SIMULATION	0.	100.000
149 EVENT_FEBA_SORTIE	0.	100.000
150 EVENT_HC_DEPART_BATTLE	0.	100.000
151 EVENT_HELO.ENGAGEMENT	0.	100.000
152 EVENT_INIT_PREPLAN.CAS	0.	100.000
153 EVENT_OFF_LINE_ATTRITION	0.	100.000
154 EVENT_POSITION.REPORT	0.	100.000
155 EVENT_SEND_TEAM	0.	100.000
156 EVENT_SET_DEBUG	0.	100.000
157 FUNCTION_AR_PROB_DETECT	0.	100.000
158 FUNCTION_BTRY_AVAILABLE	0.	100.000
159 FUNCTION_COLLISION	0.	100.000
160 FUNCTION_STAY_TIME	0.	100.000
161 PROCESS_AC.ATK.TGT	0.	100.000
162 PROCESS_AIR_OBSERVER	0.	100.000
163 PROCESS_AIRBORNE_RADAR	0.	100.000
164 PROCESS_CAS.MISSION	0.	100.000
165 PROCESS_FORWARD_OBSERVER	0.	100.000
166 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
167 PROCESS_HC_RETURN_FARRP	0.	100.000
168 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000
169 PROCESS_HELICOPTER_FIRE	0.	100.000
170 PROCESS_MINE_ASSESS	0.	100.000
171 PROCESS_PHOTO.IR.FLIGHT	0.	100.000

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172 PROCESS_REMOTE.PILOT.VEHICLE	0	100.000
173 ROUTINE_AC_BOMB.EFFECTS	0	100.000
174 ROUTINE_AC_DF.EFFECTS	0	100.000
175 ROUTINE_AC_MUNS.INPUT	0	100.000
176 ROUTINE_AD_SHOOT	0	100.000
177 ROUTINE_AMMO.RFT	0	100.000
178 ROUTINE_ANALYSIS.OUTPUT	0	100.000
179 ROUTINE_AD_DETECTION	0	100.000
180 ROUTINE_AR_DETECTION	0	100.000
181 ROUTINE_BETWEEN.ROUTINE	0	100.000
182 ROUTINE_BTL_CHECK	0	100.000
183 ROUTINE_BTRY.INPUT	0	100.000
184 ROUTINE_CAT.TU.INPUT	0	100.000
185 ROUTINE_CHECK.CAS.CONSTRAINTS	0	100.000
186 ROUTINE_CREATE.TEAMS	0	100.000
187 ROUTINE_DECISION.INPUT	0	100.000
188 ROUTINE_EMPLOY.HELICOPTERS	0	100.000
189 ROUTINE_END.CAS.MISSION	0	100.000
190 ROUTINE_EQ_TE.INPUT	0	100.000
191 ROUTINE_ERROR.STOP	0	100.000
192 ROUTINE_FARRP.CHECK	0	100.000
193 ROUTINE_FARRP.INPUT	0	100.000
194 ROUTINE_FASCAM.COMPUTATION	0	100.000
195 ROUTINE_FBN.FD.INPUT	0	100.000
196 ROUTINE_FEBA.INITIAL	0	100.000
197 ROUTINE_FILE.FD.SCHD	0	100.000
198 ROUTINE_FILE.KAD.SENSOR	0	100.000
199 ROUTINE_FIND.START.TIME	0	100.000
200 ROUTINE_FLIGHT.PATH	0	100.000
201 ROUTINE_FORM.TF.LIST	0	100.000
202 ROUTINE_FORPOSITION.OUT	0	100.000
203 ROUTINE_HC.COMPUTE.TIMES	0	100.000
204 ROUTINE_HC.DISENGAGE	0	100.000
205 ROUTINE_HC.EMPTY	0	100.000
206 ROUTINE_HE.LA.INPUT	0	100.000
207 ROUTINE_HEL_RANGE.COMPUTE	0	100.000
208 ROUTINE_ILLUM.COMPUTATION	0	100.000
209 ROUTINE_ILLUM.EFFECTS	0	100.000
210 ROUTINE_ILLUM.INPUT	0	100.000
211 ROUTINE_INIT.REINF	0	100.000
212 ROUTINE_KV.INPUT	0	100.000
213 ROUTINE_KV.PRINT	0	100.000
214 ROUTINE_KV.SCOREBOARD	0	100.000
215 ROUTINE_LINE.CIRCLE	0	100.000
216 ROUTINE_MADS.INPUT	0	100.000
217 ROUTINE_MAIN1	0	100.000
218 ROUTINE_MAIN2	0	100.000
219 ROUTINE_MAIN3	0	100.000
220 ROUTINE_MAO.INPUT	0	100.000
221 ROUTINE_MCFR.INPUT	0	100.000
222 ROUTINE_MFO.INPUT	0	100.000
223 ROUTINE_MINE.DELAY	0	100.000
224 ROUTINE_MINE.EFFECTS	0	100.000
225 ROUTINE_MINE.INPUT	0	100.000
226 ROUTINE_MPD8.INPUT	0	100.000
227 ROUTINE_MUNS.INPUT	0	100.000
228 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	100.000
229 ROUTINE_ORD.ATK	0	100.000
230 ROUTINE_ORD.DEF	0	100.000

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231 ROUTINE_ORD.MOVCOR	0	100.000
232 ROUTINE_ORD.MOVDIS	0	100.000
233 ROUTINE_ORD.REINF	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
235 ROUTINE_P.E.M.INPUT	0	100.000
236 ROUTINE_PGM.INPUT	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE_REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 1667994

CPU USAGE FOR SIMULATED HOUR 9. = 2911.76 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 10.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	78114	20.416	20.416
2 FUNCTION_ACT.RANGE	73726	19.269	39.685
3 ROUTINE_RANGE.COMPUTE	42663	11.150	50.835
4 ROUTINE_PROX.CHECK	41492	10.844	61.679
5 ROUTINE_FRAC.COMPUTE	23164	6.054	67.734
6 ROUTINE_JOHNSON.CRITERIA	8600	2.248	69.981
7 ROUTINE_PROB.INF	8600	2.248	72.229
8 ROUTINE_PROB.TIME	8600	2.248	74.477
9 ROUTINE_SEARCH	8600	2.248	76.724
10 ROUTINE_LOCATE.SECTOR	8124	2.123	78.848
11 ROUTINE_SIZE.ESTIMATE	8091	2.115	80.962
12 ROUTINE_CONTRAST.TO.FREQ	6596	1.724	82.686
13 ROUTINE_FINAL.COVERAGE	5796	1.515	84.201
14 PROCESS_ASSESSMENT	4326	1.131	85.332
15 PROCESS_SHOOT.OUT	4174	1.091	86.423
16 ROUTINE_PDB.DETECTION	3563	.931	87.354
17 FUNCTION_COMBINATIONS	2614	.683	88.037
18 EVENT_PDB.ACTIVATION	2571	.672	88.709
19 ROUTINE_NORMAL.F	2058	.538	89.247
20 ROUTINE_MRT.TO.FREQ	2004	.524	89.771
21 ROUTINE_TEMPERATURE.ATTENUATION	2004	.524	90.294
22 ROUTINE_DEQ.FEBA.SET	1920	.502	90.796
23 ROUTINE_ENQ.FEBA.SET	1895	.495	91.292
24 FUNCTION_EST.RANGE	1832	.479	91.770
25 ROUTINE_NOISE.DEGRADE	1783	.466	92.236
26 FUNCTION_HE.WLA	1479	.387	92.623
27 FUNCTION_FEBA.BAND	1297	.339	92.962
28 EVENT_CFR.ACTIVATION	1284	.336	93.297
29 ROUTINE_VOLLEY	1284	.336	93.633
30 ROUTINE_OUTPUT.ATTRITION	1045	.273	93.906
31 ROUTINE_EST_COVERAGE	1003	.262	94.168
32 ROUTINE_WEIGHTED.VOLLEYS	1003	.262	94.430
33 EVENT_UPDATE.LOC	935	.244	94.675
34 ROUTINE_HE.OR.ICM.COMPUTATION	755	.197	94.872
35 ROUTINE_TARGET.ANALYSIS	739	.193	95.065
36 ROUTINE_GET.TERRAIN	725	.189	95.255
37 ROUTINE_FD.DETECTION	707	.185	95.440
38 ROUTINE_MARGINAL.EFFECTS.ADJ	705	.184	95.624
39 ROUTINE_CHK.COMP.TR	589	.154	95.778
40 ROUTINE_CHK.FD.TR	589	.154	95.932
41 ROUTINE_CHECK.ENGAGEMENT	586	.153	96.085
42 ROUTINE_COMPARE.TRS	584	.153	96.237
43 ROUTINE_GAMMA.F	554	.145	96.382
44 ROUTINE_FA.BN.ASGN	542	.142	96.524
45 ROUTINE_CFR.DETECTION	526	.137	96.661
46 ROUTINE_DUST.EFFECTS	520	.136	96.797
47 ROUTINE_TIME.REQ	507	.133	96.930
48 ROUTINE_TIME.TO.DETECT	481	.126	97.056
49 ROUTINE_WEIBULL.F	480	.125	97.181
50 ROUTINE_ANGLE.COMPUTE	446	.117	97.298
51 PROCESS_FIRE.MISSION	424	.111	97.408
52 ROUTINE_BTRY.FM.ENQ	424	.111	97.519
53 ROUTINE_REM.EFFECTS.COMPUTATION	419	.110	97.629

54 FUNCTION_ICM.WLA	418	109	97 738
55 ROUTINE_FA_BN.MOVEMENT	412	108	97 846
56 PROCESS_TARGET.REPORT	406	106	97 952
57 ROUTINE_FDC.TR.DEQ	394	103	98 055
58 ROUTINE_FINISH.COMPUTATION	394	103	98 158
59 ROUTINE_BTRY_FM.DEQ	383	100	98 258
60 ROUTINE_FDC.TR.ENQ	379	099	98 357
61 ROUTINE_CFR.DEGRADE	312	082	98 438
62 ROUTINE_BTRY.EFFECTS	288	075	98 514
63 ROUTINE_UNIT.ENVR	288	075	98 589
64 ROUTINE_BLOCK.LOS	268	070	98 659
65 EVENT_CFR.OPERATOR	266	070	98 728
66 ROUTINE_EST.MIL.WORTH	235	061	98 790
67 ROUTINE_MIN.MOVE	223	058	98 848
68 ROUTINE_REQUEST.SMOKE	193	050	98 899
69 ROUTINE_CAS.EVAL	170	044	98 943
70 ROUTINE_CHECK.PROX	160	042	98 985
71 EVENT_ENGAGEMENT	152	040	99 025
72 ROUTINE_REQUEST.ILLUM	152	040	99 064
73 ROUTINE_FD.EFFECTS.REQ	144	038	99 102
74 ROUTINE_CHECK.FOR.MINES	138	036	99 138
75 ROUTINE_DECIDE	124	032	99 170
76 EVENT_PDB.OPERATOR	120	031	99 202
77 FUNCTION_EST.TR.RANGE	119	031	99 233
78 ROUTINE_PROXIMITY.REQ	119	031	99 264
79 ROUTINE_LOCATE.SEARCH.AREA	117	031	99 295
80 EVENT_ARTY.OCCUPATION	115	030	99 325
81 ROUTINE_COPY	115	030	99 355
82 EVENT_GET.NX.ORD	113	030	99 384
83 EVENT_MOVE	112	029	99 414
84 ROUTINE_CHANGE.LOC	112	029	99 443
85 ROUTINE_LOS.CHECK	112	029	99 472
86 EVENT_STOP_ARTY.MOVEMENT	103	027	99 499
87 EVENT_START_ARTY.MOVEMENT	90	024	99 522
88 ROUTINE_NEW.SEGMENT	84	022	99 544
89 ROUTINE_COMPUTE.WD	78	020	99 565
90 ROUTINE_REQUEST.DEF.FASCAM	78	020	99 585
91 PROCESS_ARTY.ASSES	77	020	99 605
92 ROUTINE_SEGMENT.ADJUST	77	020	99 625
93 ROUTINE_CHECK.FORCE	64	017	99 642
94 ROUTINE_POSITION	63	016	99 659
95 EVENT_START_MOVE	48	013	99 671
96 ROUTINE_CHECK.DEAD	48	013	99 684
97 ROUTINE_CREATE.FORCE	48	013	99 696
98 ROUTINE_SWITCH.FO	48	013	99 709
99 ROUTINE_UNIT.ASSIGNMENT	48	013	99 721
100 ROUTINE_UNIT.PRIORITY	48	013	99 734
101 EVENT_ACT.DEF	46	012	99 746
102 ROUTINE_WHAT.NEXT	46	012	99 758
103 PROCESS_HOW.REPAIR	42	011	99 769
104 EVENT_CFR.OFF	41	011	99 780
105 EVENT_CFR.ON	41	011	99 790
106 PROCESS_WITH.DRAW	41	011	99 801
107 ROUTINE_PREP.WITHDRAW	41	011	99 812
108 ROUTINE_REQUEST.WD.FASCAM	41	011	99 823
109 ROUTINE_TERM.CHECK	40	010	99 833
110 ROUTINE_COMPUTE.D	39	010	99 843
111 ROUTINE_END.MOVE	38	010	99 853
112 ROUTINE_EXPONENTIAL.F	36	009	99 863

	PAGE	48
113 EVENT_ACT_MOVCOR	008	99.871
114 ROUTINE_CHECK LIST	008	99.878
115 ROUTINE_CHECK_STREN	007	99.886
116 ROUTINE_CHECK_POS	007	99.892
117 ROUTINE_CHECK_ATK	007	99.899
118 EVENT_ACT_ENDED	006	99.905
119 EVENT_START_BATTLE	006	99.912
120 ROUTINE_ADJUST	006	99.918
121 ROUTINE_EMPTY	006	99.924
122 ROUTINE_FIN_BATTLE	006	99.930
123 ROUTINE_GENERAL_BATTLE	006	99.937
124 ROUTINE_INITIAL_DETECT	006	99.943
125 ROUTINE_INITIAL_MOVE	006	99.949
126 ROUTINE_INITIAL_SIGHT	006	99.956
127 ROUTINE_ORIENTATON	006	99.962
128 ROUTINE_PREPARE_LIST	006	99.968
129 ROUTINE_PGM.MSN.ASGN	006	99.974
130 ROUTINE_COMBINE_TRS	006	99.980
131 ROUTINE_DEAD_UNIT	004	99.985
132 ROUTINE_PRED_POS	004	99.989
133 FUNCTION_COLLISION	003	99.993
134 ROUTINE_ATTRIT_SENSOR	002	99.997
135 ROUTINE_DESTROY_ORD	001	99.998
136 EVENT_SCHEDULE_ARTY.MOVEMENT	+8.E-04	99.999
137 ROUTINE_RESET_FEBASECTOR	+5.E-04	100.000
138 ROUTINE_RESET_FEBASECTOR	+3.E-04	100.000
139 ROUTINE_RESET_FEBASECTOR	0	100.000
140 ROUTINE_RESET_FEBASECTOR	0	100.000
141 ROUTINE_RESET_FEBASECTOR	0	100.000
142 ROUTINE_RESET_FEBASECTOR	0	100.000
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167 ROUTINE_RESET_FEBASECTOR	0	100.000
168 ROUTINE_RESET_FEBASECTOR	0	100.000
169 ROUTINE_RESET_FEBASECTOR	0	100.000
170 ROUTINE_RESET_FEBASECTOR	0	100.000
171 ROUTINE_RESET_FEBASECTOR	0	100.000

	PAGE	49
172 ROUTINE_AC_MUNS_INPUT	100.000	0
173 ROUTINE_AD_SHOOT	100.000	0
174 ROUTINE_AMMO_RPT	100.000	0
175 ROUTINE_ANALYSIS_OUTPUT	100.000	0
176 ROUTINE_AO_DETECTION	100.000	0
177 ROUTINE_AR_DETECTION	100.000	0
178 ROUTINE_BETWEEN_ROUTINE	100.000	0
179 ROUTINE_BTL_CHECK	100.000	0
180 ROUTINE_BTRY_INPUT	100.000	0
181 ROUTINE_CAT_TU_INPUT	100.000	0
182 ROUTINE_CHECK_CAS_CONSTRAINTS	100.000	0
183 ROUTINE_CREATE_TEAMS	100.000	0
184 ROUTINE_DECISION_INPUT	100.000	0
185 ROUTINE_DQ_CMNS_QUEUE	100.000	0
186 ROUTINE_EMPLOY_HELICOPTERS	100.000	0
187 ROUTINE_END_CAS_MISSION	100.000	0
188 ROUTINE_EQ_TE_INPUT	100.000	0
189 ROUTINE_ERROR_STOP	100.000	0
190 ROUTINE_FARRP_CHECK	100.000	0
191 ROUTINE_FARRP_INPUT	100.000	0
192 ROUTINE_FASCAM_COMPUTATION	100.000	0
193 ROUTINE_FBN_FD_INPUT	100.000	0
194 ROUTINE_FEBA_INITIAL	100.000	0
195 ROUTINE_FILE_FD_SCHD	100.000	0
196 ROUTINE_FILE_KAD_SENSOR	100.000	0
197 ROUTINE_FIND_START_TIME	100.000	0
198 ROUTINE_FLIGHT_PATH	100.000	0
199 ROUTINE_FORM_TF_LIST	100.000	0
200 ROUTINE_FORPOSITION_OUT	100.000	0
201 ROUTINE_HC_COMPUTE_TIMES	100.000	0
202 ROUTINE_HC_DISENGAGE	100.000	0
203 ROUTINE_HC_EMPTY	100.000	0
204 ROUTINE_HE_LA_INPUT	100.000	0
205 ROUTINE_HEL_RANGE_COMPUTE	100.000	0
206 ROUTINE_ILUM_COMPUTATION	100.000	0
207 ROUTINE_ILUM_EFFECTS	100.000	0
208 ROUTINE_ILUM_INPUT	100.000	0
209 ROUTINE_INIT_REINF	100.000	0
210 ROUTINE_INTER_BATTLE	100.000	0
211 ROUTINE_INTER_HELO	100.000	0
212 ROUTINE_KV_INPUT	100.000	0
213 ROUTINE_KV_PRINT	100.000	0
214 ROUTINE_KV_SCOREBOARD	100.000	0
215 ROUTINE_LINE_CIRCLE	100.000	0
216 ROUTINE_MADS_INPUT	100.000	0
217 ROUTINE_MAIN1	100.000	0
218 ROUTINE_MAIN2	100.000	0
219 ROUTINE_MAIN3	100.000	0
220 ROUTINE_MAO_INPUT	100.000	0
221 ROUTINE_MCFR_INPUT	100.000	0
222 ROUTINE_MFO_INPUT	100.000	0
223 ROUTINE_MINE_DELAY	100.000	0
224 ROUTINE_MINE_EFFECTS	100.000	0
225 ROUTINE_MINE_INPUT	100.000	0
226 ROUTINE_MFDB_INPUT	100.000	0
227 ROUTINE_MUNS_INPUT	100.000	0
228 ROUTINE_OPEN_INPUT_OUTPUT_FILES	100.000	0
229 ROUTINE_ORD_ATK	100.000	0
230 ROUTINE_ORD_DEF	100.000	0

231 ROUTINE_ORD.MOVCOR	0	0	100.000
232 ROUTINE_ORD.MOVDIS	0	0	100.000
233 ROUTINE_ORD.REINF	0	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
235 ROUTINE_P.E.M.INPUT	0	0	100.000
236 ROUTINE_PGM.INPUT	0	0	100.000
237 ROUTINE_PIR.DETECTION	0	0	100.000
238 ROUTINE_PK.INPUT	0	0	100.000
239 ROUTINE_PLAT.COUNT	0	0	100.000
240 ROUTINE_READ.ORDERS	0	0	100.000
241 ROUTINE_REIN.ARRIVE	0	0	100.000
242 ROUTINE_REPLACE.HC	0	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	0	100.000
244 ROUTINE_RPV.DETECTION	0	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	0	100.000
247 ROUTINE_SENSOR.INPUT	0	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	0	100.000
250 ROUTINE_SMOKE.INPUT	0	0	100.000
251 ROUTINE_SNAP.R	0	0	100.000
252 ROUTINE_SNAP2	0	0	100.000
253 ROUTINE_ST.INPUT	0	0	100.000
254 ROUTINE_SUBM.INPUT	0	0	100.000
255 ROUTINE_SYS.INPUT	0	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
257 ROUTINE_TACAIR.INPUT	0	0	100.000
258 ROUTINE_TB.INPUT	0	0	100.000
259 ROUTINE_TBF.INPUT	0	0	100.000
260 ROUTINE_TR.INPUT	0	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
263 ROUTINE_UNIT.INPUT	0	0	100.000
264 ROUTINE_VIS.INPUT	0	0	100.000

TOTAL INVOCATIONS = 382615

CPU USAGE FOR SIMULATED HOUR 10. = 988.78 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 11
TOP 264 (100%) INVOKED ROUTINES

ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	152012	16.517	16.517
2 ROUTINE_RANGE COMPUTE	97767	10.623	27.141
3 FUNCTION_ACT RANGE	85163	9.254	36.394
4 ROUTINE_PROX CHECK	81780	8.886	45.280
5 ROUTINE_JOHNSON CRITERIA	63068	6.853	52.133
6 ROUTINE_PROB INF	63068	6.853	58.986
7 ROUTINE_PROB TIME	63068	6.853	65.839
8 ROUTINE_SEARCH	63068	6.853	72.692
9 ROUTINE_CONTRAST TO FREQ	45648	4.960	77.652
10 ROUTINE_FRAC COMPUTE	29320	3.186	80.837
11 ROUTINE_MRT TO FREQ	17420	1.893	82.730
12 ROUTINE_TEMPERATURE ATTENUATION	17420	1.893	84.623
13 ROUTINE_LOCATE SECTOR	14239	1.547	86.170
14 ROUTINE_SIZE ESTIMATE	11730	1.275	87.445
15 PROCESS_ASSESSMENT	10769	1.170	88.615
16 ROUTINE_CHECK ENGAGEMENT	10274	1.116	89.731
17 ROUTINE_TIME TO DETECT	9544	1.037	90.768
18 ROUTINE_FINAL COVERAGE	7932	.862	91.630
19 PROCESS_SHOOT OUT	4797	.521	92.152
20 FUNCTION_COMBINATIONS	4524	.492	92.643
21 ROUTINE_DEQ FEBA SET	4255	.462	93.105
22 ROUTINE_ENO FEBA SET	4233	.460	93.565
23 ROUTINE_PDB DETECTION	4059	.441	94.006
24 EVENT_PDB ACTIVATION	3142	.341	94.348
25 ROUTINE_MIN MOVE	2713	.295	94.643
26 FUNCTION_EST RANGE	2416	.263	94.905
27 ROUTINE_NORMAL F	2106	.229	95.134
28 ROUTINE_NOISE DEGRADE	2030	.221	95.355
29 ROUTINE_CHANGE LOC	1989	.216	95.571
30 ROUTINE_LOS CHECK	1989	.216	95.787
31 FUNCTION_HE_WLA	1944	.211	95.998
32 ROUTINE_COMPUTE.D	1905	.207	96.205
33 ROUTINE_OUTPUT ATTRITION	1696	.184	96.389
34 EVENT_CFR ACTIVATION	1574	.171	96.560
35 ROUTINE_VOLLEY	1571	.171	96.731
36 ROUTINE_WEIBULL.F	1550	.168	96.899
37 FUNCTION_FEBA_BAND	1548	.168	97.068
38 ROUTINE_FO DETECTION	1269	.138	97.206
39 ROUTINE_EST COVERAGE	1268	.138	97.343
40 ROUTINE_WEIGHTED VOLLEYS	1268	.138	97.481
41 EVENT_UPDATE.LOC	1168	.127	97.608
42 ROUTINE_TARGET ANALYSIS	1016	.110	97.718
43 ROUTINE_HE OR ICM COMPUTATION	934	.101	97.820
44 ROUTINE_MARGINAL EFFECTS.ADJ	893	.097	97.917
45 ROUTINE_GET TERRAIN	845	.092	98.009
46 ROUTINE_COMPARE TRS	770	.084	98.092
47 ROUTINE_ANGLE COMPUTE	739	.080	98.173
48 ROUTINE_CHK_COMP.'R	734	.080	98.252
49 ROUTINE_CHK_FD.TR	734	.080	98.332
50 ROUTINE_GAMMA.F	670	.073	98.405
51 ROUTINE_TIME REQ	651	.071	98.476
52 ROUTINE_CFR DETECTION	631	.069	98.544
53 ROUTINE_FA_BN.ASGN	614	.067	98.611

54	PROCESS_TARGET_REPORT	536	.058	PAGE	52
55	ROUTINE_FDC_TR_DEQ	487	.053	98	669
56	ROUTINE_BTRY_FM_DEQ	476	.052	98	722
57	PROCESS_FIRE_MISSION	455	.049	98	774
58	ROUTINE_BTRY_FM_ENQ	455	.049	98	823
59	ROUTINE_REM_EFFECTS_COMPUTATION	455	.049	98	873
60	FUNCTION_ICM_WLA	445	.048	98	922
61	ROUTINE_FA_BN_MOVEMENT	438	.048	98	971
62	ROUTINE_FDC_TR_DEQ	437	.047	99	018
63	ROUTINE_FINISH_COMPUTATION	437	.047	99	066
64	ROUTINE_DUST_EFFECTS	398	.043	99	113
65	ROUTINE_BLOCK_LOS	378	.041	99	156
66	ROUTINE_CAS_EVAL	370	.040	99	197
67	ROUTINE_SEGMENT_ADJUST	361	.039	99	238
68	ROUTINE_BTRY_EFFECTS	351	.038	99	277
69	ROUTINE_UNIT_ENVIR	351	.038	99	315
70	ROUTINE_CFR_DEGRADE	344	.037	99	353
71	ROUTINE_NEW_SEGMENT	343	.037	99	391
72	ROUTINE_REQUEST_SMOKE	315	.034	99	428
73	ROUTINE_POSITION	313	.034	99	462
74	EVENT_CFR_OPERATOR	293	.032	99	496
75	EVENT_ENGAGEMENT	272	.030	99	528
76	ROUTINE_REQUEST_ILUM	272	.030	99	557
77	EVENT_MOVE	269	.029	99	587
78	ROUTINE_EST_MIL_WORTH	254	.028	99	616
79	FUNCTION_EST_TR_RANGE	225	.024	99	644
80	ROUTINE_PROXIMITY_REQ	225	.024	99	668
81	ROUTINE_FD_EFFECTS_REQ	163	.018	99	693
82	ROUTINE_CHECK_FOR_MINES	154	.017	99	710
83	ROUTINE_REQUEST_DEF_FASCAM	154	.017	99	727
84	ROUTINE_LOCATE_SEARCH_AREA	139	.015	99	744
85	ROUTINE_COPY	132	.014	99	759
86	ROUTINE_CHECK_PROX	121	.013	99	773
87	EVENT_PDB_OPERATOR	120	.013	99	786
88	EVENT_START_ARTY_MOVEMENT	95	.010	99	773
89	EVENT_GET_NX_ORD	91	.010	99	810
90	EVENT_ARTY_OCCUPATION	88	.010	99	820
91	ROUTINE_COMPUTE_WD	87	.009	99	829
92	EVENT_STOP_ARTY_MOVEMENT	84	.009	99	839
93	ROUTINE_DECIDE	81	.009	99	848
94	ROUTINE_PRED_POS	74	.008	99	857
95	EVENT_START_MOVE	59	.006	99	865
96	EVENT_ACT_DEF	52	.006	99	871
97	PROCESS_HOW_REPAIR	51	.006	99	877
98	ROUTINE_CHECK_FORCE	49	.005	99	882
99	ROUTINE_EXPONENTIAL_F	48	.005	99	888
100	PROCESS_WITHDRAW	43	.005	99	893
101	ROUTINE_PREP_WITHDRAW	43	.005	99	898
102	ROUTINE_REQUEST_WD_FASCAM	43	.005	99	902
103	ROUTINE_TERM_CHECK	43	.005	99	907
104	EVENT_CFR_OFF	41	.004	99	912
105	EVENT_CFR_ON	41	.004	99	916
106	ROUTINE_COMBINE_TRS	40	.004	99	920
107	ROUTINE_CHECK_LIST	39	.004	99	925
108	ROUTINE_CHECK_DEAD	38	.004	99	929
109	ROUTINE_CREATE_FORCE	38	.004	99	933
110	ROUTINE_SWITCH_FO	38	.004	99	937
111	ROUTINE_UNIT_ASSIGNMENT	38	.004	99	941
112	ROUTINE_HEADING	34	.004	99	946
					99.949

	PAGE	53
113 EVENT_ACT.MOVCOR	004	99.953
114 ROUTINE_END.MOVE	003	99.956
115 ROUTINE_PGM.MSN.ASGN	003	99.959
116 EVENT_ACT.MOVDIS	003	99.962
117 ROUTINE_UNIT.PRIORITY	003	99.965
118 ROUTINE_DEAD_UNIT	002	99.967
119 ROUTINE_WHAT.NEXT	002	99.970
120 PROCESS_ARTY.ASSESS	002	99.972
121 ROUTINE_CHECK.STREN	002	99.974
122 EVENT_START.BATTLE	002	99.976
123 ROUTINE_ADJUST	002	99.978
124 ROUTINE_EMPTY	002	99.980
125 ROUTINE_GENERAL.BATTLE	002	99.982
126 ROUTINE_INITIAL.DETECT	002	99.984
127 ROUTINE_INITIAL.MOVE	002	99.986
128 ROUTINE_LINE.OF.SIGHT	002	99.988
129 ROUTINE_ORIENTATION	002	99.990
130 EVENT_ACT.ATK	001	99.992
131 EVENT_BTL.ENDED	001	99.993
132 ROUTINE_FIN.BATTLE	001	99.994
133 ROUTINE_PREPARE.LIST	001	99.996
134 ROUTINE_PROX.POS	001	99.997
135 ROUTINE_DESTROY.ORD	+9.E-04	99.998
136 ROUTINE_INTER.BATTLE	+9.E-04	99.999
137 ROUTINE_INTER.HELO	+8.E-04	99.999
138 EVENT_SCHEDULE.ARTY.MOVEMENT	+2.E-04	100.000
139 FUNCTION_COLLISION	+1.E-04	100.000
140 ROUTINE_ATTRIT.SENSOR	+1.E-04	100.000
141 ROUTINE_RESET.FEBA.SECTOR	+1.E-04	100.000
142 **PROGRAM**_MAIN	0	100.000
143 EVENT_ACT.REINF	0	100.000
144 EVENT_AD.ENGAGEMENT	0	100.000
145 EVENT_CHANGE.LITE	0	100.000
146 EVENT_CHANGE.WEATHER	0	100.000
147 EVENT_DQ.OLD.SORTIE.QUEUE	0	100.000
148 EVENT_END.SIMULATION	0	100.000
149 EVENT_FEBA.SORTIE	0	100.000
150 EVENT_HC.DEPART.BATTLE	0	100.000
151 EVENT_HELO.ENGAGEMENT	0	100.000
152 EVENT_INIT.PREPLAN.CAS	0	100.000
153 EVENT_OFF.LINE.ATTRITION	0	100.000
154 EVENT_POSITION.REPORT	0	100.000
155 EVENT_SEND.TEAM	0	100.000
156 EVENT_SET.DEBUG	0	100.000
157 FUNCTION_AR.PROB.DETECT	0	100.000
158 FUNCTION_BTRY.AVAILABLE	0	100.000
159 FUNCTION_STAY.TIME	0	100.000
160 PROCESS_AC.ATK.TGT	0	100.000
161 PROCESS_AIR.OBSERVER	0	100.000
162 PROCESS_AIRBORNE.RADAR	0	100.000
163 PROCESS_CAS.MISSION	0	100.000
164 PROCESS_FORWARD.OBSERVER	0	100.000
165 PROCESS_HC.ARRIVE.BATTLE	0	100.000
166 PROCESS_HC.RETURN.FARRP	0	100.000
167 PROCESS_HEL.TARGET.ACQUISITION	0	100.000
168 PROCESS_HELICOPTER.FIRE	0	100.000
169 PROCESS_MINE.ASSESS	0	100.000
170 PROCESS_PHOTO.IR.FLIGHT	0	100.000
171 PROCESS_REMOTE.PILOT.VEHICLE	0	100.000

172	ROUTINE_AC_BOMB.EFFECTS	0	100.000
173	ROUTINE_AC_DF.EFFECTS	0	100.000
174	ROUTINE_AC_MUNS.INPUT	0	100.000
175	ROUTINE_AD_SHOOT	0	100.000
176	ROUTINE_AMMO_RFT	0	100.000
177	ROUTINE_ANALYSIS.OUTPUT	0	100.000
178	ROUTINE_AO_DETECTION	0	100.000
179	ROUTINE_AR_DETECTION	0	100.000
180	ROUTINE_AR_BETWEEN.ROUTINE	0	100.000
181	ROUTINE_BTL_CHECK	0	100.000
182	ROUTINE_BTRY.INPUT	0	100.000
183	ROUTINE_CAT_TU.INPUT	0	100.000
184	ROUTINE_CHECK_CAS.CONSTRAINTS	0	100.000
185	ROUTINE_CREATE.TEAMS	0	100.000
186	ROUTINE_DECISION.INPUT	0	100.000
187	ROUTINE_DQ_CMN.QUEUE	0	100.000
188	ROUTINE_EMPLOY_HELICOPTERS	0	100.000
189	ROUTINE_END_CAS.MISSION	0	100.000
190	ROUTINE_EQ_TE.INPUT	0	100.000
191	ROUTINE_ERROR.STOP	0	100.000
192	ROUTINE_FARRP.CHECK	0	100.000
193	ROUTINE_FARRP.INPUT	0	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	100.000
195	ROUTINE_FBN_FD.INPUT	0	100.000
196	ROUTINE_FEBA.INITIAL	0	100.000
197	ROUTINE_FILE_FD.SCHD	0	100.000
198	ROUTINE_FILE_KAD.SENSOR	0	100.000
199	ROUTINE_FIND_START.TIME	0	100.000
200	ROUTINE_FLIGHT.PATH	0	100.000
201	ROUTINE_FORM_TF.LIST	0	100.000
202	ROUTINE_FORPOSITION.OUT	0	100.000
203	ROUTINE_HC_COMPUTE.TIMES	0	100.000
204	ROUTINE_HC_DISENGAGE	0	100.000
205	ROUTINE_HC_EMPTY	0	100.000
206	ROUTINE_HE_LA.INPUT	0	100.000
207	ROUTINE_HEL_RANGE.COMPUTE	0	100.000
208	ROUTINE_ILUM.COMPUTATION	0	100.000
209	ROUTINE_ILUM.EFFECTS	0	100.000
210	ROUTINE_ILUM.INPUT	0	100.000
211	ROUTINE_INIT.REINF	0	100.000
212	ROUTINE_KV.INPUT	0	100.000
213	ROUTINE_KV.PRINT	0	100.000
214	ROUTINE_KV.SCOREBOARD	0	100.000
215	ROUTINE_LINE.CIRCLE	0	100.000
216	ROUTINE_MADS.INPUT	0	100.000
217	ROUTINE_MAIN1	0	100.000
218	ROUTINE_MAIN2	0	100.000
219	ROUTINE_MAIN3	0	100.000
220	ROUTINE_MAO.INPUT	0	100.000
221	ROUTINE_MCFR.INPUT	0	100.000
222	ROUTINE_MFO.INPUT	0	100.000
223	ROUTINE_MINE.DELAY	0	100.000
224	ROUTINE_MINE.EFFECTS	0	100.000
225	ROUTINE_MINE.INPUT	0	100.000
226	ROUTINE_MPOB.INPUT	0	100.000
227	ROUTINE_MUNS.INPUT	0	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	100.000
229	ROUTINE_ORD.ATK	0	100.000
230	ROUTINE_ORD.ATK	0	100.000

	PAGE	55
231 ROUTINE_ORD.MOVCOR	0	100.000
232 ROUTINE_ORD.MOVDIS	0	100.000
233 ROUTINE_ORD.REINF	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
235 ROUTINE_P.E.M.INPUT	0	100.000
236 ROUTINE_PGM.INPUT	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE_REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_IT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 920318

CPU USAGE FOR SIMULATED HOUR 11. = 1937.63 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 12.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	59746	16.907	16.907
2 FUNCTION_ACT.RANGE	42817	12.116	29.023
3 ROUTINE_RANGE.COMPUTE	36798	10.413	39.436
4 ROUTINE_PROX.CHECK	32862	9.299	48.736
5 ROUTINE_FRAC.COMPUTE	19348	5.475	54.211
6 ROUTINE_JOHNSON.CRITERIA	15986	4.524	58.734
7 ROUTINE_PROB.INF	15986	4.524	63.258
8 ROUTINE_PROB.TIME	15986	4.524	67.782
9 ROUTINE_SEARCH	15986	4.524	72.305
10 ROUTINE_CONTRAST.TO.FREQ	13434	3.802	76.107
11 ROUTINE_LOCATE.SECTOR	8201	2.321	78.428
12 ROUTINE_SIZE.ESTIMATE	8197	2.320	80.747
13 PROCESS_ASSESSMENT	5563	1.574	82.321
14 ROUTINE_FINAL_COVERAGE	4660	1.319	83.640
15 ROUTINE_PDB_DETECTION	2876	.814	84.454
16 FUNCTION_COMBINATIONS	2770	.784	85.238
17 ROUTINE_TIME.TO.DETECT	2619	.741	85.979
18 ROUTINE_MRT.TO.FREQ	2552	.722	86.701
19 ROUTINE_TEMPERATURE.ATTENUATION	2552	.722	87.423
20 ROUTINE_CHECK.ENGAGEMENT	2298	.650	88.074
21 PROCESS_SHOOT.OUT	2290	.648	88.722
22 ROUTINE_DEQ.FEBA.SET	2235	.632	89.354
23 ROUTINE_DEQ.FEBA.SET	2221	.628	89.983
24 EVENT_PDB_ACTIVATION	2058	.582	90.565
25 FUNCTION_EST.RANGE	1997	.565	91.130
26 FUNCTION_HE.WLA	1563	.442	91.572
27 ROUTINE_NOISE.DEGRADE	1439	.407	91.980
28 FUNCTION_FEBA.BAND	1320	.374	92.353
29 ROUTINE_NORMAL.F	1106	.313	92.666
30 ROUTINE_OUTPUT.ATTRITION	1081	.306	92.972
31 ROUTINE_EST_COVERAGE	1066	.302	93.274
32 ROUTINE_WEIGHTED.VOLLEYS	1066	.302	93.575
33 EVENT_CFR_ACTIVATION	1028	.291	93.866
34 ROUTINE_VOLLEY	1028	.291	94.157
35 ROUTINE_MIN.MOVE	1019	.288	94.445
36 ROUTINE_HE.OR.ICM.COMPUTATION	776	.220	94.665
37 ROUTINE_MARGINAL.EFFECTS.ADJ	765	.216	94.881
38 ROUTINE_TARGET.ANALYSIS	753	.213	95.095
39 ROUTINE_CHANGE.LOC	730	.207	95.301
40 ROUTINE_LOS.CHECK	730	.207	95.508
41 ROUTINE_COMPUTE.D	644	.182	95.690
42 ROUTINE_GET.TERRAIN	619	.175	95.865
43 ROUTINE_CHK.COMP.TR	578	.164	96.029
44 ROUTINE_CHK.FD.TR	578	.164	96.192
45 EVENT_UPDATE.LOC	568	.161	96.353
46 ROUTINE_COMPARE.TRS	544	.154	96.507
47 ROUTINE_FA.BN.ASGN	544	.154	96.661
48 ROUTINE_WEIBULL.F	519	.147	96.808
49 ROUTINE_GAMMA.F	484	.137	96.945
50 ROUTINE_FO_DETECTION	480	.136	97.081
51 ROUTINE_TIME.REQ	466	.132	97.212
52 ROUTINE_FDC.TR.DEQ	429	.121	97.334
53 ROUTINE_FINISH.COMPUTATION	429	.121	97.455

	PAGE	57
54 ROUTINE_CFR_DETECTION	119	97 574
55 ROUTINE_ANGLE_COMPUTE	116	97 690
56 PROCESS_TARGET_REPORT	114	97 804
57 FUNCTION_ICM_WLA	110	97 915
58 ROUTINE_FDC_TR_ENQ	108	98 023
59 ROUTINE_BTRY_FM_DEQ	097	98 120
60 ROUTINE_REM_EFFECTS_COMPUTATION	096	98 216
61 PROCESS_FIRE_MISSION	095	98 311
62 ROUTINE_BTRY_FM_ENQ	095	98 406
63 ROUTINE_FA_BN_MOVEMENT	078	98 484
64 ROUTINE_BTRY_EFFECTS	070	98 554
65 ROUTINE_CFR_DEGRADE	070	98 624
66 ROUTINE_UNIT_ENVIR	069	98 693
67 ROUTINE_CAS_EVAL	067	98 760
68 EVENT_CFR_OPERATOR	066	98 826
69 ROUTINE_EST_MIL_WORTH	064	98 890
70 ROUTINE_SEGMENT_ADJUST	054	98 945
71 EVENT_MOVE	052	98 997
72 ROUTINE_NEW_SEGMENT	050	99 046
73 ROUTINE_POSITION	049	99 095
74 ROUTINE_REQUEST_SMOKE	049	99 144
75 ROUTINE_FD_EFFECTS_REQ	046	99 190
76 ROUTINE_CHECK_PROX	042	99 232
77 EVENT_ENGAGEMENT	039	99 272
78 ROUTINE_REQUEST_ILLUM	039	99 311
79 FUNCTION_EST_TR_RANGE	038	99 349
80 ROUTINE_PROXIMITY_REQ	038	99 388
81 ROUTINE_CHECK_FOR_MINES	036	99 424
82 EVENT_PDB_OPERATOR	034	99 458
83 ROUTINE_COPY	032	99 490
84 ROUTINE_DECIDE	031	99 521
85 EVENT_STOP_ARTY_MOVEMENT	026	99 547
86 EVENT_ARTY_OCCUPATION	026	99 573
87 ROUTINE_COMPUTE_WD	025	99 598
88 ROUTINE_REQUEST_DEF_FASCAM	025	99 623
89 ROUTINE_LOCATE_SEARCH_AREA	025	99 648
90 EVENT_START_ARTY_MOVEMENT	025	99 673
91 ROUTINE_DUST_EFFECTS	019	99 692
92 EVENT_GET_NX_ORD	019	99 711
93 ROUTINE_BLOCK_LOS	015	99 726
94 EVENT_CFR_ON	013	99 738
95 EVENT_CFR_OFF	012	99 750
96 EVENT_START_MOVE	011	99 761
97 ROUTINE_PRED_POS	011	99 772
98 PROCESS_WITHDRAW	010	99 782
99 ROUTINE_PREP_WITHDRAW	010	99 792
100 ROUTINE_REQUEST_WD_FASCAM	010	99 801
101 ROUTINE_TERM_CHECK	010	99 811
102 EVENT_ACT_DEF	009	99 820
103 ROUTINE_CHECK_DEAD	009	99 829
104 ROUTINE_CREATE_FORCE	009	99 838
105 ROUTINE_SWITCH_FO	009	99 847
106 ROUTINE_UNIT_ASSIGNMENT	009	99 857
107 ROUTINE_CHECK_FORCE	008	99 865
108 PROCESS_HOW_REPAIR	007	99 872
109 ROUTINE_PGM_MSN_ASGN	007	99 879
110 EVENT_ACT_MOVCOR	007	99 886
111 ROUTINE_EXPONENTIAL_F	007	99 892
112 ROUTINE_UNIT_PRIORITY	006	99 899

	PAGE	58
113 ROUTINE_WHAT_NEXT	.006	99.905
114 ROUTINE_COMBINE_TRS	.006	99.911
115 ROUTINE_END_MOVE	.006	99.916
116 ROUTINE_CHECK_STREN	.005	99.922
117 ROUTINE_HEADING	.005	99.927
118 ROUTINE_CHECK_LIST	.005	99.932
119 EVENT_ACT_MOVDIS	.005	99.937
120 EVENT_START_BATTLE	.005	99.941
121 ROUTINE_ADJUST	.005	99.946
122 ROUTINE_EMPTY	.005	99.950
123 ROUTINE_GENERAL_BATTLE	.005	99.955
124 ROUTINE_INITIAL_DETECT	.005	99.959
125 ROUTINE_INITIAL_MOVE	.005	99.964
126 ROUTINE_LINE_OF_SIGHT	.005	99.968
127 ROUTINE_ORIENTATION	.005	99.973
128 ROUTINE_PROX_POS	.004	99.977
129 EVENT_ACT_ATK	.003	99.980
130 EVENT_BTL_ENDED	.003	99.983
131 ROUTINE_DEAD_UNIT	.003	99.986
132 ROUTINE_FIN_BATTLE	.003	99.989
133 ROUTINE_PREPARE_LIST	.003	99.992
134 PROCESS_ARTY_ASSESS	.003	99.995
135 ROUTINE_INTER_BATTLE	.001	99.996
136 ROUTINE_INTER_HELO	.001	99.998
137 EVENT_SCHEDULE_ARTY_MOVEMENT	+6.E-04	99.998
138 FUNCTION_COLLISION	+6.E-04	99.999
139 EVENT_CHANGE_WEATHER	+3.E-04	99.999
140 ROUTINE_DESTROY_ORD	+3.E-04	99.999
141 ROUTINE_DQ_CMSN_QUEUE	+3.E-04	100.000
142 ROUTINE_RESET_FEBA_SECTOR	+3.E-04	100.000
143 'PROGRAM' MAIN	0.	100.000
144 EVENT_ACT_REINF	0.	100.000
145 EVENT_AD_ENGAGEMENT	0.	100.000
146 EVENT_CHANGE_LITE	0.	100.000
147 EVENT_DQ_OLD_SORTIE_QUEUE	0.	100.000
148 EVENT_END_SIMULATION	0.	100.000
149 EVENT_FEBA_SORTIE	0.	100.000
150 EVENT_HC_DEPART_BATTLE	0.	100.000
151 EVENT_HELO_ENGAGEMENT	0.	100.000
152 EVENT_INIT_PREPLAN_CAS	0.	100.000
153 EVENT_OFF_LINE_ATTRITION	0.	100.000
154 EVENT_POSITION_REPORT	0.	100.000
155 EVENT_SEND_TEAM	0.	100.000
156 EVENT_SET_DEBUG	0.	100.000
157 FUNCTION_AR_PROB_DETECT	0.	100.000
158 FUNCTION_BTRY_AVAILABLE	0.	100.000
159 FUNCTION_STAY_TIME	0.	100.000
160 PROCESS_AC_ATK_TGT	0.	100.000
161 PROCESS_AIR_OBSERVER	0.	100.000
162 PROCESS_AIRBORNE_RADAR	0.	100.000
163 PROCESS_CAS_MISSION	0.	100.000
164 PROCESS_FORWARD_OBSERVER	0.	100.000
165 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
166 PROCESS_HC_RETURN_FARRP	0.	100.000
167 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000
168 PROCESS_HELICOPTER_FIRE	0.	100.000
169 PROCESS_MINE_ASSESS	0.	100.000
170 PROCESS_PHOTO_IR_FLIGHT	0.	100.000
171 PROCESS_REMOTE_PILOT_VEHICLE	0.	100.000

172 ROUTINE_AC BOMB EFFECTS	0	0	0	100.000
173 ROUTINE_AC DF EFFECTS	0	0	0	100.000
174 ROUTINE_AC MUNS. INPUT	0	0	0	100.000
175 ROUTINE_AD SHOOT	0	0	0	100.000
176 ROUTINE_AMAO RPT	0	0	0	100.000
177 ROUTINE_ANALYSIS OUTPUT	0	0	0	100.000
178 ROUTINE_AD DETECTION	0	0	0	100.000
179 ROUTINE_AR DETECTION	0	0	0	100.000
180 ROUTINE_ATTRIT. SENSOR	0	0	0	100.000
181 ROUTINE_BETWEEN ROUTINE	0	0	0	100.000
182 ROUTINE_BTL CHECK	0	0	0	100.000
183 ROUTINE_BTRY. INPUT	0	0	0	100.000
184 ROUTINE_CAT TU. INPUT	0	0	0	100.000
185 ROUTINE_CHECK_CAS.CONSTRAINTS	0	0	0	100.000
186 ROUTINE_CREATE TEAMS	0	0	0	100.000
187 ROUTINE_DECISION INPUT	0	0	0	100.000
188 ROUTINE_EMPLOY.HELICOPTERS	0	0	0	100.000
189 ROUTINE_END_CAS.MISSION	0	0	0	100.000
190 ROUTINE_EQ TE. INPUT	0	0	0	100.000
191 ROUTINE_ERROR STOP	0	0	0	100.000
192 ROUTINE_FARRP CHECK	0	0	0	100.000
193 ROUTINE_FARRP INPUT	0	0	0	100.000
194 ROUTINE_FASCAM.COMPUTATION	0	0	0	100.000
195 ROUTINE_FBN FD. INPUT	0	0	0	100.000
196 ROUTINE_FEBA INITIAL	0	0	0	100.000
197 ROUTINE_FILE FD.SCHD	0	0	0	100.000
198 ROUTINE_FILE KAD SENSOR	0	0	0	100.000
199 ROUTINE_FIND.START.TIME	0	0	0	100.000
200 ROUTINE_FLIGHT.PATH	0	0	0	100.000
201 ROUTINE_FORM.TF.LIST	0	0	0	100.000
202 ROUTINE_FORPOSITION.OUT	0	0	0	100.000
203 ROUTINE_HC.COMPUTE.TIMES	0	0	0	100.000
204 ROUTINE_HC.DISENGAGE	0	0	0	100.000
205 ROUTINE_HC.EMPTY	0	0	0	100.000
206 ROUTINE_HE LA. INPUT	0	0	0	100.000
207 ROUTINE_HEL.RANGE.COMPUTE	0	0	0	100.000
208 ROUTINE_ILLUM.COMPUTATION	0	0	0	100.000
209 ROUTINE_ILLUM.EFFECTS	0	0	0	100.000
210 ROUTINE_ILLUM.INPUT	0	0	0	100.000
211 ROUTINE_INIT.REINF	0	0	0	100.000
212 ROUTINE_KV.INPUT	0	0	0	100.000
213 ROUTINE_KV.PRINT	0	0	0	100.000
214 ROUTINE_KV.SCOREBOARD	0	0	0	100.000
215 ROUTINE_LINE.CIRCLE	0	0	0	100.000
216 ROUTINE_MADS.INPUT	0	0	0	100.000
217 ROUTINE_MAIN1	0	0	0	100.000
218 ROUTINE_MAIN2	0	0	0	100.000
219 ROUTINE_MAIN3	0	0	0	100.000
220 ROUTINE_MAO.INPUT	0	0	0	100.000
221 ROUTINE_MCFR.INPUT	0	0	0	100.000
222 ROUTINE_MFO.INPUT	0	0	0	100.000
223 ROUTINE_MINE.DELAY	0	0	0	100.000
224 ROUTINE_MINE.EFFECTS	0	0	0	100.000
225 ROUTINE_MINE.INPUT	0	0	0	100.000
226 ROUTINE_MFDB.INPUT	0	0	0	100.000
227 ROUTINE_MUNS.INPUT	0	0	0	100.000
228 ROUTINE_OPEN.INPUT OUTPUT.FILES	0	0	0	100.000
229 ROUTINE_ORD.ATK	0	0	0	100.000
230 ROUTINE_ORD.DEF	0	0	0	100.000

	PAGE	60
231 ROUTINE_ORD.MOVCOR	0	100.000
232 ROUTINE_ORD.MOVDIS	0	100.000
233 ROUTINE_ORD.REINF	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
235 ROUTINE_P.E.M.INPUT	0	100.000
236 ROUTINE_PGM.INPUT	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE_REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_IT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 353383

CPU USAGE FOR SIMULATED HOUR 12. = 903.20 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 13.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	55273	22.656	22.656
2 ROUTINE_FRAC_COMPUTE	19344	7.929	30.585
3 ROUTINE_PK_COMPUTE	16244	6.658	37.243
4 ROUTINE_JOHNSON_CRITERIA	11983	4.912	42.155
5 ROUTINE_PROB_INF	11983	4.912	47.066
6 ROUTINE_PROB_TIME	11983	4.912	51.978
7 ROUTINE_SEARCH	11983	4.912	56.890
8 ROUTINE_RANGE_COMPUTE	11471	4.702	61.592
9 ROUTINE_CONTRAST_TO_FREQ	9753	3.998	65.589
10 ROUTINE_LOCATE_SECTOR	9710	3.980	69.569
11 ROUTINE_PROX_CHECK	8738	3.582	73.151
12 ROUTINE_SIZE_ESTIMATE	7170	2.939	76.090
13 ROUTINE_FINAL_COVERAGE	4640	1.902	77.992
14 ROUTINE_PDB_DETECTION	3155	1.293	79.285
15 ROUTINE_CHECK_ENGAGEMENT	2804	1.149	80.434
16 ROUTINE_DEQ_FEBA_SET	2369	.971	81.405
17 ROUTINE_ENQ_FEBA_SET	2363	.969	82.374
18 EVENT_PDB_ACTIVATION	2258	.926	83.299
19 ROUTINE_MRT_TO_FREQ	2230	.914	84.214
20 ROUTINE_TEMPERATURE_ATTENUATION	2230	.914	85.128
21 FUNCTION_COMBINATIONS	1995	.818	85.945
22 FUNCTION_EST_RANGE	1712	.702	86.647
23 ROUTINE_NOISE_DEGRADE	1575	.646	87.293
24 FUNCTION_HE_WLA	1504	.616	87.909
25 ROUTINE_TIME_TO_DETECT	1302	.534	88.443
26 FUNCTION_FEBA_BAND	1269	.520	88.963
27 PROCESS_SHOOT_OUT	1259	.516	89.479
28 ROUTINE_OUTPUT_ATTRITION	1158	.475	89.954
29 ROUTINE_VOLLEY	1131	.464	90.417
30 ROUTINE_MIN_MOVE	1130	.463	90.880
31 EVENT_CFR_ACTIVATION	1128	.462	91.343
32 ROUTINE_NORMAL_F	1076	.441	91.784
33 ROUTINE_EST_COVERAGE	1031	.423	92.206
34 ROUTINE_WEIGHTED_VOLLEYS	1031	.423	92.629
35 PROCESS_ASSESSMENT	968	.397	93.026
36 ROUTINE_HE_OR_ICM_COMPUTATION	732	.300	93.326
37 ROUTINE_CHANGE_LOC	730	.299	93.625
38 ROUTINE_LOS_CHECK	730	.299	93.924
39 ROUTINE_MARGINAL_EFFECTS_ADJ	712	.292	94.216
40 ROUTINE_COMPUTE_D	670	.275	94.491
41 ROUTINE_TARGET_ANALYSIS	641	.263	94.753
42 ROUTINE_GET_TERRAIN	621	.255	95.008
43 ROUTINE_FA_BN_ASGN	537	.220	95.228
44 ROUTINE_CHK_COMP_TR	517	.212	95.440
45 ROUTINE_CHK_FD_TR	513	.210	95.650
46 ROUTINE_CFR_DETECTION	499	.205	95.855
47 ROUTINE_COMPARE_IRS	493	.202	96.057
48 ROUTINE_FA_BN_MOVEMENT	457	.187	96.244
49 ROUTINE_TIME_REQ	416	.171	96.415
50 FUNCTION_ICM_WLA	402	.165	96.579
51 EVENT_UPDATE_LOC	373	.153	96.732
52 PROCESS_TARGET_REPORT	350	.143	96.876
53 PROCESS_FIRE_MISSION	348	.143	97.018

	PAGE	62
54 ROUTINE_BTRY_FM_ENQ	143	97.161
55 ROUTINE_FDC_TR_DEQ	142	97.303
56 ROUTINE_FINISH_COMPUTATION	142	97.446
57 ROUTINE_REM_EFFECTS_COMPUTATION	141	97.587
58 ROUTINE_BTRY_FM_DEQ	133	97.720
59 ROUTINE_FDC_TR_ENQ	133	97.853
60 ROUTINE_WEIBULL_F	133	97.986
61 ROUTINE_GAMMA_F	127	98.113
62 ROUTINE_FO_DETECTION	124	98.237
63 ROUTINE_CFR_DEGRADE	120	98.357
64 ROUTINE_ANGLE_COMPUTE	106	98.463
65 ROUTINE_BTRY_EFFECTS	105	98.567
66 ROUTINE_UNIT_ENVIR	105	98.672
67 EVENT_CFR_OPERATOR	094	98.766
68 ROUTINE_EST_MIL_WORTH	080	98.846
69 ROUTINE_CHECK_PROX	078	98.924
70 ROUTINE_BLOCK_LOS	059	98.983
71 ROUTINE_FD_EFFECTS_REQ	058	99.042
72 EVENT_PDB_OPERATOR	049	99.091
73 ROUTINE_CHECK_FOR_MINES	044	99.135
74 ROUTINE_COPY	043	99.178
75 ROUTINE_DUST_EFFECTS	043	99.220
76 ROUTINE_SEGMENT_ADJUST	042	99.263
77 ROUTINE_POSITION	040	99.302
78 EVENT_ARTY_OCCUPATION	037	99.340
79 EVENT_STOP_ARTY_MOVEMENT	037	99.377
80 FUNCTION_EST_TR_RANGE	037	99.413
81 ROUTINE_PROXIMITY_REQ	037	99.450
82 ROUTINE_REQUEST_SMOKE	035	99.486
83 EVENT_START_ARTY_MOVEMENT	033	99.519
84 EVENT_ENGAGEMENT	029	99.547
85 ROUTINE_REQUEST_ILLUM	029	99.576
86 ROUTINE_NEW_SEGMENT	026	99.602
87 ROUTINE_COMPUTE_WD	025	99.627
88 ROUTINE_CAS_EVAL	022	99.649
89 ROUTINE_LOCATE_SEARCH_AREA	021	99.670
90 EVENT_GET_NX_ORD	018	99.689
91 EVENT_MOVE	018	99.707
92 EVENT_CFR_OFF	017	99.725
93 ROUTINE_REQUEST_DEF_FASCAM	017	99.742
94 EVENT_CFR_ON	016	99.758
95 ROUTINE_EXPONENTIAL_F	014	99.773
96 PROCESS_HOW_REPAIR	014	99.786
97 ROUTINE_PGM_MSN_ASSIGN	011	99.798
98 EVENT_START_MOVE	011	99.808
99 EVENT_ACT_DEF	009	99.817
100 EVENT_ACT_MOVCOR	009	99.825
101 ROUTINE_CHECK_DEAD	008	99.834
102 ROUTINE_CREATE_FORCE	008	99.842
103 ROUTINE_PRED_POS	008	99.850
104 ROUTINE_SWITCH_FO	008	99.858
105 ROUTINE_UNIT_ASSIGNMENT	008	99.866
106 ROUTINE_END_MOVE	007	99.874
107 PROCESS_WITH_DRAW	007	99.880
108 ROUTINE_CHECK_FORCE	007	99.887
109 ROUTINE_HEADING	007	99.893
110 ROUTINE_PREP_WITHDRAW	007	99.900
111 ROUTINE_REQUEST_WD_FASCAM	007	99.907
112 ROUTINE_TERM_CHECK	007	99.913

113 ROUTINE_COMBINE_IRS	14	.006	PAGE 63	99.919
114 PROCESS_ARTY_ASSESS	12	.005		99.924
115 ROUTINE_CHECK_LIST	12	.005		99.929
116 ROUTINE_UNIT_PRIORITY	12	.005		99.934
117 ROUTINE_WHAT_NEXT	12	.005		99.939
118 EVENT_START_BATTLE	10	.004		99.943
119 ROUTINE_ADJUST	10	.004		99.947
120 ROUTINE_CHECK_STREN	10	.004		99.951
121 ROUTINE_DECIDE	10	.004		99.955
122 ROUTINE_EMPTY	10	.004		99.959
123 ROUTINE_GENERAL_BATTLE	10	.004		99.963
124 ROUTINE_INITIAL_DETECT	10	.004		99.967
125 ROUTINE_INITIAL_MOVE	10	.004		99.971
126 ROUTINE_LINE_OF_SIGHT	10	.004		99.975
127 ROUTINE_ORIENTATION	10	.004		99.980
128 EVENT_ACT_ATK	6	.002		99.982
129 EVENT_BTL_ENDED	6	.002		99.984
130 ROUTINE_FIN_BATTLE	6	.002		99.987
131 ROUTINE_PREPARE_LIST	6	.002		99.989
132 ROUTINE_PROX_POS	6	.002		99.992
133 EVENT_ACT_MOVDIS	5	.002		99.994
134 ROUTINE_INTER_BATTLE	4	.002		99.995
135 ROUTINE_INTER_HELO	4	.002		99.997
136 EVENT_SCHEDULE_ARTY_MOVEMENT	2	+8.E-04		99.998
137 ROUTINE_DEAD_UNIT	2	+8.E-04		99.999
138 FUNCTION_COLLISION	1	+4.E-04		99.999
139 ROUTINE_DESTROY_ORD	1	+4.E-04		100.000
140 ROUTINE_RESET_FEBA_SECTOR	1	+4.E-04		100.000
141 'PROGRAM' MAIN	0	0		100.000
142 EVENT_ACT_REINF	0	0		100.000
143 EVENT_AD_ENGAGEMENT	0	0		100.000
144 EVENT_CHANGE_LITE	0	0		100.000
145 EVENT_CHANGE_WEATHER	0	0		100.000
146 EVENT_DQ_OLD_SORTIE_QUEUE	0	0		100.000
147 EVENT_END_SIMULATION	0	0		100.000
148 EVENT_FEBA_SORTIE	0	0		100.000
149 EVENT_HC_DEPART_BATTLE	0	0		100.000
150 EVENT_HELO_ENGAGEMENT	0	0		100.000
151 EVENT_INIT_PREPLAN_CAS	0	0		100.000
152 EVENT_OFF_LINE_ATTRITION	0	0		100.000
153 EVENT_POSITION_REPORT	0	0		100.000
154 EVENT_SEND_TEAM	0	0		100.000
155 EVENT_SET_DEBUG	0	0		100.000
156 FUNCTION_AR_PROB_DETECT	0	0		100.000
157 FUNCTION_BTRY_AVAILABLE	0	0		100.000
158 FUNCTION_STAY_TIME	0	0		100.000
159 PROCESS_AC_ATK_TGT	0	0		100.000
160 PROCESS_AIR_OBSERVER	0	0		100.000
161 PROCESS_AIRBORNE_RADAR	0	0		100.000
162 PROCESS_CAS_MISSION	0	0		100.000
163 PROCESS_FORWARD_OBSERVER	0	0		100.000
164 PROCESS_HC_ARRIVE_BATTLE	0	0		100.000
165 PROCESS_HC_RETURN_FARP	0	0		100.000
166 PROCESS_HEL_TARGET_ACQUISITION	0	0		100.000
167 PROCESS_HELICOPTER_FIRE	0	0		100.000
168 PROCESS_MINE_ASSESS	0	0		100.000
169 PROCESS_PHOTO_IR_FLIGHT	0	0		100.000
170 PROCESS_REMOTE_PILOT_VEHICLE	0	0		100.000
171 ROUTINE_AC_BOMB_EFFECTS	0	0		100.000

	PAGE	64
172 ROUTINE_AC_DF_EFFECTS	0.	100.000
173 ROUTINE_AC_MUNS_INPUT	0.	100.000
174 ROUTINE_AD_SHOOT	0.	100.000
175 ROUTINE_AMMO_RPT	0.	100.000
176 ROUTINE_ANALYSIS_OUTPUT	0.	100.000
177 ROUTINE_AO_DETECTION	0.	100.000
178 ROUTINE_AR_DETECTION	0.	100.000
179 ROUTINE_ATTRIT_SENSOR	0.	100.000
180 ROUTINE_BETWEEN_ROUTINE	0.	100.000
181 ROUTINE_BTL_CHECK	0.	100.000
182 ROUTINE_BTRY_INPUT	0.	100.000
183 ROUTINE_CAT_TU_INPUT	0.	100.000
184 ROUTINE_CHECK_CAS_CONSTRAINTS	0.	100.000
185 ROUTINE_CREATE_TEAMS	0.	100.000
186 ROUTINE_DECISION_INPUT	0.	100.000
187 ROUTINE_DQ_GMSN_QUEUE	0.	100.000
188 ROUTINE_EMPLOY_HELICOPTERS	0.	100.000
189 ROUTINE_END_CAS_MISSION	0.	100.000
190 ROUTINE_EQ_TE_INPUT	0.	100.000
191 ROUTINE_ERROR_STOP	0.	100.000
192 ROUTINE_FARRP_CHECK	0.	100.000
193 ROUTINE_FARRP_INPUT	0.	100.000
194 ROUTINE_FASCAM_COMPUTATION	0.	100.000
195 ROUTINE_FBN_FD_INPUT	0.	100.000
196 ROUTINE_FEBA_INITIAL	0.	100.000
197 ROUTINE_FILE_FD_SCHD	0.	100.000
198 ROUTINE_FILE_KAD_SENSOR	0.	100.000
199 ROUTINE_FIND_START_TIME	0.	100.000
200 ROUTINE_FLIGHT_PATH	0.	100.000
201 ROUTINE_FORM_TF_LIST	0.	100.000
202 ROUTINE_FORPOSITION_OUT	0.	100.000
203 ROUTINE_HC_COMPUTE_TIMES	0.	100.000
204 ROUTINE_HC_DISENGAGE	0.	100.000
205 ROUTINE_HC_EMPTY	0.	100.000
206 ROUTINE_HE_LA_INPUT	0.	100.000
207 ROUTINE_HEL_RANGE_COMPUTE	0.	100.000
208 ROUTINE_ILLUM_COMPUTATION	0.	100.000
209 ROUTINE_ILLUM_EFFECTS	0.	100.000
210 ROUTINE_ILLUM_INPUT	0.	100.000
211 ROUTINE_INIT_REINF	0.	100.000
212 ROUTINE_KV_INPUT	0.	100.000
213 ROUTINE_KV_PRINT	0.	100.000
214 ROUTINE_KV_SCOREBOARD	0.	100.000
215 ROUTINE_LINE_CIRCLE	0.	100.000
216 ROUTINE_MADS_INPUT	0.	100.000
217 ROUTINE_MAIN1	0.	100.000
218 ROUTINE_MAIN2	0.	100.000
219 ROUTINE_MAIN3	0.	100.000
220 ROUTINE_MAO_INPUT	0.	100.000
221 ROUTINE_MCFR_INPUT	0.	100.000
222 ROUTINE_MFO_INPUT	0.	100.000
223 ROUTINE_MINE_DELAY	0.	100.000
224 ROUTINE_MINE_EFFECTS	0.	100.000
225 ROUTINE_MINE_INPUT	0.	100.000
226 ROUTINE_MFDB_INPUT	0.	100.000
227 ROUTINE_MUNS_INPUT	0.	100.000
228 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0.	100.000
229 ROUTINE_ORD_ATK	0.	100.000
230 ROUTINE_ORD_DEF	0.	100.000

	PAGE	65
231 ROUTINE_ORD.MOVCOR	0.	100.000
232 ROUTINE_ORD.MOVDIS	0.	100.000
233 ROUTINE_ORD.REINF	0.	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0.	100.000
235 ROUTINE_P.E.M.INPUT	0.	100.000
236 ROUTINE_PGM.INPUT	0.	100.000
237 ROUTINE_PIR.DETECTION	0.	100.000
238 ROUTINE_PK.INPUT	0.	100.000
239 ROUTINE_PLAT.COUNT	0.	100.000
240 ROUTINE_READ.ORDERS	0.	100.000
241 ROUTINE_REIN.ARRIVE	0.	100.000
242 ROUTINE_REPLACE.HC	0.	100.000
243 ROUTINE_REQUEST.FASCAM	0.	100.000
244 ROUTINE_RPV.DETECTION	0.	100.000
245 ROUTINE_RULE.EN.INPUT	0.	100.000
246 ROUTINE_SEARCH.COVERAGE	0.	100.000
247 ROUTINE_SENSOR.INPUT	0.	100.000
248 ROUTINE_SMOKE.COMPUTATION	0.	100.000
249 ROUTINE_SMOKE.EFFECTS	0.	100.000
250 ROUTINE_SMOKE.INPUT	0.	100.000
251 ROUTINE_SNAP.R	0.	100.000
252 ROUTINE_SNAP2	0.	100.000
253 ROUTINE_ST.INPUT	0.	100.000
254 ROUTINE_SUBM.INPUT	0.	100.000
255 ROUTINE_SYS.INPUT	0.	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0.	100.000
257 ROUTINE_TACAIR.INPUT	0.	100.000
258 ROUTINE_TB.INPUT	0.	100.000
259 ROUTINE_TBF.INPUT	0.	100.000
260 ROUTINE_TR.INPUT	0.	100.000
261 ROUTINE_TT.FACTORS.INPUT	0.	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0.	100.000
263 ROUTINE_UNIT.INPUT	0.	100.000
264 ROUTINE_VIS.INPUT	0.	100.000

TOTAL INVOCATIONS = 243968

CPU USAGE FOR SIMULATED HOUR 13. = 580.90 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 14.
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK_COMPUTE	198361	22.753	22.753
2 ROUTINE_RANGE_COMPUTE	164349	18.852	41.605
3 ROUTINE_PROX_CHECK	108217	12.413	54.018
4 FUNCTION_ACT_RANGE	66603	7.640	61.658
5 ROUTINE_TIME_TO_DETECT	45310	5.197	66.855
6 ROUTINE_JOHNSON_CRITERIA	26643	3.056	69.911
7 ROUTINE_PROB_INF	26643	3.056	72.967
8 ROUTINE_PROB_TIME	26643	3.056	76.023
9 ROUTINE_SEARCH	26643	3.056	79.079
10 ROUTINE_FRAC_COMPUTE	18420	2.113	81.192
11 PROCESS_ASSESSMENT	17503	2.008	83.200
12 ROUTINE_CONTRAST_TO_FREQ	13581	1.558	84.758
13 ROUTINE_MRT_TO_FREQ	13062	1.498	86.256
14 ROUTINE_TEMPERATURE_ATTENUATION	13062	1.498	87.754
15 ROUTINE_CHECK_ENGAGEMENT	13054	1.497	89.252
16 ROUTINE_LOCATE_SECTOR	12226	1.402	90.654
17 ROUTINE_SIZE_ESTIMATE	8833	1.013	91.667
18 PROCESS_SHOOT_OUT	5763	.661	92.328
19 ROUTINE_WEIBULL_F	4979	.571	92.899
20 ROUTINE_FINAL_COVERAGE	4324	.496	93.395
21 FUNCTION_COMBINATIONS	3902	.448	93.843
22 ROUTINE_DEQ_FEB_A_SET	3841	.441	94.284
23 ROUTINE_ENQ_FEB_A_SET	3836	.440	94.724
24 ROUTINE_PDB_DETECTION	2908	.334	95.057
25 EVENT_PDB_ACTIVATION	2196	.252	95.309
26 ROUTINE_NEW_SEGMENT	1964	.225	95.534
27 FUNCTION_EST_RANGE	1908	.219	95.753
28 FUNCTION_HE_WLA	1494	.171	95.925
29 ROUTINE_NOISE_DEGRADE	1455	.167	96.091
30 FUNCTION_FEB_A_BAND	1299	.149	96.240
31 ROUTINE_F0_DETECTION	1201	.138	96.378
32 ROUTINE_NORMAL_F	1183	.136	96.514
33 ROUTINE_MIN_MOVE	1182	.136	96.649
34 ROUTINE_OUTPUT_ATTRITION	1122	.129	96.778
35 EVENT_CFR_ACTIVATION	1100	.126	96.904
36 ROUTINE_VOLLEY	1098	.126	97.030
37 ROUTINE_EST_COVERAGE	1010	.116	97.146
38 ROUTINE_WEIGHTED_VIEWS	1010	.116	97.262
39 ROUTINE_CHANGE_LOC	992	.114	97.376
40 ROUTINE_LOS_CHECK	992	.114	97.490
41 ROUTINE_SEGMENT_ADJUST	820	.094	97.584
42 ROUTINE_TARGET_ANALYSIS	820	.094	97.678
43 EVENT_MOVE	804	.092	97.770
44 ROUTINE_COMPUTE_D	789	.091	97.860
45 ROUTINE_HE_OR_ICM_COMPUTATION	788	.090	97.951
46 ROUTINE_ANGLE_COMPUTE	785	.090	98.041
47 ROUTINE_POSITION	714	.082	98.123
48 EVENT_UPDATE_LOC	705	.081	98.204
49 ROUTINE_MARGINAL_EFFECTS_ADJ	686	.079	98.282
50 ROUTINE_COMPARE_TRS	680	.078	98.360
51 ROUTINE_CAS_EVAL	645	.074	98.434
52 ROUTINE_GET_TERRAIN	620	.071	98.505
53 ROUTINE_CHK_COMP_TR	604	.069	98.575

54 ROUTINE_CHK.FD.TR	502	069	PAGE 67	98 644
55 ROUTINE_TIME.REQ	509	068		98 711
56 ROUTINE_FA.BN.ASGN	511	059		98 770
57 ROUTINE_REQUEST.SMOKE	503	058		98 828
58 ROUTINE_GAMMA.F	462	053		98 881
59 PROCESS_TARGET.REPORT	451	052		98 932
60 FUNCTION_TCM.WLA	448	051		98 984
61 EVENT_ENGAGEMENT	442	051		99 034
62 ROUTINE_REQUEST.ILLUM	442	051		99 085
63 ROUTINE_CFR.DETECTION	434	050		99 135
64 ROUTINE_FDC.TR.ENQ	400	046		99 181
65 ROUTINE_REM.EFFECTS.COMPUTATION	369	042		99 223
66 PROCESS_FIRE.MISSION	366	042		99 265
67 ROUTINE_BIRY.FM.ENQ	366	042		99 307
68 ROUTINE_FA.BN.MOVEMENT	366	042		99 349
69 ROUTINE_DECIDE	364	042		99 391
70 ROUTINE_BIRY.FM.DEQ	357	041		99 432
71 ROUTINE_FDC.TR.DEQ	324	037		99 469
72 ROUTINE_FINISH.COMPUTATION	324	037		99 506
73 ROUTINE_CFR.DEGRADE	275	032		99 538
74 ROUTINE_REQUEST.DEF.FASCAM	264	030		99 568
75 ROUTINE_BIRY.EFFECTS	256	029		99 597
76 ROUTINE_UNIT.ENVR	255	029		99 627
77 EVENT_CFR.OPERATOR	228	026		99 653
78 FUNCTION_EST.TR.RANGE	209	024		99 677
79 ROUTINE_PROXIMITY.REQ	209	024		99 701
80 ROUTINE_COMPUTE.WD	204	023		99 724
81 ROUTINE_EST.MIL.WORTH	172	020		99 744
82 ROUTINE_CHECK.PROX	143	016		99 760
83 ROUTINE_FD.EFFECTS.REQ	134	015		99 776
84 ROUTINE_CHECK.FOR.MINES	133	015		99 791
85 EVENT_PDB.OPERATOR	120	014		99 805
86 ROUTINE_COPY	103	012		99 816
87 EVENT_STOP.ARTY.MOVEMENT	96	011		99 827
88 ROUTINE_CHECK.FORCE	93	011		99 838
89 EVENT_ARTY.OCCUPATION	91	010		99 848
90 EVENT_START.ARTY.MOVEMENT	87	010		99 858
91 ROUTINE_LOCATE.SEARCH.AREA	86	010		99 868
92 PROCESS_WITH.DRAW	61	007		99 875
93 ROUTINE_PREP.WITHDRAW	61	007		99 882
94 ROUTINE_REQUEST.WD.FASCAM	61	007		99 889
95 ROUTINE_TERM.CHECK	60	007		99 896
96 EVENT_START.MOVE	46	005		99 901
97 EVENT_CFR.OFF	43	005		99 906
98 EVENT_GET.NX.ORD	40	005		99 916
99 ROUTINE_CHECK.LIST	38	004		99 920
100 ROUTINE_CHECK.LIST	36	004		99 924
101 EVENT_ACT.MOVDIS	34	004		99 928
102 ROUTINE_EXPONENTIAL.F	33	004		99 932
103 ROUTINE_DEAD.UNIT	32	004		99 936
104 ROUTINE_PRED.POS	31	004		99 939
105 PROCESS_HOW.REPAIR	30	003		99 943
106 ROUTINE_CREATE.FORCE	30	003		99 946
107 ROUTINE_UNIT.ASSIGNMENT	29	003		99 950
108 ROUTINE_COMBINE.TRS	29	003		99 953
109 ROUTINE_SWITCH.FO	28	003		99 956
110 ROUTINE_CHECK.DEAD	25	003		99 959
111 PROCESS_ARTY.ASSESS	25	003		99 962
112 ROUTINE_DUST.EFFECTS	25	003		99 962

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113 ROUTINE_HEADING	.003	99.965
114 EVENT_ACT_DEF	.002	99.967
115 ROUTINE_UNIT_PRIORITY	.002	99.969
116 ROUTINE_BLOCK_LOS	.002	99.971
117 ROUTINE_CHECK_STREN	.002	99.973
118 ROUTINE_WHAT_NEXT	.002	99.975
119 EVENT_START_BATTLE	.002	99.976
120 ROUTINE_ADJUST	.002	99.978
121 ROUTINE_GENERAL_BATTLE	.002	99.980
122 ROUTINE_INITIAL_DETECT	.002	99.981
123 ROUTINE_INITIAL_MOVE	.002	99.983
124 ROUTINE_LINE_OF_SIGHT	.002	99.985
125 ROUTINE_ORIENTATION	.002	99.987
126 ROUTINE_PGM_MSN_ASGN	.002	99.988
127 ROUTINE_EMPTY	.002	99.990
128 EVENT_ACT_MOVCOR	.001	99.991
129 ROUTINE_END_MOVE	.001	99.992
130 ROUTINE_PROX_POS	.001	99.993
131 EVENT_ACT_ATK	.001	99.994
132 ROUTINE_PREPARE_LIST	.001	99.996
133 EVENT_BTL_ENDED	+9.E-04	99.996
134 ROUTINE_FIN_BATTLE	+9.E-04	99.997
135 ROUTINE_INTER_BATTLE	+7.E-04	99.998
136 ROUTINE_INTER_HELO	+7.E-04	99.999
137 FUNCTION_COLLISION	+3.E-04	99.999
138 ROUTINE_RESET_FEGA_SECTOR	+3.E-04	99.999
139 EVENT_SCHEDULE_ARTY_MOVEMENT	+2.E-04	100.000
140 EVENT_CHANGE_WEATHER	+1.E-04	100.000
141 ROUTINE_DESTROY_ORD	+1.E-04	100.000
142 ROUTINE_DQ_CMSN_QUEUE	+1.E-04	100.000
143 'PROGRAM' MAIN	0	100.000
144 EVENT_ACT_REINF	0	100.000
145 EVENT_AD_ENGAGEMENT	0	100.000
146 EVENT_CHANGE_LITE	0	100.000
147 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
148 EVENT_END_SIMULATION	0	100.000
149 EVENT_FEGA_SORTIE	0	100.000
150 EVENT_HC_DEPART_BATTLE	0	100.000
151 EVENT_HELO_ENGAGEMENT	0	100.000
152 EVENT_INIT_PREPLAN_CAS	0	100.000
153 EVENT_OFF_LINE_ATTRITION	0	100.000
154 EVENT_POSITION_REPORT	0	100.000
155 EVENT_SEND_TEAM	0	100.000
156 EVENT_SET_DEBUG	0	100.000
157 FUNCTION_AR_PROB_DETECT	0	100.000
158 FUNCTION_BTRY_AVAILABLE	0	100.000
159 FUNCTION_STAY_TIME	0	100.000
160 PROCESS_AC_ATK_TGT	0	100.000
161 PROCESS_AIR_OBSERVER	0	100.000
162 PROCESS_AIRBORNE_RADAR	0	100.000
163 PROCESS_CAS_MISSION	0	100.000
164 PROCESS_FORWARD_OBSERVER	0	100.000
165 PROCESS_HC_ARRIVE_BATTLE	0	100.000
166 PROCESS_HC_RETURN_FARRP	0	100.000
167 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
168 PROCESS_HELICOPTER_FIRE	0	100.000
169 PROCESS_MINE_ASSESS	0	100.000
170 PROCESS_PHOTO_IR_FLIGHT	0	100.000
171 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000

172 ROUTINE_AC_BOMB_EFFECTS	0	0	0	100.000
173 ROUTINE_AC_DF_EFFECTS	0	0	0	100.000
174 ROUTINE_AC_MUNS_INPUT	0	0	0	100.000
175 ROUTINE_AD_SHOOT	0	0	0	100.000
176 ROUTINE_AMMO_RPT	0	0	0	100.000
177 ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
178 ROUTINE_AD_DETECTION	0	0	0	100.000
179 ROUTINE_AR_DETECTION	0	0	0	100.000
180 ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
181 ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
182 ROUTINE_BTL_CHECK	0	0	0	100.000
183 ROUTINE_BTRY_INPUT	0	0	0	100.000
184 ROUTINE_CAT_TU_INPUT	0	0	0	100.000
185 ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
186 ROUTINE_CREATE_TEAMS	0	0	0	100.000
187 ROUTINE_DECISION_INPUT	0	0	0	100.000
188 ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
189 ROUTINE_END_CAS_MISSION	0	0	0	100.000
190 ROUTINE_EQ_TE_INPUT	0	0	0	100.000
191 ROUTINE_ERROR_STOP	0	0	0	100.000
192 ROUTINE_FARRP_CHECK	0	0	0	100.000
193 ROUTINE_FARRP_INPUT	0	0	0	100.000
194 ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
195 ROUTINE_FBN_FD_INPUT	0	0	0	100.000
196 ROUTINE_FEBA_INITIAL	0	0	0	100.000
197 ROUTINE_FILE_FD_SCHD	0	0	0	100.000
198 ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
199 ROUTINE_FIND_START_TIME	0	0	0	100.000
200 ROUTINE_FLIGHT_PATH	0	0	0	100.000
201 ROUTINE_FORM_TF_LIST	0	0	0	100.000
202 ROUTINE_FORPOSITION_OUT	0	0	0	100.000
203 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
204 ROUTINE_HC_DISENGAGE	0	0	0	100.000
205 ROUTINE_HC_EMPTY	0	0	0	100.000
206 ROUTINE_HE_LA_INPUT	0	0	0	100.000
207 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
208 ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
209 ROUTINE_ILLUM_EFFECTS	0	0	0	100.000
210 ROUTINE_ILLUM_INPUT	0	0	0	100.000
211 ROUTINE_INIT_REINF	0	0	0	100.000
212 ROUTINE_KV_INPUT	0	0	0	100.000
213 ROUTINE_KV_PRINT	0	0	0	100.000
214 ROUTINE_KV_SCOREBOARD	0	0	0	100.000
215 ROUTINE_LINE_CIRCLE	0	0	0	100.000
216 ROUTINE_MADS_INPUT	0	0	0	100.000
217 ROUTINE_MAIN1	0	0	0	100.000
218 ROUTINE_MAIN2	0	0	0	100.000
219 ROUTINE_MAIN3	0	0	0	100.000
220 ROUTINE_MAO_INPUT	0	0	0	100.000
221 ROUTINE_MCFR_INPUT	0	0	0	100.000
222 ROUTINE_MFO_INPUT	0	0	0	100.000
223 ROUTINE_MINE_DELAY	0	0	0	100.000
224 ROUTINE_MINE_EFFECTS	0	0	0	100.000
225 ROUTINE_MINE_INPUT	0	0	0	100.000
226 ROUTINE_MFDB_INPUT	0	0	0	100.000
227 ROUTINE_MUNS_INPUT	0	0	0	100.000
228 ROUTINE_OPEN_INPUT_FILES	0	0	0	100.000
229 ROUTINE_ORD_ATK	0	0	0	100.000
230 ROUTINE_ORD_DEF	0	0	0	100.000

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231 ROUTINE_ORD.MOVCOR	0	100.000
232 ROUTINE_ORD.MOVDIS	0	100.000
233 ROUTINE_ORD.REINF	0	100.000
234 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
235 ROUTINE_P.E.M.INPUT	0	100.000
236 ROUTINE_PGM.INPUT	0	100.000
237 ROUTINE_PIR.DETECTION	0	100.000
238 ROUTINE_PK.INPUT	0	100.000
239 ROUTINE_PLAT.COUNT	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE_REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_IR.INPUT	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 871798

CPU USAGE FOR SIMULATED HOUR 14. = 2109.35 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 15.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	108883	30.607	30.607
2 ROUTINE_RANGE.COMPUTE	55691	15.655	46.262
3 ROUTINE_PROX.CHECK	55387	15.570	61.832
4 FUNCTION_ACT.RANGE	47354	13.311	75.143
5 ROUTINE_FRAC.COMPUTE	12496	3.513	78.656
6 ROUTINE_SIZE.ESTIMATE	8952	2.516	81.172
7 ROUTINE_LOCATE.SECTOR	6456	1.815	82.987
8 FUNCTION_COMBINATIONS	3876	1.090	84.077
9 ROUTINE_FO.DETECTION	3509	.986	85.063
10 ROUTINE_FINAL_COVERAGE	3269	.919	85.982
11 ROUTINE_PDB.DETECTION	2788	.784	86.766
12 EVENT_PDB.ACTIVATION	2179	.613	87.378
13 FUNCTION_EST.RANGE	2085	.586	87.965
14 PROCESS_ASSESSMENT	1883	.529	88.494
15 ROUTINE_JOHNSON.CRITERIA	1874	.527	89.021
16 ROUTINE_PROB.INF	1874	.527	89.547
17 ROUTINE_PROB.TIME	1874	.527	90.074
18 ROUTINE_SEARCH	1874	.527	90.601
19 ROUTINE_NORMAL.F	1680	.472	91.073
20 ROUTINE_COMPARE.TRS	1482	.417	91.490
21 ROUTINE_NOISE.DEGRADE	1398	.393	91.883
22 ROUTINE_TIME.REQ	1374	.386	92.269
23 ROUTINE_CONTRAST.TO.FREQ	1290	.363	92.632
24 ROUTINE_DEQ.FEBA.SET	1288	.362	92.994
25 ROUTINE_ENQ.FEBA.SET	1258	.354	93.347
26 FUNCTION_HE.WLA	1133	.318	93.666
27 FUNCTION_FEBA.BAND	1090	.306	93.972
28 EVENT_CFR.ACTIVATION	1088	.306	94.278
29 ROUTINE_VOLLEY	1087	.306	94.584
30 ROUTINE_TARGET.ANALYSIS	1053	.296	94.880
31 PROCESS_SHOOT.OUT	1018	.286	95.166
32 EVENT_UPDATE.LOC	853	.240	95.406
33 ROUTINE_EST_COVERAGE	733	.206	95.612
34 ROUTINE_WEIGHTED.VOLLEYS	733	.206	95.818
35 ROUTINE_OUTPUT.ATTRITION	729	.205	96.023
36 ROUTINE_CHK.COMP.TR	711	.200	96.223
37 ROUTINE_CHK.FD.TR	711	.200	96.422
38 ROUTINE_HE.OR.ICM.COMPUTATION	614	.173	96.595
39 ROUTINE_GET.TERRAIN	599	.168	96.763
40 ROUTINE_MRT.TO.FREQ	584	.164	96.928
41 ROUTINE_TEMPERATURE.ATTENUATION	584	.164	97.092
42 PROCESS_TARGET.REPORT	563	.158	97.250
43 ROUTINE_MARGINAL.EFFECTS.ADJ	515	.145	97.395
44 ROUTINE_FDC.TR.ENQ	488	.137	97.532
45 ROUTINE_FDC.TR.DEQ	484	.136	97.668
46 ROUTINE_FINISH.COMPUTATION	476	.134	97.804
47 ROUTINE_FA.BN.ASGN	420	.118	98.056
48 ROUTINE_BLOCK.LOS	348	.098	98.154
49 ROUTINE_BTRY.FM.DEQ	330	.093	98.246
50 FUNCTION_ICM.WLA	298	.084	98.330
51 ROUTINE_CFR.DETECTION	294	.083	98.413
52 PROCESS_FIRE.MISSION	294	.083	98.496
53 ROUTINE_BTRY.FM.ENQ	294	.083	98.496

54 FUNCTION_EST_TR_RANGE	291	.082	PAGE 72
55 ROUTINE_PROXIMITY_REQ	291	.082	98.577
56 ROUTINE_REM_EFFECTS_COMPUTATION	289	.081	98.659
57 ROUTINE_CHECK_ENGAGEMENT	266	.075	98.740
58 ROUTINE_FA_BN_MOVEMENT	259	.073	98.815
59 ROUTINE_BTRY_EFFECTS	249	.070	98.888
60 ROUTINE_UNIT_ENVIR	249	.070	98.958
61 ROUTINE_DUST_EFFECTS	217	.061	99.028
62 ROUTINE_CFR_DEGRADE	185	.052	99.089
63 EVENT_CFR_OPERATOR	179	.050	99.141
64 ROUTINE_MIN_MOVE	176	.049	99.191
65 ROUTINE_GAMMA_F	172	.048	99.241
66 ROUTINE_FD_EFFECTS_REQ	170	.048	99.289
67 ROUTINE_EST_MIL_WORTH	128	.036	99.337
68 EVENT_PDB_OPERATOR	120	.034	99.373
69 ROUTINE_TIME_TO_DETECT	120	.034	99.407
70 PROCESS_ARTY_ASSESS	104	.029	99.440
71 ROUTINE_ANGLE_COMPUTE	98	.028	99.470
72 ROUTINE_CHECK_FOR_MINES	96	.027	99.497
73 ROUTINE_COPY	96	.027	99.524
74 ROUTINE_CAS_EVAL	94	.026	99.551
75 ROUTINE_CHANGE_LOC	90	.025	99.578
76 ROUTINE_LOS_CHECK	90	.025	99.603
77 ROUTINE_WEIBULL_F	89	.025	99.628
78 EVENT_START_ARTY_MOVEMENT	87	.024	99.653
79 ROUTINE_COMPUTE_D	80	.022	99.678
80 ROUTINE_COMBINE_TRS	74	.021	99.700
81 EVENT_ARTY_OCCUPATION	68	.019	99.721
82 EVENT_STOP_ARTY_MOVEMENT	66	.019	99.740
83 ROUTINE_DECIDE	53	.015	99.759
84 EVENT_GET_NX_ORD	48	.013	99.773
85 EVENT_CFR_ON	45	.013	99.787
86 ROUTINE_EXPONENTIAL_F	45	.013	99.800
87 EVENT_CFR_OFF	44	.012	99.812
88 ROUTINE_CHECK_PROX	39	.011	99.825
89 EVENT_ACT_DEF	37	.010	99.836
90 ROUTINE_REQUEST_SMOKE	34	.010	99.846
91 ROUTINE_END_MOVE	30	.008	99.856
92 ROUTINE_SEGMENT_ADJUST	30	.008	99.864
93 EVENT_ENGAGEMENT	28	.008	99.872
94 PROCESS_HOW_REPAIR	28	.008	99.880
95 ROUTINE_REQUEST_ILUM	28	.008	99.888
96 EVENT_MOVE	26	.007	99.896
97 ROUTINE_NEW_SEGMENT	24	.007	99.903
98 ROUTINE_POSITION	22	.006	99.910
99 ROUTINE_RESET_FEGA_SECTOR	22	.006	99.916
100 ROUTINE_LOCATE_SEARCH_AREA	19	.005	99.922
101 ROUTINE_REQUEST_DEF_FASCAM	19	.005	99.928
102 ROUTINE_HEADING	16	.004	99.933
103 ROUTINE_COMPUTE_WD	13	.004	99.938
104 ROUTINE_CHECK_DEAD	12	.003	99.941
105 ROUTINE_CREATE_FORCE	12	.003	99.945
106 ROUTINE_SWITCH_FO	12	.003	99.948
107 ROUTINE_UNIT_ASSIGNMENT	12	.003	99.951
108 ROUTINE_UNIT_PRIORITY	10	.003	99.955
109 ROUTINE_WHAT_NEXT	10	.003	99.958
110 EVENT_ACT_MOVECOR	9	.003	99.960
111 EVENT_START_MOVE	9	.003	99.963
112 ROUTINE_CHECK_STREN	8	.002	99.965
			99.968

	PAGE	73
113 ROUTINE_PROX.POS	.002	99.970
114 ROUTINE_TERM.CHECK	.002	99.972
115 EVENT_START.BATTLE	.002	99.973
116 PROCESS_WITH.DRAW	.002	99.975
117 ROUTINE_ADJUST	.002	99.977
118 ROUTINE_CHECK.FORCE	.002	99.978
119 ROUTINE_EMPTY	.002	99.980
120 ROUTINE_GENERAL.BATTLE	.002	99.982
121 ROUTINE_INITIAL.DETECT	.002	99.983
122 ROUTINE_INITIAL.MOVE	.002	99.985
123 ROUTINE_LINE.OF.SIGHT	.002	99.987
124 ROUTINE_ORIENTATION	.002	99.988
125 ROUTINE_PREP.WITHDRAW	.002	99.990
126 ROUTINE_REQUEST.WD.FASCAM	.002	99.992
127 EVENT_ACT.ATK	.001	99.993
128 EVENT_BTL.ENDED	.001	99.995
129 ROUTINE_CHECK.LIST	.001	99.996
130 ROUTINE_FIN.BATTLE	.001	99.997
131 ROUTINE_PREPARE.LIST	.001	99.999
132 EVENT_SCHEDULE.ARTY.MOVEMENT	+6.E-04	99.999
133 ROUTINE_INTER.BATTLE	+3.E-04	100.000
134 ROUTINE_INTER.HELO	+3.E-04	100.000
135 **PROGRAM**_MAIN	0.	100.000
136 EVENT_ACT.MOVDIS	0.	100.000
137 EVENT_ACT.REINF	0.	100.000
138 EVENT_AD.ENGAGEMENT	0.	100.000
139 EVENT_CHANGE.LITE	0.	100.000
140 EVENT_CHANGE.WEATHER	0.	100.000
141 EVENT_DQ.OLD.SORTIE.QUEUE	0.	100.000
142 EVENT_END.SIMULATION	0.	100.000
143 EVENT_FEBA.SORTIE	0.	100.000
144 EVENT_HC.DEPART.BATTLE	0.	100.000
145 EVENT_HELO.ENGAGEMENT	0.	100.000
146 EVENT_INIT.PREPLAN.CAS	0.	100.000
147 EVENT_OFF.LINE.ATTRITION	0.	100.000
148 EVENT_POSITION.REPORT	0.	100.000
149 EVENT_SEND.TEAM	0.	100.000
150 EVENT_SET.DEBUG	0.	100.000
151 FUNCTION_AR.PROB.DETECT	0.	100.000
152 FUNCTION_BTRY.AVAILABLE	0.	100.000
153 FUNCTION_COLLISION	0.	100.000
154 FUNCTION_STAY.TIME	0.	100.000
155 PROCESS_AC.ATK.TGT	0.	100.000
156 PROCESS_AIR.OBSERVER	0.	100.000
157 PROCESS_AIRBORNE.RADAR	0.	100.000
158 PROCESS_CAS.MISSION	0.	100.000
159 PROCESS_FORWARD.OBSERVER	0.	100.000
160 PROCESS_HC.ARRIVE.BATTLE	0.	100.000
161 PROCESS_HC.RETURN.FARRP	0.	100.000
162 PROCESS_HEL.TARGET.ACQUISITION	0.	100.000
163 PROCESS_HELICOPTER.FIRE	0.	100.000
164 PROCESS_MINE.ASSESS	0.	100.000
165 PROCESS_PHOTO.IR.FLIGHT	0.	100.000
166 PROCESS_REMOTE.PILOT.VEHICLE	0.	100.000
167 ROUTINE_AC.BOMB.EFFECTS	0.	100.000
168 ROUTINE_AC.DF.EFFECTS	0.	100.000
169 ROUTINE_AC.MUNS.INPUT	0.	100.000
170 ROUTINE_AD.SHOOT	0.	100.000
171 ROUTINE_AMMO.RPT	0.	100.000

172 ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
173 ROUTINE_AO_DETECTION	0	0	100.000
174 ROUTINE_AR_DETECTION	0	0	100.000
175 ROUTINE_ATTRIT_SENSOR	0	0	100.000
176 ROUTINE_BETWEEN.ROUTINE	0	0	100.000
177 ROUTINE_BTL_CHECK	0	0	100.000
178 ROUTINE_BTRY.INPUT	0	0	100.000
179 ROUTINE_CAT_TU.INPUT	0	0	100.000
180 ROUTINE_CHECK_CAS.CONSTRAINTS	0	0	100.000
181 ROUTINE_CREATE_TEAMS	0	0	100.000
182 ROUTINE_DEAD_UNIT	0	0	100.000
183 ROUTINE_DECISION.INPUT	0	0	100.000
184 ROUTINE_DESTROY.ORD	0	0	100.000
185 ROUTINE_DQ_CMDSN_QUEUE	0	0	100.000
186 ROUTINE_EMPLOY_HELICOPTERS	0	0	100.000
187 ROUTINE_END_CAS.MISSION	0	0	100.000
188 ROUTINE_EQ_TE.INPUT	0	0	100.000
189 ROUTINE_ERROR_STOP	0	0	100.000
190 ROUTINE_FARRP_CHECK	0	0	100.000
191 ROUTINE_FARRP.INPUT	0	0	100.000
192 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
193 ROUTINE_FBN_FD.INPUT	0	0	100.000
194 ROUTINE_FEBA_INITIAL	0	0	100.000
195 ROUTINE_FILE_FD.SCHD	0	0	100.000
196 ROUTINE_FILE_KAD.SENSOR	0	0	100.000
197 ROUTINE_FIND_START.TIME	0	0	100.000
198 ROUTINE_FLIGHT_PATH	0	0	100.000
199 ROUTINE_FORM_TF.LIST	0	0	100.000
200 ROUTINE_FORPOSITION.OUT	0	0	100.000
201 ROUTINE_HC_COMPUTE.TIMES	0	0	100.000
202 ROUTINE_HC_DISENGAGE	0	0	100.000
203 ROUTINE_HC_EMPTY	0	0	100.000
204 ROUTINE_HE_LA.INPUT	0	0	100.000
205 ROUTINE_HEL_RANGE.COMPUTE	0	0	100.000
206 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
207 ROUTINE_ILLUM_EFFECTS	0	0	100.000
208 ROUTINE_ILLUM.INPUT	0	0	100.000
209 ROUTINE_INIT_REINF	0	0	100.000
210 ROUTINE_KV.INPUT	0	0	100.000
211 ROUTINE_KV.PRINT	0	0	100.000
212 ROUTINE_KV_SCOREBOARD	0	0	100.000
213 ROUTINE_LINE_CIRCLE	0	0	100.000
214 ROUTINE_MADS.INPUT	0	0	100.000
215 ROUTINE_MAIN1	0	0	100.000
216 ROUTINE_MAIN2	0	0	100.000
217 ROUTINE_MAIN3	0	0	100.000
218 ROUTINE_MAO.INPUT	0	0	100.000
219 ROUTINE_MCFR.INPUT	0	0	100.000
220 ROUTINE_MFO.INPUT	0	0	100.000
221 ROUTINE_MINE_DELAY	0	0	100.000
222 ROUTINE_MINE_EFFECTS	0	0	100.000
223 ROUTINE_MINE.INPUT	0	0	100.000
224 ROUTINE_MFDB.INPUT	0	0	100.000
225 ROUTINE_MUNS.INPUT	0	0	100.000
226 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
227 ROUTINE_ORD.ATK	0	0	100.000
228 ROUTINE_ORD.DEF	0	0	100.000
229 ROUTINE_ORD.MOVCOR	0	0	100.000
230 ROUTINE_ORD.MOVDIS	0	0	100.000

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231 ROUTINE_ORD.REINF	0	100.000
232 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
233 ROUTINE_P.E.M.INPUT	0	100.000
234 ROUTINE_PGM.INPUT	0	100.000
235 ROUTINE_PGM.WSN.ASGN	0	100.000
236 ROUTINE_PIR.DETECTION	0	100.000
237 ROUTINE_PK.INPUT	0	100.000
238 ROUTINE_PLAT.COUNT	0	100.000
239 ROUTINE_PRED.POS	0	100.000
240 ROUTINE_READ.ORDERS	0	100.000
241 ROUTINE.REIN.ARRIVE	0	100.000
242 ROUTINE_REPLACE.HC	0	100.000
243 ROUTINE_REQUEST.FASCAM	0	100.000
244 ROUTINE.RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE.SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_IR.INPUT	0	100.000
261 ROUTINE_TT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 355740

CPU USAGE FOR SIMULATED HOUR 15. = 1034.83 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 16

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	68063	23 750	23 750
2 ROUTINE_RANGE COMPUTE	52852	18 442	42 192
3 ROUTINE_PROX CHECK	34770	12 133	54 325
4 FUNCTION_ACT RANGE	22170	7 736	62 061
5 ROUTINE_FRAC COMPUTE	14476	5 051	67 112
6 ROUTINE_TIME TO DETECT	14273	4 980	72 092
7 ROUTINE_SIZE ESTIMATE	5519	1 926	74 018
8 ROUTINE_LOCATE SECTOR	5387	1 880	75 898
9 ROUTINE_CHECK ENGAGEMENT	5277	1 841	77 739
10 ROUTINE_JOHNSON CRITERIA	4341	1 515	79 254
11 ROUTINE_PROB INF	4341	1 515	80 769
12 ROUTINE_PROB TIME	4341	1 515	82 283
13 ROUTINE_SEARCH	4341	1 515	83 798
14 ROUTINE_FINAL COVERAGE	3328	1 161	84 959
15 ROUTINE_MRT TO FREQ	2242	782	85 742
16 ROUTINE_TEMPERATURE ATTENUATION	2242	782	86 524
17 FUNCTION_COMBINATIONS	2168	756	87 280
18 ROUTINE_CONTRAST TO FREQ	2099	732	88 013
19 ROUTINE_PDB DETECTION	1710	597	88 610
20 FUNCTION_EST RANGE	1621	566	89 175
21 ROUTINE_FO DETECTION	1489	520	89 695
22 PROCESS_SHOOT OUT	1479	516	90 211
23 EVENT_PDB ACTIVATION	1457	508	90 719
24 ROUTINE_DEQ FEBA SET	1327	463	91 182
25 PROCESS_ASSESSMENT	1313	458	91 640
26 ROUTINE_ENO FEBA SET	1313	458	92 099
27 ROUTINE_WEIBULL F	1115	389	92 488
28 FUNCTION_HE_WLA	1000	349	92 837
29 FUNCTION_FEBA_BAND	974	340	93 176
30 ROUTINE_OUTPUT ATTRITION	937	327	93 503
31 ROUTINE_NORMAL F	882	308	93 811
32 ROUTINE_NOISE DEGRADE	851	297	94 108
33 ROUTINE_VOLLEY	732	255	94 364
34 EVENT_CFR ACTIVATION	727	254	94 617
35 ROUTINE_EST COVERAGE	720	251	94 869
36 ROUTINE_WEIGHTED VOLLEYS	720	251	95 120
37 ROUTINE_COMPARE TRS	657	229	95 349
38 EVENT_UPDATE LOC	606	211	95 560
39 ROUTINE_TIME REQ	603	210	95 771
40 ROUTINE_TARGET ANALYSIS	578	202	95 973
41 ROUTINE_HE OR ICM COMPUTATION	529	185	96 157
42 ROUTINE_MARGINAL EFFECTS ADJ	483	169	96 326
43 ROUTINE_CHK COMP TR	449	157	96 482
44 ROUTINE_CHK_FD TR	448	156	96 639
45 ROUTINE_FA_BN_ASSIGN	445	155	96 794
46 ROUTINE_GET TERRAIN	426	149	96 943
47 ROUTINE_FDC TR DEQ	403	141	97 083
48 ROUTINE_FINISH COMPUTATION	403	141	97 224
49 ROUTINE_NEW SEGMENT	340	119	97 342
50 FUNCTION_ICM_WLA	339	118	97 461
51 ROUTINE_GAMMA F	324	113	97 574
52 PROCESS_TARGET REPORT	317	111	97 684
53 ROUTINE_MIN MOVE	308	107	97 792

54 ROUTINE_ANGLE_COMPUTE	286	100	77
55 ROUTINE_FUC_IR_ENQ	285	099	97.892
56 ROUTINE_CFR_DETECTION	279	097	98.089
57 PROCESS_FIRE_MISSION	251	088	98.176
58 ROUTINE_BLOCK_LOS	251	088	98.264
59 ROUTINE_BTRY_FM_ENQ	251	088	98.351
60 ROUTINE_CHANGE_LOC	247	086	98.437
61 ROUTINE_LOS_CHECK	247	086	98.524
62 ROUTINE_REM_EFFECTS_COMPUTATION	247	086	98.610
63 ROUTINE_FA_BN_MOVEMENT	229	080	98.690
64 ROUTINE_BTRY_FM_DEQ	228	080	98.769
65 ROUTINE_COMPUTE_D	198	069	98.838
66 ROUTINE_BTRY_EFFECTS	174	061	98.899
67 ROUTINE_UNIT_ENVIR	174	061	98.960
68 FUNCTION_EST_TR_RANGE	170	059	99.019
69 ROUTINE_PROXIMITY_REQ	170	059	99.078
70 ROUTINE_FD_EFFECTS_REQ	166	058	99.136
71 ROUTINE_CFR_DEGRADE	148	052	99.188
72 EVENT_CFR_OPERATOR	147	051	99.239
73 ROUTINE_EST_MIL_WORTH	126	044	99.283
74 EVENT_PDB_OPERATOR	120	042	99.325
75 EVENT_MOVE	117	041	99.366
76 ROUTINE_SEGMENT_ADJUST	117	041	99.407
77 ROUTINE_POSITION	102	036	99.442
78 ROUTINE_REQUEST_SMOKE	95	033	99.476
79 ROUTINE_CHECK_FOR_MINES	88	031	99.506
80 ROUTINE_DUST_EFFECTS	79	028	99.534
81 EVENT_ARTY_OCCUPATION	76	027	99.560
82 EVENT_ENGAGEMENT	76	027	99.587
83 EVENT_STOP_ARTY_MOVEMENT	76	027	99.613
84 ROUTINE_REQUEST_ILUM	76	027	99.640
85 ROUTINE_COPY	75	026	99.666
86 ROUTINE_CAS_EVAL	71	025	99.691
87 EVENT_START_ARTY_MOVEMENT	66	023	99.714
88 ROUTINE_LOCATE_SEARCH_AREA	56	020	99.733
89 ROUTINE_COMPUTE_WD	51	018	99.751
90 ROUTINE_REQUEST_DEF_FASCAM	49	017	99.768
91 EVENT_CFR_ON	48	017	99.785
92 EVENT_CFR_OFF	47	016	99.801
93 EVENT_GET_NX_ORD	35	012	99.814
94 ROUTINE_COMBINE_TRS	29	010	99.824
95 ROUTINE_EXPONENTIAL_F	29	010	99.834
96 EVENT_ACT_DEF	24	008	99.842
97 EVENT_START_MOVE	22	008	99.850
98 ROUTINE_CHECK_PROX	20	007	99.857
99 PROCESS_ARTY_ASSES	19	007	99.864
100 PROCESS_WITH_DRAW	19	007	99.870
101 ROUTINE_PREP_WITHDRAW	19	007	99.877
102 ROUTINE_REQUEST_WD_FASCAM	19	007	99.883
103 ROUTINE_TERM_CHECK	19	007	99.890
104 PROCESS_HOW_REPAIR	17	006	99.896
105 ROUTINE_DECIDE	17	006	99.902
106 EVENT_ACT_MOVDIS	16	006	99.908
107 ROUTINE_CHECK_DEAD	16	006	99.913
108 ROUTINE_CREATE_FORCE	16	006	99.919
109 ROUTINE_END_MOVE	16	006	99.924
110 ROUTINE_HEADING	16	006	99.930
111 ROUTINE_SWITCH_FO	16	006	99.935
112 ROUTINE_UNIT_ASSIGNMENT	16	006	99.941

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113 ROUTINE_DEAD_UNIT	14	.005
114 ROUTINE_PGM.MSN.ASGN	11	.004
115 ROUTINE_CHECK_STREN	9	.003
116 EVENT_START_BATTLE	8	.003
117 ROUTINE_ADJUST	8	.003
118 ROUTINE_EMPTY	8	.003
119 ROUTINE_GENERAL_BATTLE	8	.003
120 ROUTINE_INITIAL_DETECT	8	.003
121 ROUTINE_INITIAL_MOVE	8	.003
122 ROUTINE_LINE_OF_SIGHT	8	.003
123 ROUTINE_ORIENTATION	8	.003
124 ROUTINE_UNIT_PRIORITY	8	.003
125 ROUTINE_WHAT_NEXT	8	.003
126 EVENT_ACT.MOVCOR	6	.002
127 ROUTINE_CHECK_FORCE	6	.002
128 ROUTINE_PRED.POS	6	.002
129 ROUTINE_PROX.POS	5	.002
130 EVENT_ACT.ATK	4	.001
131 EVENT_BTL_ENDED	4	.001
132 ROUTINE_CHECK_LIST	4	.001
133 ROUTINE_FIN.BATTLE	4	.001
134 ROUTINE_INTER.BATTLE	4	.001
135 ROUTINE_INTER.HELO	4	.001
136 ROUTINE_PREPARE_LIST	4	.001
137 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.001
138 EVENT_CHANGE.WEATHER	1	.001
139 ROUTINE_DO.CMSN.QUEUE	1	.001
140 **PROGRAM**_MAIN	0	.000
141 EVENT_ACT.REINF	0	.000
142 EVENT_AD.ENGAGEMENT	0	.000
143 EVENT_CHANGE.LITE	0	.000
144 EVENT_DQ.OLD.SORTIE.QUEUE	0	.000
145 EVENT_END.SIMULATION	0	.000
146 EVENT_FEBA.SORTIE	0	.000
147 EVENT_HC.DEPART.BATTLE	0	.000
148 EVENT_HELO.ENGAGEMENT	0	.000
149 EVENT_INIT.PREPLAN.CAS	0	.000
150 EVENT_OFF.LINE.ATTRITION	0	.000
151 EVENT_POSITION.REPORT	0	.000
152 EVENT_SEND.TEAM	0	.000
153 EVENT_SET.DEBUG	0	.000
154 FUNCTION_AR.PROB.DETECT	0	.000
155 FUNCTION_BTRY.AVAILABLE	0	.000
156 FUNCTION_COLLISION	0	.000
157 FUNCTION_STAY.TIME	0	.000
158 PROCESS_AC.ATK.TGT	0	.000
159 PROCESS_AIR.OBSERVER	0	.000
160 PROCESS_AIRBORNE.RADAR	0	.000
161 PROCESS_CAS.MISSION	0	.000
162 PROCESS_FORWARD.OBSERVER	0	.000
163 PROCESS_HC.ARRIVE.BATTLE	0	.000
164 PROCESS_HC.RETURN.FARRP	0	.000
165 PROCESS_HEL.TARGET.ACQUISITION	0	.000
166 PROCESS_HELICOPTER.FIRE	0	.000
167 PROCESS_MINE.ASSESS	0	.000
168 PROCESS_PHOTO.IR.FLIGHT	0	.000
169 PROCESS_REMOTE.PILOT.VEHICLE	0	.000
170 ROUTINE_AC.BOMB.EFFECTS	0	.000
171 ROUTINE_AC.DF.EFFECTS	0	.000

172 ROUTINE_AC.MUNS.INPUT	0	0	100.000
173 ROUTINE_AD.SHOOT	0	0	100.000
174 ROUTINE_AMMO.RPT	0	0	100.000
175 ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
176 ROUTINE_AO.DETECTION	0	0	100.000
177 ROUTINE_AR.DETECTION	0	0	100.000
178 ROUTINE_ATTRIT.SENSOR	0	0	100.000
179 ROUTINE_BETWEEN.ROUTINE	0	0	100.000
180 ROUTINE_BTL.CHECK	0	0	100.000
181 ROUTINE_BTRY.INPUT	0	0	100.000
182 ROUTINE_CAT.TU.INPUT	0	0	100.000
183 ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
184 ROUTINE_CREATE.TEAMS	0	0	100.000
185 ROUTINE_DECISION.INPUT	0	0	100.000
186 ROUTINE_DESTROY.ORD	0	0	100.000
187 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
188 ROUTINE_END.CAS.MISSION	0	0	100.000
189 ROUTINE_EQ.TE.INPUT	0	0	100.000
190 ROUTINE_ERROR.STOP	0	0	100.000
191 ROUTINE_FARRP.CHECK	0	0	100.000
192 ROUTINE_FARRP.INPUT	0	0	100.000
193 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
194 ROUTINE_FBN.FD.INPUT	0	0	100.000
195 ROUTINE_FEBA.INITIAL	0	0	100.000
196 ROUTINE_FILE.FD.SCHD	0	0	100.000
197 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
198 ROUTINE_FIND.START.1 ME	0	0	100.000
199 ROUTINE_FLIGHT.PATH	0	0	100.000
200 ROUTINE_FORM.TF.LIST	0	0	100.000
201 ROUTINE_FORPOSITION.OUT	0	0	100.000
202 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
203 ROUTINE_HC.DISENGAGE	0	0	100.000
204 ROUTINE_HC.EMPTY	0	0	100.000
205 ROUTINE_HE.LA.INPUT	0	0	100.000
206 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
207 ROUTINE_ILLLUM.COMPUTATION	0	0	100.000
208 ROUTINE_ILLLUM.EFFECTS	0	0	100.000
209 ROUTINE_ILLLUM.INPUT	0	0	100.000
210 ROUTINE_INIT.REINF	0	0	100.000
211 ROUTINE_KV.INPUT	0	0	100.000
212 ROUTINE_KV.PRINT	0	0	100.000
213 ROUTINE_KV.SCOREBOARD	0	0	100.000
214 ROUTINE_LINE.CIRCLE	0	0	100.000
215 ROUTINE_MADS.INPUT	0	0	100.000
216 ROUTINE_MAIN1	0	0	100.000
217 ROUTINE_MAIN2	0	0	100.000
218 ROUTINE_MAIN3	0	0	100.000
219 ROUTINE_MAO.INPUT	0	0	100.000
220 ROUTINE_MCFR.INPUT	0	0	100.000
221 ROUTINE_MFO.INPUT	0	0	100.000
222 ROUTINE_MINE.DELAY	0	0	100.000
223 ROUTINE_MINE.EFFECTS	0	0	100.000
224 ROUTINE_MINE.INPUT	0	0	100.000
225 ROUTINE_MPD8.INPUT	0	0	100.000
226 ROUTINE_MUNS.INPUT	0	0	100.000
227 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
228 ROUTINE_ORD.ATK	0	0	100.000
229 ROUTINE_ORD.DEF	0	0	100.000
230 ROUTINE_ORD.MOVCOR	0	0	100.000

[illegible]

286583

706.51 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 17

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	35627	22.407	22.407
2 FUNCTION_ACT.RANGE	23142	14.555	36.962
3 ROUTINE_RANGE.COMPUTE	18683	11.750	48.712
4 ROUTINE_PROX.CHECK	17893	11.254	59.966
5 ROUTINE_FRAC.COMPUTE	13996	8.803	68.768
6 ROUTINE_SIZE.ESTIMATE	6298	3.961	72.729
7 ROUTINE_LOCATE.SECTOR	4063	2.555	75.285
8 ROUTINE_FINAL.COVERAGE	2941	1.850	77.134
9 ROUTINE_PDB.DETECTION	1917	1.206	78.340
10 EVENT_PDB.ACTIVATION	1568	.986	79.326
11 FUNCTION_COMBINATIONS	1527	.960	80.287
12 ROUTINE_JOHNSON.CRITERIA	1384	.870	81.157
13 ROUTINE_PROB_INF	1384	.870	82.028
14 ROUTINE_PROB.TIME	1384	.870	82.898
15 ROUTINE_SEARCH	1384	.870	83.768
16 FUNCTION_EST.RANGE	1309	.823	84.592
17 FUNCTION_HE.WLA	1174	.738	85.330
18 FUNCTION_FEBA.BAND	1051	.661	85.991
19 ROUTINE_NOISE.DEGRADE	962	.605	86.596
20 ROUTINE_NORMAL.F	927	.583	87.179
21 PROCESS_SHOOT.OUT	894	.562	87.741
22 ROUTINE_CONTRAST.TO.FREQ	871	.548	88.289
23 ROUTINE_EST.COVERAGE	843	.530	88.819
24 ROUTINE_WEIGHTED.VOLLEYS	843	.530	89.350
25 EVENT_CFR.ACTIVATION	785	.494	89.843
26 ROUTINE_OUTPUT.ATTRITION	785	.494	90.337
27 ROUTINE_VOLLEY	781	.491	90.828
28 ROUTINE_CHECK.ENGAGEMENT	604	.380	91.208
29 ROUTINE_HE.OR.ICM.COMPUTATION	603	.379	91.587
30 ROUTINE_MARGINAL.EFFECTS.ADJ	559	.352	91.939
31 ROUTINE_TARGET.ANALYSIS	549	.340	92.279
32 ROUTINE_MRT.TO.FREQ	513	.323	92.601
33 ROUTINE_TEMPERATURE.ATTENUATION	513	.323	92.924
34 ROUTINE_COMPARE.TRS	484	.304	93.228
35 ROUTINE_FA.BN.ASGN	448	.282	93.510
36 ROUTINE_GET.TERRAIN	448	.282	93.792
37 ROUTINE_CHK.COMP.TR	442	.278	94.070
38 ROUTINE_CHK.FD.TR	442	.278	94.348
39 ROUTINE_TIME.REQ	397	.250	94.597
40 FUNCTION_ICM.WLA	375	.236	94.833
41 ROUTINE_DEQ.FEBA.SET	368	.231	95.065
42 ROUTINE_ENQ.FEBA.SET	368	.231	95.296
43 ROUTINE_TIME.TO.DETECT	348	.219	95.515
44 ROUTINE_FA.BN.MOVEMENT	312	.196	95.711
45 ROUTINE_FO.DETECTION	305	.192	95.903
46 PROCESS_TARGET.REPORT	291	.183	96.086
47 ROUTINE_FDC.TR.ENQ	274	.172	96.258
48 ROUTINE_REM.EFFECTS.COMPUTATION	268	.169	96.427
49 PROCESS_FIRE.MISSION	262	.165	96.592
50 ROUTINE_BTRY.FM.ENQ	262	.165	96.757
51 ROUTINE_BTRY.FM.DEQ	256	.161	96.918
52 ROUTINE_CFR.DETECTION	252	.158	97.076
53 ROUTINE_FDC.TR.DEQ	252	.158	97.235

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54 ROUTINE_FINISH.COMPUTATION	159	97.393
55 ROUTINE_BLOCK.LOS	252	97.549
56 ROUTINE_GAMMA.F	248	97.589
57 EVENT_CFR.OPERATOR	222	97.804
58 ROUTINE_BTRY.EFFECTS	184	97.918
59 ROUTINE_UNIT.ENVR	180	98.031
60 ROUTINE_WEIBULL.F	168	98.136
61 ROUTINE_CFR.DEGRADE	163	98.239
62 PROCESS_ASSESSMENT	159	98.339
63 ROUTINE_MIN.MOVE	144	98.430
64 ROUTINE_EST.MIL.WORTH	143	98.519
65 FUNCTION_EST.TR.RANGE	137	98.606
66 ROUTINE_PROXIMITY.REQ	137	98.692
67 ROUTINE_DUST.EFFECTS	136	98.777
68 ROUTINE_ANGLE.COMPUTE	129	98.858
69 EVENT_PDB.OPERATOR	120	98.934
70 ROUTINE_CHANGE.LOC	112	99.004
71 ROUTINE_LOS.CHECK	112	99.075
72 ROUTINE_FD.EFFECTS.REQ	111	99.145
73 ROUTINE_COMPUTE.D	89	99.201
74 ROUTINE_CHECK.FOR.MINES	85	99.254
75 ROUTINE_COPY	85	99.308
76 EVENT_STOP.ARTY.MOVEMENT	82	99.359
77 EVENT_ARTY.OCCUPATION	81	99.410
78 EVENT_START.ARTY.MOVEMENT	78	99.459
79 ROUTINE_NEW.SEGMENT	69	99.503
80 PROCESS_ARTY.ASSESS	45	99.531
81 ROUTINE_REQUEST.SMOKE	45	99.559
82 EVENT_CFR.OFF	42	99.586
83 ROUTINE_SEGMENT.ADJUST	42	99.612
84 EVENT_CFR.ON	41	99.638
85 EVENT_ENGAGEMENT	38	99.662
86 ROUTINE_REQUEST.ILLUM	38	99.686
87 EVENT_MOVE	37	99.709
88 ROUTINE_POSITION	37	99.732
89 ROUTINE_EXPONENTIAL.F	34	99.753
90 ROUTINE_CHECK.PROX	30	99.772
91 ROUTINE_LOCATE.SEARCH.AREA	30	99.791
92 PROCESS_HOW.REPAIR	24	99.806
93 ROUTINE_COMPUTE.WD	24	99.821
94 EVENT_UPDATE.LOC	23	99.836
95 ROUTINE_PGM.MSN.ASGN	19	99.848
96 ROUTINE_COMBINE.TRS	17	99.858
97 EVENT_GET.NX.ORD	15	99.868
98 ROUTINE_REQUEST.DEF.FASCAM	15	99.877
99 ROUTINE_CHECK.FORCE	11	99.884
100 ROUTINE_HEADING	10	99.891
101 ROUTINE_PRED.POS	9	99.896
102 ROUTINE_CAS.EVAL	8	99.901
103 ROUTINE_CHECK.DEAD	8	99.906
104 ROUTINE_CREATE.FORCE	8	99.911
105 ROUTINE_SWITCH.FO	8	99.916
106 ROUTINE_UNIT.ASSIGNMENT	8	99.921
107 EVENT_ACT.MOVCOR	7	99.926
108 EVENT_START.MOVE	7	99.930
109 PROCESS_WITH.DRAW	7	99.935
110 ROUTINE_PREP.WITHDRAW	7	99.939
111 ROUTINE_REQUEST.WD.FASCAM	7	99.943
112 ROUTINE_TERM.CHECK	7	99.948

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113 ROUTINE_UNIT_PRIORITY	.004	99.952
114 ROUTINE_WHAT_NEXT	.004	99.955
115 ROUTINE_CHECK_STREN	.003	99.958
116 ROUTINE_DECIDE	.003	99.962
117 EVENT_ACT_DEF	.003	99.964
118 EVENT_START_BATTLE	.003	99.967
119 ROUTINE_ADJUST	.003	99.969
120 ROUTINE_CHECK_LIST	.003	99.972
121 ROUTINE_EMPTY	.003	99.974
122 ROUTINE_GENERAL_BATTLE	.003	99.977
123 ROUTINE_INITIAL_DETECT	.003	99.979
124 ROUTINE_INITIAL_MOVE	.003	99.982
125 ROUTINE_LINE_OF_SIGHT	.003	99.984
126 ROUTINE_ORIENTATON	.003	99.987
127 ROUTINE_PROX_POS	.003	99.989
128 EVENT_ACT_ATK	.002	99.991
129 EVENT_BTL_ENDED	.002	99.993
130 ROUTINE_FIN_BATTLE	.002	99.995
131 ROUTINE_PREPARE_LIST	.002	99.997
132 EVENT_SCHEDULE_ARTY_MOVEMENT	.001	99.998
133 ROUTINE_END_MOVE	+6.E-04	99.999
134 ROUTINE_INTER_BATTLE	+6.E-04	99.999
135 ROUTINE_INTER_HELO	+6.E-04	100.000
136 **PROGRAM**_MAIN	0.	100.000
137 EVENT_ACT_MOVDIS	0.	100.000
138 EVENT_ACT_RETINF	0.	100.000
139 EVENT_AD_ENGAGEMENT	0.	100.000
140 EVENT_CHANGE_LITE	0.	100.000
141 EVENT_CHANGE_WEATHER	0.	100.000
142 EVENT_DQ_OLD_SORTIE_QUEUE	0.	100.000
143 EVENT_END_SIMULATION	0.	100.000
144 EVENT_FEBA_SORTIE	0.	100.000
145 EVENT_HC_DEPART_BATTLE	0.	100.000
146 EVENT_HELO_ENGAGEMENT	0.	100.000
147 EVENT_INIT_PREPLAN_CAS	0.	100.000
148 EVENT_OFF_LINE_ATTRITION	0.	100.000
149 EVENT_POSITION_REPORT	0.	100.000
150 EVENT_SEND_TEAM	0.	100.000
151 EVENT_SET_DEBUG	0.	100.000
152 FUNCTION_AR_PROB_DETECT	0.	100.000
153 FUNCTION_BTRY_AVAILABLE	0.	100.000
154 FUNCTION_COLLISION	0.	100.000
155 FUNCTION_STAY_TIME	0.	100.000
156 PROCESS_AC_ATK_TGT	0.	100.000
157 PROCESS_AIR_OBSERVER	0.	100.000
158 PROCESS_AIRBORNE_RADAR	0.	100.000
159 PROCESS_CAS_MISSION	0.	100.000
160 PROCESS_FORWARD_OBSERVER	0.	100.000
161 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
162 PROCESS_HC_RETURN_FARRP	0.	100.000
163 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000
164 PROCESS_HELICOPTER_FIRE	0.	100.000
165 PROCESS_MINE_ASSESS	0.	100.000
166 PROCESS_PHOTO_IR_FLIGHT	0.	100.000
167 PROCESS_REMOTE_PILOT_VEHICLE	0.	100.000
168 ROUTINE_AC_BOMB_EFFECTS	0.	100.000
169 ROUTINE_AC_DF_EFFECTS	0.	100.000
170 ROUTINE_AC_MUNS_INPUT	0.	100.000
171 ROUTINE_AD_SHOOT	0.	100.000

172	ROUTINE_AMMO_RPT	0	0	0	100.000
173	ROUTINE_ANALYSIS_OUTPUT	0	0	0	100.000
174	ROUTINE_AO_DETECTION	0	0	0	100.000
175	ROUTINE_AR_DETECTION	0	0	0	100.000
176	ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
177	ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
178	ROUTINE_BIL_CHECK	0	0	0	100.000
179	ROUTINE_BTRY_INPUT	0	0	0	100.000
180	ROUTINE_CAT_TU_INPUT	0	0	0	100.000
181	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
182	ROUTINE_CREATE_TEAMS	0	0	0	100.000
183	ROUTINE_DEAD_UNIT	0	0	0	100.000
184	ROUTINE_DECISION_INPUT	0	0	0	100.000
185	ROUTINE_DESTROY_ORD	0	0	0	100.000
186	ROUTINE_DQ_CMSN_QUEUE	0	0	0	100.000
187	ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
188	ROUTINE_END_CAS_MISSION	0	0	0	100.000
189	ROUTINE_EQ_TE_INPUT	0	0	0	100.000
190	ROUTINE_ERROR_STOP	0	0	0	100.000
191	ROUTINE_FARRP_CHECK	0	0	0	100.000
192	ROUTINE_FARRP_INPUT	0	0	0	100.000
193	ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
194	ROUTINE_FBN_FD_INPUT	0	0	0	100.000
195	ROUTINE_FEBI_INITIAL	0	0	0	100.000
196	ROUTINE_FILE_FD_SCHD	0	0	0	100.000
197	ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
198	ROUTINE_FIND_START_TIME	0	0	0	100.000
199	ROUTINE_FLIGHT_PATH	0	0	0	100.000
200	ROUTINE_FORM_TF_LIST	0	0	0	100.000
201	ROUTINE_FORPOSITION_OUT	0	0	0	100.000
202	ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
203	ROUTINE_HC_DISENGAGE	0	0	0	100.000
204	ROUTINE_HC_EMPTY	0	0	0	100.000
205	ROUTINE_HE_LA_INPUT	0	0	0	100.000
206	ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
207	ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
208	ROUTINE_ILLUM_EFFECTS	0	0	0	100.000
209	ROUTINE_ILLUM_INPUT	0	0	0	100.000
210	ROUTINE_INIT_REINF	0	0	0	100.000
211	ROUTINE_KV_INPUT	0	0	0	100.000
212	ROUTINE_KV_PRINT	0	0	0	100.000
213	ROUTINE_KV_SCOREBOARD	0	0	0	100.000
214	ROUTINE_LINE_CIRCLE	0	0	0	100.000
215	ROUTINE_MADS_INPUT	0	0	0	100.000
216	ROUTINE_MAIN1	0	0	0	100.000
217	ROUTINE_MAIN2	0	0	0	100.000
218	ROUTINE_MAIN3	0	0	0	100.000
219	ROUTINE_MAO_INPUT	0	0	0	100.000
220	ROUTINE_MCFR_INPUT	0	0	0	100.000
221	ROUTINE_MFO_INPUT	0	0	0	100.000
222	ROUTINE_MINE_DELAY	0	0	0	100.000
223	ROUTINE_MINE_EFFECTS	0	0	0	100.000
224	ROUTINE_MINE_INPUT	0	0	0	100.000
225	ROUTINE_MFDB_INPUT	0	0	0	100.000
226	ROUTINE_MUNS_INPUT	0	0	0	100.000
227	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100.000
228	ROUTINE_ORD_ATK	0	0	0	100.000
229	ROUTINE_ORD_DEF	0	0	0	100.000
230	ROUTINE_ORD_MOVECOR	0	0	0	100.000

	PAGE	85
231 ROUTINE_ORD.MOVDIS	0	100.000
232 ROUTINE_ORD.REINF	0	100.000
233 ROUTINE_OUTPUT.EXPENDITURES	0	100.000
234 ROUTINE_P.E.M.INPUT	0	100.000
235 ROUTINE_PGM.INPUT	0	100.000
236 ROUTINE_PIR.DETECTION	0	100.000
237 ROUTINE_PK.INPUT	0	100.000
238 ROUTINE_PLAT.COUNT	0	100.000
239 ROUTINE_READ.ORDERS	0	100.000
240 ROUTINE_REIN.ARRIVE	0	100.000
241 ROUTINE_REPLACE.HC	0	100.000
242 ROUTINE_REQUEST.FASCAM	0	100.000
243 ROUTINE_RESET.FEBA.SECTOR	0	100.000
244 ROUTINE_RPV.DETECTION	0	100.000
245 ROUTINE_RUL.EN.INPUT	0	100.000
246 ROUTINE_SEARCH.COVERAGE	0	100.000
247 ROUTINE_SENSOR.INPUT	0	100.000
248 ROUTINE_SMOKE.COMPUTATION	0	100.000
249 ROUTINE_SMOKE.EFFECTS	0	100.000
250 ROUTINE_SMOKE.INPUT	0	100.000
251 ROUTINE_SNAP.R	0	100.000
252 ROUTINE_SNAP2	0	100.000
253 ROUTINE_ST.INPUT	0	100.000
254 ROUTINE_SUBM.INPUT	0	100.000
255 ROUTINE_SYS.INPUT	0	100.000
256 ROUTINE_TACAIR.DATA.REPORT	0	100.000
257 ROUTINE_TACAIR.INPUT	0	100.000
258 ROUTINE_TB.INPUT	0	100.000
259 ROUTINE_TBF.INPUT	0	100.000
260 ROUTINE_TR.INPUT	0	100.000
261 ROUTINE_IT.FACTORS.INPUT	0	100.000
262 ROUTINE_TYPE.WEAPON.INPUT	0	100.000
263 ROUTINE_UNIT.INPUT	0	100.000
264 ROUTINE_VIS.INPUT	0	100.000

TOTAL INVOCATIONS = 158999

CPU USAGE FOR SIMULATED HOUR 17. = 477.91 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 18.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_RANGE.COMPUTE	57234	16.441	16.441
2 ROUTINE_PK.COMPUTE	55152	15.843	32.285
3 ROUTINE_TIME_TO_DETECT	27616	7.933	40.218
4 ROUTINE_PROX_CHECK	27576	7.922	48.140
5 FUNCTION_ACT_RANGE	26670	7.661	55.801
6 ROUTINE_FRAC.COMPUTE	15000	4.309	60.110
7 ROUTINE_JOHNSON.CRITERIA	14170	4.071	64.180
8 ROUTINE_PROB_INF	14170	4.071	68.251
9 ROUTINE_PROB_TIME	14170	4.071	72.322
10 ROUTINE_SEARCH	14170	4.071	76.392
11 ROUTINE_CONTRAST_TO_FREQ	11632	3.341	79.734
12 ROUTINE_SIZE_ESTIMATE	8621	2.477	82.210
13 ROUTINE_LOCATE_SECTOR	6877	1.976	84.186
14 PROCESS_SHOOT_OUT	4169	1.198	85.383
15 ROUTINE_CHECK_ENGAGEMENT	3520	1.011	86.394
16 ROUTINE_FINAL_COVERAGE	3314	.952	87.346
17 FUNCTION_COMBINATIONS	2605	.748	88.095
18 ROUTINE_MRT_TO_FREQ	2538	.729	88.824
19 ROUTINE_TEMPERATURE_ATTENUATION	2538	.729	89.553
20 ROUTINE_PDB_DETECTION	2185	.628	90.181
21 ROUTINE_NORMAL_F	1807	.519	90.700
22 FUNCTION_EST_RANGE	1644	.472	91.172
23 EVENT_PDB_ACTIVATION	1575	.452	91.624
24 ROUTINE_DEQ_FEBA.SET	1447	.416	92.040
25 ROUTINE_ENQ_FEBA.SET	1447	.416	92.456
26 FUNCTION_HE_WLA	1232	.354	92.810
27 ROUTINE_MIN_MOVE	1177	.338	93.148
28 FUNCTION_FEBA_BAND	1113	.320	93.468
29 ROUTINE_NOISE_DEGRADE	1093	.314	93.782
30 ROUTINE_FD_DETECTION	1020	.293	94.075
31 ROUTINE_EST_COVERAGE	907	.261	94.335
32 ROUTINE_WEIGHTED_VOLLEYS	907	.261	94.596
33 ROUTINE_VOLLEY	873	.251	94.846
34 ROUTINE_CHANGE_LOC	849	.244	95.090
35 ROUTINE_LOS_CHECK	849	.244	95.334
36 ROUTINE_COMPUTE_D	843	.242	95.576
37 EVENT_CFR_ACTIVATION	787	.226	95.802
38 ROUTINE_COMPARE_TRS	735	.211	96.014
39 ROUTINE_TARGET_ANALYSIS	646	.186	96.199
40 ROUTINE_HE_OR_ICM_COMPUTATION	639	.184	96.383
41 ROUTINE_TIME_REQ	638	.183	96.566
42 ROUTINE_OUTPUT_ATTRITION	626	.180	96.746
43 ROUTINE_MARGINAL_EFFECTS_ADJ	584	.168	96.914
44 ROUTINE_WEIBULL_F	574	.165	97.079
45 ROUTINE_DUST_EFFECTS	532	.153	97.231
46 ROUTINE_GET_TERRAIN	509	.146	97.378
47 ROUTINE_CHK_COMP_TR	477	.137	97.515
48 ROUTINE_CHK_FD_TR	476	.137	97.651
49 ROUTINE_FA_BN_ASSIGN	474	.136	97.787
50 FUNCTION_ICM_WLA	417	.120	97.907
51 ROUTINE_FA_BN_MOVEMENT	360	.103	98.011
52 ROUTINE_BLOCK_LOS	348	.100	98.111
53 PROCESS_TARGET_REPORT	341	.098	98.209

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54 ROUTINE_FDC_TR_ENO	322	.092 98.301
55 ROUTINE_FDC_TR_DEQ	317	.091 98.392
56 ROUTINE_FINISH_COMPUTATION	317	.091 98.483
57 ROUTINE_SEGMENT_ADJUST	307	.088 98.571
58 ROUTINE_BTRY_FM_DEQ	298	.086 98.657
59 PROCESS_FIRE_MISSION	285	.082 98.739
60 ROUTINE_BTRY_FM_ENO	285	.082 98.821
61 ROUTINE_CFR_DETECTION	282	.081 98.902
62 ROUTINE_REM_EFFECTS_COMPUTATION	271	.078 98.980
63 ROUTINE_ANGLE_COMPUTE	263	.076 99.055
64 ROUTINE_POSITION	236	.068 99.123
65 ROUTINE_NEW_SEGMENT	229	.066 99.189
66 ROUTINE_BTRY_EFFECTS	208	.060 99.249
67 ROUTINE_UNIT_ENVIR	204	.059 99.307
68 EVENT_MOVE	196	.056 99.363
69 ROUTINE_CFR_DEGRADE	164	.047 99.411
70 FUNCTION_EST_TR_RANGE	152	.044 99.454
71 ROUTINE_PROXIMITY_REQ	152	.044 99.498
72 EVENT_CFR_OPERATOR	150	.043 99.541
73 ROUTINE_FD_EFFECTS_REQ	140	.040 99.581
74 ROUTINE_EST_MIL_WORTH	123	.035 99.616
75 EVENT_PDB_OPERATOR	120	.034 99.651
76 PROCESS_ARTY_ASSESS	105	.030 99.681
77 ROUTINE_COPY	98	.028 99.709
78 ROUTINE_CHECK_FOR_MINES	96	.028 99.737
79 EVENT_START_ARTY_MOVEMENT	85	.024 99.761
80 ROUTINE_GAMMA_F	84	.024 99.785
81 EVENT_ARTY_OCCUPATION	72	.021 99.806
82 EVENT_STOP_ARTY_MOVEMENT	68	.020 99.826
83 ROUTINE_CHECK_PROX	54	.016 99.841
84 EVENT_CFR_OFF	45	.013 99.854
85 EVENT_UPDATE_LOC	43	.012 99.866
86 EVENT_CFR_ON	42	.012 99.878
87 ROUTINE_DECIDE	42	.012 99.891
88 ROUTINE_REQUEST_SMOKE	30	.009 99.899
89 EVENT_ENGAGEMENT	27	.008 99.907
90 ROUTINE_PGM_MSN_ASGN	27	.008 99.915
91 ROUTINE_REQUEST_ILUM	27	.008 99.922
92 ROUTINE_REQUEST_DEF_FASCAM	24	.007 99.929
93 ROUTINE_COMBINE_TRS	18	.005 99.935
94 ROUTINE_PRED_POS	18	.005 99.940
95 ROUTINE_EXPONENTIAL_F	17	.005 99.945
96 PROCESS_HOW_REPAIR	16	.005 99.949
97 ROUTINE_HEADING	13	.004 99.953
98 EVENT_ACT_MOVCOR	11	.003 99.956
99 EVENT_START_MOVE	11	.003 99.959
100 ROUTINE_CREATE_FORCE	10	.003 99.962
101 ROUTINE_UNIT_ASSIGNMENT	10	.003 99.965
102 ROUTINE_SWITCH_FO	9	.003 99.968
103 ROUTINE_CHECK_DEAD	8	.002 99.970
104 ROUTINE_CHECK_FORCE	7	.002 99.972
105 ROUTINE_CHECK_STREN	7	.002 99.974
106 ROUTINE_COMPUTE_WD	6	.002 99.976
107 EVENT_GET_NX_ORD	5	.001 99.977
108 EVENT_START_BATTLE	5	.001 99.978
109 ROUTINE_ADJUST	5	.001 99.980
110 ROUTINE_GENERAL_BATTLE	5	.001 99.981
111 ROUTINE_INITIAL_DETECT	5	.001 99.983
112 ROUTINE_INITIAL_MOVE	5	.001 99.984

	PAGE	88
113 ROUTINE_INTER_BATTLE	001	99.986
114 ROUTINE_LINE_OF_SIGHT	001	99.987
115 ROUTINE_ORIENTATION	001	99.989
116 ROUTINE_EMPTY	001	99.990
117 ROUTINE_INTER_HELO	001	99.991
118 PROCESS_WITH_DRAW	+9.E-04	99.992
119 ROUTINE_CHECK_LIST	+9.E-04	99.993
120 ROUTINE_PREP_WITHDRAW	+9.E-04	99.993
121 ROUTINE_REQUEST_WD_FASCAM	+9.E-04	99.994
122 ROUTINE_TERM_CHECK	+9.E-04	99.995
123 EVENT_ACT_DEF	+6.E-04	99.996
124 EVENT_SCHEDULE_ARTY_MOVEMENT	+6.E-04	99.996
125 ROUTINE_DQ_CMSN_QUEUE	+6.E-04	99.997
126 ROUTINE_END_MOVE	+6.E-04	99.997
127 ROUTINE_PROX_POS	+6.E-04	99.998
128 ROUTINE_UNIT_PRIORITY	+6.E-04	99.999
129 EVENT_ACT_ATK	+3.E-04	99.999
130 EVENT_CHANGE_LITE	+3.E-04	99.999
131 EVENT_CHANGE_WEATHER	+3.E-04	99.999
132 ROUTINE_PREPARE_LIST	+3.E-04	99.999
133 ROUTINE_RESET_FEBASECTOR	+3.E-04	100.000
134 **PROGRAM**_MAIN	0	100.000
135 EVENT_ACT_MOVDIS	0	100.000
136 EVENT_ACT_REINF	0	100.000
137 EVENT_AD_ENGAGEMENT	0	100.000
138 EVENT_BTL_ENDED	0	100.000
139 EVENT_DQ_OLD_SORTIE_QUEUE	0	100.000
140 EVENT_END_SIMULATION	0	100.000
141 EVENT_FEBASORTIE	0	100.000
142 EVENT_HC_DEPART_BATTLE	0	100.000
143 EVENT_HELO_ENGAGEMENT	0	100.000
144 EVENT_INIT_PREPLAN_CAS	0	100.000
145 EVENT_OFF_LINE_ATTRITION	0	100.000
146 EVENT_POSITION_REPORT	0	100.000
147 EVENT_SEND_TEAM	0	100.000
148 EVENT_SET_DEBUG	0	100.000
149 FUNCTION_AR_PROB_DETECT	0	100.000
150 FUNCTION_BTRY_AVAILABLE	0	100.000
151 FUNCTION_COLLISION	0	100.000
152 FUNCTION_STAY_TIME	0	100.000
153 PROCESS_AC_ATK_TGT	0	100.000
154 PROCESS_AIR_OBSERVER	0	100.000
155 PROCESS_AIRBORNE_RADAR	0	100.000
156 PROCESS_ASSESSMENT	0	100.000
157 PROCESS_CAS_MISSION	0	100.000
158 PROCESS_FORWARD_OBSERVER	0	100.000
159 PROCESS_HC_ARRIVE_BATTLE	0	100.000
160 PROCESS_HC_RETURN_FARRP	0	100.000
161 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
162 PROCESS_HELICOPTER_FIRE	0	100.000
163 PROCESS_MINE_ASSESS	0	100.000
164 PROCESS_PHOTO_IR_FLIGHT	0	100.000
165 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
166 ROUTINE_AC_BOMB_EFFECTS	0	100.000
167 ROUTINE_AC_DF_EFFECTS	0	100.000
168 ROUTINE_AC_MUNS_INPUT	0	100.000
169 ROUTINE_AD_SHOOT	0	100.000
170 ROUTINE_AMMO_RPT	0	100.000
171 ROUTINE_ANALYSIS_OUTPUT	0	100.000

172	ROUTINE_AO_DETECTION	0	0	0	100.000
173	ROUTINE_AR_DETECTION	0	0	0	100.000
174	ROUTINE_ATTRIT_SENSOR	0	0	0	100.000
175	ROUTINE_BETWEEN_ROUTINE	0	0	0	100.000
176	ROUTINE_BTL_CHECK	0	0	0	100.000
177	ROUTINE_BTRY_INPUT	0	0	0	100.000
178	ROUTINE_CAS_EVAL	0	0	0	100.000
179	ROUTINE_CAT_TU_INPUT	0	0	0	100.000
180	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0	0	100.000
181	ROUTINE_CREATE_TEAMS	0	0	0	100.000
182	ROUTINE_DEAD_UNIT	0	0	0	100.000
183	ROUTINE_DECISION_INPUT	0	0	0	100.000
184	ROUTINE_DESTROY_ORD	0	0	0	100.000
185	ROUTINE_EMPLOY_HELICOPTERS	0	0	0	100.000
186	ROUTINE_END_CAS_MISSION	0	0	0	100.000
187	ROUTINE_EQ_TE_INPUT	0	0	0	100.000
188	ROUTINE_ERROR_STOP	0	0	0	100.000
189	ROUTINE_FARRP_CHECK	0	0	0	100.000
190	ROUTINE_FARRP_INPUT	0	0	0	100.000
191	ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
192	ROUTINE_FBN_FD_INPUT	0	0	0	100.000
193	ROUTINE_FBN_FD_INITIAL	0	0	0	100.000
194	ROUTINE_FILE_FD_SCHD	0	0	0	100.000
195	ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
196	ROUTINE_FIN_BATTLE	0	0	0	100.000
197	ROUTINE_FIND_START_TIME	0	0	0	100.000
198	ROUTINE_FLIGHT_PATH	0	0	0	100.000
199	ROUTINE_FORM_YF_LIST	0	0	0	100.000
200	ROUTINE_FORPOSITION_OUT	0	0	0	100.000
201	ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
202	ROUTINE_HC_DISENGAGE	0	0	0	100.000
203	ROUTINE_HC_EMPTY	0	0	0	100.000
204	ROUTINE_HE_LA_INPUT	0	0	0	100.000
205	ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
206	ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
207	ROUTINE_ILLUM_EFFECTS	0	0	0	100.000
208	ROUTINE_ILLUM_INPUT	0	0	0	100.000
209	ROUTINE_INIT_REINF	0	0	0	100.000
210	ROUTINE_KV_INPUT	0	0	0	100.000
211	ROUTINE_KV_PRINT	0	0	0	100.000
212	ROUTINE_KV_SCOREBOARD	0	0	0	100.000
213	ROUTINE_LINE_CIRCLE	0	0	0	100.000
214	ROUTINE_LOCATE_SEARCH_AREA	0	0	0	100.000
215	ROUTINE_MADS_INPUT	0	0	0	100.000
216	ROUTINE_MAIN1	0	0	0	100.000
217	ROUTINE_MAIN2	0	0	0	100.000
218	ROUTINE_MAIN3	0	0	0	100.000
219	ROUTINE_MAO_INPUT	0	0	0	100.000
220	ROUTINE_MCFR_INPUT	0	0	0	100.000
221	ROUTINE_MFO_INPUT	0	0	0	100.000
222	ROUTINE_MINE_DELAY	0	0	0	100.000
223	ROUTINE_MINE_EFFECTS	0	0	0	100.000
224	ROUTINE_MINE_INPUT	0	0	0	100.000
225	ROUTINE_MFDB_INPUT	0	0	0	100.000
226	ROUTINE_MUNS_INPUT	0	0	0	100.000
227	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100.000
228	ROUTINE_ORD_ATK	0	0	0	100.000
229	ROUTINE_ORD_DEF	0	0	0	100.000
230	ROUTINE_ORD_MOVCOR	0	0	0	100.000

231 ROUTINE_ORD_MOVDIS	0	0	100.000
232 ROUTINE_ORD_REINF	0	0	100.000
233 ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
234 ROUTINE_P_E_M_INPUT	0	0	100.000
235 ROUTINE_FGM_INPUT	0	0	100.000
236 ROUTINE_PIR_DETECTION	0	0	100.000
237 ROUTINE_PK_INPUT	0	0	100.000
238 ROUTINE_PLAT_COUNT	0	0	100.000
239 ROUTINE_READ_ORDERS	0	0	100.000
240 ROUTINE_REIN_ARRIVE	0	0	100.000
241 ROUTINE_REPLACE_HC	0	0	100.000
242 ROUTINE_REQUEST_FASCAM	0	0	100.000
243 ROUTINE_RPV_DETECTION	0	0	100.000
244 ROUTINE_RUL_EN_INPUT	0	0	100.000
245 ROUTINE_SEARCH_COVERAGE	0	0	100.000
246 ROUTINE_SENSOR_INPUT	0	0	100.000
247 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
248 ROUTINE_SMOKE_EFFECTS	0	0	100.000
249 ROUTINE_SMOKE_INPUT	0	0	100.000
250 ROUTINE_SNAP_R	0	0	100.000
251 ROUTINE_SNAP2	0	0	100.000
252 ROUTINE_ST_INPUT	0	0	100.000
253 ROUTINE_SUBM_INPUT	0	0	100.000
254 ROUTINE_SYS_INPUT	0	0	100.000
255 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
256 ROUTINE_TACAIR_INPUT	0	0	100.000
257 ROUTINE_TB_INPUT	0	0	100.000
258 ROUTINE_TBF_INPUT	0	0	100.000
259 ROUTINE_TR_INPUT	0	0	100.000
260 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
261 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
262 ROUTINE_UNIT_INPUT	0	0	100.000
263 ROUTINE_VIS_INPUT	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 348109

CPU USAGE FOR SIMULATED HOUR 18. = 762.38 SECONDS

PAGE HOURLY INVOCATION REPORT

ROUTINE	TIME 19 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	FUNCTION_ACT_RANGE	14914	15.484	15.484
2	ROUTINE_PK_COMPUTE	14248	14.793	30.277
3	ROUTINE_FRAC_COMPUTE	12832	13.323	43.600
4	ROUTINE_SIZE_ESTIMATE	7629	7.921	51.521
5	ROUTINE_RANGE_COMPUTE	7399	7.682	59.202
6	ROUTINE_PROX_CHECK	7124	7.396	66.599
7	ROUTINE_LOCATE_SECTOR	3043	3.159	69.758
8	ROUTINE_FINAL_COVERAGE	2797	2.904	72.662
9	FUNCTION_COMBINATIONS	2149	2.231	74.893
10	ROUTINE_PDB_DETECTION	1409	1.463	76.356
11	FUNCTION_EST_RANGE	1335	1.386	77.742
12	ROUTINE_FO_DETECTION	1277	1.326	79.068
13	EVENT_PDB_ACTIVATION	1017	1.056	80.124
14	PROCESS_SHOOT_OUT	966	1.003	81.127
15	FUNCTION_FEBB_BAND	865	.898	82.025
16	ROUTINE_NORMAL_F	829	.861	82.886
17	FUNCTION_HE_WLA	752	.781	83.666
18	ROUTINE_NOISE_DEGRADE	706	.733	84.399
19	ROUTINE_COMPARE_TRS	658	.683	85.083
20	ROUTINE_VOLLEY	603	.626	85.709
21	ROUTINE_TIME_REQ	577	.599	86.308
22	ROUTINE_OUTPUT_ATTRITION	565	.587	86.894
23	ROUTINE_TARGET_ANALYSIS	542	.563	87.457
24	ROUTINE_EST_COVERAGE	524	.544	88.001
25	ROUTINE_WEIGHTED_VOLLEYS	511	.531	88.545
26	EVENT_CFR_ACTIVATION	433	.450	89.076
27	ROUTINE_FA_BN_ASGN	432	.449	89.525
28	ROUTINE_HE_OR_ICM_COMPUTATION	424	.440	89.974
29	ROUTINE_CHK_COMP_TR	424	.440	90.414
30	ROUTINE_CHK_FD_TR	403	.418	90.854
31	ROUTINE_GET_TERRAIN	403	.418	91.273
32	ROUTINE_JOHNSON_CRITERIA	403	.418	91.691
33	ROUTINE_PROB_INF	403	.418	92.109
34	ROUTINE_PROB_TIME	403	.418	92.528
35	ROUTINE_SEARCH	365	.379	92.946
36	ROUTINE_MARGINAL_EFFECTS_ADJ	300	.311	93.325
37	ROUTINE_FDC_TR_DEQ	300	.311	93.637
38	ROUTINE_FINISH_COMPUTATION	295	.306	93.948
39	PROCESS_TARGET_REPORT	285	.296	94.254
40	ROUTINE_FDC_TR_ENQ	278	.289	94.550
41	ROUTINE_CONTRAST_TO_FREQ	268	.278	94.839
42	FUNCTION_ICM_WLA	259	.269	95.117
43	ROUTINE_BLOCK_LOS	259	.269	95.386
44	ROUTINE_FA_BN_MOVEMENT	224	.233	95.655
45	ROUTINE_CFR_DETECTION	222	.230	95.888
46	ROUTINE_BTRY_FM_DEQ	205	.213	96.118
47	PROCESS_FIRE_MISSION	205	.213	96.331
48	ROUTINE_BTRY_FM_ENQ	196	.203	96.544
49	ROUTINE_REM_EFFECTS_COMPUTATION	193	.200	96.747
50	ROUTINE_DEQ_FEBB_SET	175	.182	96.948
51	ROUTINE_ENQ_FEBB_SET	159	.165	97.148
52	ROUTINE_TIME_TO_DETECT			97.330
53	ROUTINE_BTRY_EFFECTS			97.495

54 ROUTINE_UNIT_ENVIR	157	153	92
55 ROUTINE_CFR_DEGRADE	146	152	97.658
56 EVENT_CFR_OPERATOR	139	144	97.809
57 ROUTINE_FD_EFFECTS_REQ	136	141	97.954
58 ROUTINE_MRT_TO_FREQ	125	130	96.095
59 ROUTINE_TEMPERATURE_ATTENUATION	125	130	98.225
60 EVENT_PDB_OPERATOR	120	125	98.354
61 ROUTINE_EST_MIL_WORTH	119	124	98.479
62 ROUTINE_DUST_EFFECTS	110	114	98.603
63 FUNCTION_EST_TR_RANGE	108	112	98.717
64 ROUTINE_PROXIMITY_REQ	108	112	98.829
65 ROUTINE_GAMMA_F	98	102	98.941
66 ROUTINE_COPY	96	100	99.043
67 EVENT_START_ARTY_MOVEMENT	87	090	99.142
68 ROUTINE_CHECK_FOR_MINES	87	090	99.233
69 EVENT_ARTY_OCCUPATION	75	078	99.323
70 EVENT_STOP_ARTY_MOVEMENT	74	077	99.401
71 ROUTINE_ANGLE_COMPUTE	68	071	99.478
72 PROCESS_ARTY_ASSESS	63	065	99.548
73 EVENT_CFR_ON	49	051	99.614
74 EVENT_CFR_OFF	46	048	99.665
75 ROUTINE_CHECK_ENGAGEMENT	28	029	99.712
76 EVENT_UPDATE_LOC	21	022	99.741
77 ROUTINE_CHECK_PROX	21	022	99.763
78 ROUTINE_DECIDE	21	022	99.785
79 ROUTINE_CHECK_FORCE	20	021	99.807
80 ROUTINE_PGM_MSN_ASSIGN	20	021	99.828
81 ROUTINE_WEIBULL_F	17	018	99.848
82 PROCESS_HOW_REPAIR	10	010	99.866
83 ROUTINE_COMBINE_TRS	10	010	99.876
84 ROUTINE_NEW_SEGMENT	8	008	99.887
85 EVENT_MOVE	7	007	99.895
86 ROUTINE_CHANGE_LOC	7	007	99.902
87 ROUTINE_COMPUTE_D	7	007	99.910
88 ROUTINE_EXPONENTIAL_F	7	007	99.917
89 ROUTINE_HEADING	7	007	99.924
90 ROUTINE_LOS_CHECK	7	007	99.931
91 ROUTINE_MIN_MOVE	7	007	99.939
92 ROUTINE_SEGMENT_ADJUST	7	007	99.946
93 EVENT_ENGAGEMENT	7	007	99.953
94 ROUTINE_POSITION	4	004	99.957
95 ROUTINE_REQUEST_DEF_FASCAM	4	004	99.962
96 ROUTINE_REQUEST_ILUM	4	004	99.966
97 ROUTINE_REQUEST_SMOKE	4	004	99.970
98 EVENT_SCHEDULE_ARTY_MOVEMENT	4	004	99.974
99 ROUTINE_CHECK_DEAD	2	002	99.976
100 ROUTINE_CREATE_FORCE	2	002	99.978
101 ROUTINE_SWITCH_FO	2	002	99.980
102 ROUTINE_UNIT_ASSIGNMENT	2	002	99.982
103 EVENT_ACT_DEF	2	002	99.984
104 EVENT_GET_NX_ORD	1	001	99.985
105 EVENT_START_BATTLE	1	001	99.987
106 ROUTINE_ADJUST	1	001	99.988
107 ROUTINE_CHECK_STREN	1	001	99.989
108 ROUTINE_EMPTY	1	001	99.990
109 ROUTINE_END_MOVE	1	001	99.991
110 ROUTINE_GENERAL_BATTLE	1	001	99.992
111 ROUTINE_INITIAL_DETECT	1	001	99.993
112 ROUTINE_INITIAL_MOVE	1	001	99.994
	1	001	99.995

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113 ROUTINE_INTER.BATTLE	001	99 996
114 ROUTINE_INTER.HELO	001	99 997
115 ROUTINE_LINE_OF_SIGHT	001	99 998
116 ROUTINE_ORIENTATION	001	99 999
117 ROUTINE_FIRED_POS	001	100 000
118 "PROGRAM" MAIN	0	100 000
119 EVENT_ACT.ATK	0	100 000
120 EVENT_ACT.MOVCOR	0	100 000
121 EVENT_ACT.MOVDIS	0	100 000
122 EVENT_ACT.REINF	0	100 000
123 EVENT_AD.ENGAGEMENT	0	100 000
124 EVENT_BTL.ENDED	0	100 000
125 EVENT_CHANGE.LITE	0	100 000
126 EVENT_CHANGE.WEATHER	0	100 000
127 EVENT_DQ.OLD.SORTIE.QUEUE	0	100 000
128 EVENT_END.SIMULATION	0	100 000
129 EVENT_FEBA.SORTIE	0	100 000
130 EVENT_HC.DEPART.BATTLE	0	100 000
131 EVENT_HELO.ENGAGEMENT	0	100 000
132 EVENT_INIT.PREPLAN.CAS	0	100 000
133 EVENT_OFF.LINE.ATTRITION	0	100 000
134 EVENT_POSITION.REPORT	0	100 000
135 EVENT_SEND.TEAM	0	100 000
136 EVENT_SET.DEBUG	0	100 000
137 EVENT_START.MOVE	0	100 000
138 FUNCTION_AR.PROB.DETECT	0	100 000
139 FUNCTION_BTRY.AVAILABLE	0	100 000
140 FUNCTION_COLLISION	0	100 000
141 FUNCTION_STAY.TIME	0	100 000
142 PROCESS_AC.ATK.TGT	0	100 000
143 PROCESS_AIR.OBSERVER	0	100 000
144 PROCESS_AIRBORNE.RADAR	0	100 000
145 PROCESS_ASSESSMENT	0	100 000
146 PROCESS_CAS.MISSION	0	100 000
147 PROCESS_FORWARD.OBSERVER	0	100 000
148 PROCESS_HC.ARRIVE.BATTLE	0	100 000
149 PROCESS_HC.RETURN.FARRP	0	100 000
150 PROCESS_HEL.TARGET.ACQUISITION	0	100 000
151 PROCESS_HELICOPTER.FIRE	0	100 000
152 PROCESS_MINE.ASSESS	0	100 000
153 PROCESS_PHOTO.IR.FLIGHT	0	100 000
154 PROCESS_REMOTE.PILOT.VEHICLE	0	100 000
155 PROCESS_WITH.DRAW	0	100 000
156 ROUTINE_AC.BOMB.EFFECTS	0	100 000
157 ROUTINE_AC.DF.EFFECTS	0	100 000
158 ROUTINE_AC.MUNS.INPUT	0	100 000
159 ROUTINE_AD.SHOOT	0	100 000
160 ROUTINE_AMMO.RPT	0	100 000
161 ROUTINE_ANALYSIS.OUTPUT	0	100 000
162 ROUTINE_AD.DETECTION	0	100 000
163 ROUTINE_AR.DETECTION	0	100 000
164 ROUTINE_ATTRIT.SENSOR	0	100 000
165 ROUTINE_BETWEEN.ROUTINE	0	100 000
166 ROUTINE_BTL.CHECK	0	100 000
167 ROUTINE_BTRY.INPUT	0	100 000
168 ROUTINE_CAS.EVAL	0	100 000
169 ROUTINE_CAT.TU.INPUT	0	100 000
170 ROUTINE_CHECK.CAS.CONSTRAINTS	0	100 000
171 ROUTINE_CHECK.LIST	0	100 000

172 ROUTINE_COMPUTE.WD	0	0	100.000
173 ROUTINE_CREATE.TEAMS	0	0	100.000
174 ROUTINE_DEAD.UNIT	0	0	100.000
175 ROUTINE_DECISION.INPUT	0	0	100.000
176 ROUTINE_DESTROY.ORD	0	0	100.000
177 ROUTINE_DQ.CMSN.QUEUE	0	0	100.000
178 ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
179 ROUTINE_END.CAS.MISSION	0	0	100.000
180 ROUTINE_EQ.TE.INPUT	0	0	100.000
181 ROUTINE_ERROR.STOP	0	0	100.000
182 ROUTINE_FARRP.CHECK	0	0	100.000
183 ROUTINE_FARRP.INPUT	0	0	100.000
184 ROUTINE_FASCAM.COMPUTATION	0	0	100.000
185 ROUTINE_FBN.FD.INPUT	0	0	100.000
186 ROUTINE_FEBA.INITIAL	0	0	100.000
187 ROUTINE_FILE.FD.SCHD	0	0	100.000
188 ROUTINE_FILE.KAD.SENSOR	0	0	100.000
189 ROUTINE_FIN.BATTLE	0	0	100.000
190 ROUTINE_FIND.START.TIME	0	0	100.000
191 ROUTINE_FLIGHT.PATH	0	0	100.000
192 ROUTINE_FORM.TF.LIST	0	0	100.000
193 ROUTINE_FORPOSITION.QUIT	0	0	100.000
194 ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
195 ROUTINE_HC.DISENGAGE	0	0	100.000
196 ROUTINE_HC.EMPTY	0	0	100.000
197 ROUTINE_HE.LA.INPUT	0	0	100.000
198 ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
199 ROUTINE_ILLUM.COMPUTATION	0	0	100.000
200 ROUTINE_ILLUM.EFFECTS	0	0	100.000
201 ROUTINE_ILLUM.INPUT	0	0	100.000
202 ROUTINE_INIT.REINF	0	0	100.000
203 ROUTINE_KV.INPUT	0	0	100.000
204 ROUTINE_KV.PRINT	0	0	100.000
205 ROUTINE_KV.SCOREBOARD	0	0	100.000
206 ROUTINE_LINE.CIRCLE	0	0	100.000
207 ROUTINE_LOCATE.SEARCH.AREA	0	0	100.000
208 ROUTINE_MADS.INPUT	0	0	100.000
209 ROUTINE_MAIN1	0	0	100.000
210 ROUTINE_MAIN2	0	0	100.000
211 ROUTINE_MAIN3	0	0	100.000
212 ROUTINE_MAO.INPUT	0	0	100.000
213 ROUTINE_MCFR.INPUT	0	0	100.000
214 ROUTINE_MFO.INPUT	0	0	100.000
215 ROUTINE_MINE.DELAY	0	0	100.000
216 ROUTINE_MINE.EFFECTS	0	0	100.000
217 ROUTINE_MINE.INPUT	0	0	100.000
218 ROUTINE_MPOB.INPUT	0	0	100.000
219 ROUTINE_MUNS.INPUT	0	0	100.000
220 ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
221 ROUTINE_ORD.ATK	0	0	100.000
222 ROUTINE_ORD.DEF	0	0	100.000
223 ROUTINE_ORD.MOVCOR	0	0	100.000
224 ROUTINE_ORD.MOVDIS	0	0	100.000
225 ROUTINE_ORD.REINF	0	0	100.000
226 ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
227 ROUTINE_P.E.M.INPUT	0	0	100.000
228 ROUTINE_PGM.INPUT	0	0	100.000
229 ROUTINE_PTR.DETECTION	0	0	100.000
230 ROUTINE_PK.INPUT	0	0	100.000

231 ROUTINE_PLAT_COUNT	0	0	100.000
232 ROUTINE_PREP_WITHDRAW	0	0	100.000
233 ROUTINE_PREPARE_LIST	0	0	100.000
234 ROUTINE_PROX_POS	0	0	100.000
235 ROUTINE_READ_ORDERS	0	0	100.000
236 ROUTINE_REIN_ARRIVE	0	0	100.000
237 ROUTINE_REPLACE_HC	0	0	100.000
238 ROUTINE_REQUEST_FASCAM	0	0	100.000
239 ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
240 ROUTINE_RESET_FEBA_SECTOR	0	0	100.000
241 ROUTINE_RPV_DETECTION	0	0	100.000
242 ROUTINE_RULE_EN_INPUT	0	0	100.000
243 ROUTINE_SEARCH_COVERAGE	0	0	100.000
244 ROUTINE_SENSOR_INPUT	0	0	100.000
245 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
246 ROUTINE_SMOKE_EFFECTS	0	0	100.000
247 ROUTINE_SMOKE_INPUT	0	0	100.000
248 ROUTINE_SNAP_R	0	0	100.000
249 ROUTINE_SNAP2	0	0	100.000
250 ROUTINE_ST_INPUT	0	0	100.000
251 ROUTINE_SUBM_INPUT	0	0	100.000
252 ROUTINE_SYS_INPUT	0	0	100.000
253 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
254 ROUTINE_TACAIR_INPUT	0	0	100.000
255 ROUTINE_TB_INPUT	0	0	100.000
256 ROUTINE_TBF_INPUT	0	0	100.000
257 ROUTINE_TERM_CHECK	0	0	100.000
258 ROUTINE_TR_INPUT	0	0	100.000
259 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
260 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
261 ROUTINE_UNIT_INPUT	0	0	100.000
262 ROUTINE_UNIT_PRIORITY	0	0	100.000
263 ROUTINE_VIS_INPUT	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 96317

CPU USAGE FOR SIMULATED HOUR 19. = 345.93 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 20
TOP 264 (100%) INVOKED ROUTINES

ROUTINE	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	13216	24.426	24.426
2 ROUTINE_FRAC_COMPUTE	10604	19.599	44.025
3 ROUTINE_SIZE_ESTIMATE	5884	10.875	54.900
4 ROUTINE_FINAL_COVERAGE	2419	4.471	59.370
5 ROUTINE_LOCATE_SECTOR	2263	4.183	63.553
6 FUNCTION_COMBINATIONS	1640	3.031	66.584
7 ROUTINE_PDB_DETECTION	1380	2.551	69.135
8 ROUTINE_FO_DETECTION	1324	2.447	71.582
9 FUNCTION_EST_RANGE	1084	1.856	73.437
10 EVENT_PDB_ACTIVATION	872	1.612	75.049
11 PROCESS_SHOOT_OUT	782	1.445	76.494
12 FUNCTION_FEBA_BAND	708	1.309	77.803
13 ROUTINE_NOISE_DEGRADE	688	1.272	79.074
14 FUNCTION_HE_WLA	597	1.103	80.178
15 ROUTINE_NORMAL_F	564	1.042	81.220
16 ROUTINE_VOLLEY	558	1.031	82.252
17 ROUTINE_COMPARE_IRS	537	.992	83.244
18 ROUTINE_OUTPUT_ATTRITION	480	.887	84.131
19 ROUTINE_TIME_REQ	473	.874	85.005
20 ROUTINE_TARGET_ANALYSIS	454	.839	85.844
21 EVENT_CFR_ACTIVATION	434	.802	86.647
22 ROUTINE_EST_COVERAGE	405	.749	87.395
23 ROUTINE_WEIGHTED_VOLLEYS	405	.749	88.144
24 ROUTINE_FA_BN_ASGN	373	.689	88.833
25 ROUTINE_CHK_COMP_TR	371	.686	89.519
26 ROUTINE_CHK_FD_TR	371	.686	90.204
27 ROUTINE_HE_OR_ICM_COMPUTATION	335	.619	90.824
28 ROUTINE_GET_TERRAIN	309	.571	91.395
29 ROUTINE_MARGINAL_EFFECTS_ADJ	279	.516	91.910
30 PROCESS_TARGET_REPORT	254	.469	92.380
31 ROUTINE_FDC_TR_DEQ	253	.468	92.847
32 ROUTINE_FINISH_COMPUTATION	253	.468	93.315
33 ROUTINE_FDC_TR_ENQ	247	.457	93.771
34 ROUTINE_CFR_DETECTION	218	.403	94.174
35 ROUTINE_FA_BN_MOVEMENT	207	.383	94.557
36 FUNCTION_ICM_WLA	200	.370	94.927
37 PROCESS_FIRE_MISSION	182	.336	95.263
38 ROUTINE_BTRY_FM_ENQ	182	.336	95.599
39 ROUTINE_BTRY_FM_DEQ	178	.329	95.928
40 ROUTINE_REM_EFFECTS_COMPUTATION	178	.329	96.257
41 ROUTINE_BTRY_EFFECTS	134	.248	96.505
42 ROUTINE_DEQ_FEBA_SET	131	.242	96.747
43 ROUTINE_ENQ_FEBA_SET	131	.242	96.989
44 ROUTINE_UNIT_ENVIR	129	.238	97.228
45 ROUTINE_CFR_DEGRADE	121	.224	97.451
46 EVENT_PDB_OPERATOR	120	.222	97.673
47 ROUTINE_FD_EFFECTS_REQ	120	.222	97.895
48 EVENT_CFR_OPERATOR	116	.214	98.109
49 ROUTINE_EST_MIL_WORTH	110	.203	98.313
50 ROUTINE_GAMMA_F	94	.174	98.486
51 ROUTINE_COPY	80	.148	98.634
52 EVENT_STOP_ARTY_MOVEMENT	73	.135	98.769
53 EVENT_ARTY_OCCUPATION	72	.133	98.902

	PAGE	97
54 FUNCTION_EST_TR_RANGE	113	99.015
55 ROUTINE_PROXIMITY_REQ	113	99.128
56 PROCESS_ARTY_ASSESS	102	99.229
57 EVENT_CFR_OFF	091	99.320
58 EVENT_CFR_ON	087	99.407
59 EVENT_START_ARTY_MOVEMENT	085	99.492
60 ROUTINE_CHECK_FOR_MINES	085	99.577
61 ROUTINE_DECIDE	054	99.630
62 ROUTINE_DUST_EFFECTS	037	99.667
63 ROUTINE_RANGE_COMPUTE	031	99.699
64 ROUTINE_CHECK_FORCE	028	99.726
65 PROCESS_HOW_REPAIR	026	99.752
66 EVENT_UPDATE_LOC	024	99.776
67 ROUTINE_CHECK_PROX	024	99.800
68 ROUTINE_EXPONENTIAL_F	024	99.824
69 ROUTINE_PGM_MSN_ASGN	024	99.848
70 ROUTINE_TIME_TO_DETECT	024	99.872
71 ROUTINE_BLOCK_LOS	013	99.885
72 ROUTINE_COMBINE_TRS	011	99.896
73 ROUTINE_JOHNSON_CRITERIA	011	99.908
74 ROUTINE_PROB_INF	011	99.919
75 ROUTINE_PROB_TIME	011	99.930
76 ROUTINE_SEARCH	011	99.941
77 ROUTINE_CONTRAST_TO_FREQ	009	99.950
78 ROUTINE_CHECK_ENGAGEMENT	007	99.957
79 ROUTINE_WEIBULL_F	006	99.963
80 EVENT_SCHEDULE_ARTY_MOVEMENT	004	99.967
81 ROUTINE_COMPUTE_WD	004	99.970
82 ROUTINE_HEADING	004	99.974
83 EVENT_CHANGE_WEATHER	002	99.976
84 EVENT_MOVE	002	99.978
85 PROCESS_WITH_DRAW	002	99.980
86 ROUTINE_CHANGE_LOC	002	99.982
87 ROUTINE_DQ_CMSN_QUEUE	002	99.983
88 ROUTINE_LOS_CHECK	002	99.985
89 ROUTINE_MIN_MOVE	002	99.987
90 ROUTINE_MRT_TO_FREQ	002	99.989
91 ROUTINE_PREP_WITHDRAW	002	99.991
92 ROUTINE_REQUEST_SMOKE	002	99.993
93 ROUTINE_REQUEST_WD_FASCAM	002	99.994
94 ROUTINE_SEGMENT_ADJUST	002	99.996
95 ROUTINE_TEMPERATURE_ATTENUATION	002	99.998
96 ROUTINE_TERM_CHECK	100.000	100.000
97 **PROGRAM** MAIN	0	0
98 EVENT_ACT_ATK	0	0
99 EVENT_ACT_DEF	0	0
100 EVENT_ACT_MOVCOR	0	0
101 EVENT_ACT_MOVDIS	0	0
102 EVENT_ACT_REINF	0	0
103 EVENT_AD_ENGAGEMENT	0	0
104 EVENT_BTL_ENDED	0	0
105 EVENT_CHANGE_LITE	0	0
106 EVENT_DQ_OLD_SORTIE_QUEUE	0	0
107 EVENT_END_SIMULATION	0	0
108 EVENT_ENGAGEMENT	0	0
109 EVENT_FEBA_SORTIE	0	0
110 EVENT_GET_NX_ORD	0	0
111 EVENT_HC_DEPART_BATTLE	0	0
112 EVENT_HELO_ENGAGEMENT	0	0

	PAGE	98
113 EVENT_INIT_PREPLAN_CAS	0.	100.000
114 EVENT_OFF_LINE_ATTRITION	0.	100.000
115 EVENT_POSITION_REPORT	0.	100.000
116 EVENT_SEND_TEAM	0.	100.000
117 EVENT_SET_DEBUG	0.	100.000
118 EVENT_START_BATTLE	0.	100.000
119 EVENT_START_MOVE	0.	100.000
120 FUNCTION_AR_PROB_DETECT	0.	100.000
121 FUNCTION_BTRY_AVAILABLE	0.	100.000
122 FUNCTION_COLLISION	0.	100.000
123 FUNCTION_STAY_TIME	0.	100.000
124 PROCESS_AC_ATK_TGT	0.	100.000
125 PROCESS_AIR_OBSERVER	0.	100.000
126 PROCESS_AIRBORNE_RADAR	0.	100.000
127 PROCESS_ASSESSMENT	0.	100.000
128 PROCESS_CAS_MISSION	0.	100.000
129 PROCESS_FORWARD_OBSERVER	0.	100.000
130 PROCESS_HC_ARRIVE_BATTLE	0.	100.000
131 PROCESS_HC_RETURN_FARRP	0.	100.000
132 PROCESS_HEL_TARGET_ACQUISITION	0.	100.000
133 PROCESS_HELICOPTER_FIRE	0.	100.000
134 PROCESS_MINE_ASSESS	0.	100.000
135 PROCESS_PHOTO_IR_FLIGHT	0.	100.000
136 PROCESS_REMOTE_PILOT_VEHICLE	0.	100.000
137 ROUTINE_AC_BOMB_EFFECTS	0.	100.000
138 ROUTINE_AC_DF_EFFECTS	0.	100.000
139 ROUTINE_AC_MJNS_INPUT	0.	100.000
140 ROUTINE_AD_SHOOT	0.	100.000
141 ROUTINE_ADJUST	0.	100.000
142 ROUTINE_AMMO_RPT	0.	100.000
143 ROUTINE_ANALYSIS_OUTPUT	0.	100.000
144 ROUTINE_ANGLE_COMPUTE	0.	100.000
145 ROUTINE_AO_DETECTION	0.	100.000
146 ROUTINE_AR_DETECTION	0.	100.000
147 ROUTINE_ATTRIT_SENSOR	0.	100.000
148 ROUTINE_BETWEEN_ROUTINE	0.	100.000
149 ROUTINE_BTL_CHECK	0.	100.000
150 ROUTINE_BTRY_INPUT	0.	100.000
151 ROUTINE_CAS_EVAL	0.	100.000
152 ROUTINE_CAT_TU_INPUT	0.	100.000
153 ROUTINE_CHECK_CAS_CONSTRAINTS	0.	100.000
154 ROUTINE_CHECK_DEAD	0.	100.000
155 ROUTINE_CHECK_LIST	0.	100.000
156 ROUTINE_CHECK_STREN	0.	100.000
157 ROUTINE_COMPUTE_D	0.	100.000
158 ROUTINE_CREATE_FORCE	0.	100.000
159 ROUTINE_CREATE_TEAMS	0.	100.000
160 ROUTINE_DEAD_UNIT	0.	100.000
161 ROUTINE_DECISION_INPUT	0.	100.000
162 ROUTINE_DESTROY_ORD	0.	100.000
163 ROUTINE_EMPLOY_HELICOPTERS	0.	100.000
164 ROUTINE_EMPTY	0.	100.000
165 ROUTINE_END_CAS_MISSION	0.	100.000
166 ROUTINE_END_MOVE	0.	100.000
167 ROUTINE_EQ_TE_INPUT	0.	100.000
168 ROUTINE_ERROR_STOP	0.	100.000
169 ROUTINE_FARRP_CHECK	0.	100.000
170 ROUTINE_FARRP_INPUT	0.	100.000
171 ROUTINE_FASCAM_COMPUTATION	0.	100.000

172	ROUTINE_FBN_FD.INPUT	0	0	0	100.000
173	ROUTINE_FEBD_INITIAL	0	0	0	100.000
174	ROUTINE_FILE_FD.SCHD	0	0	0	100.000
175	ROUTINE_FILE_KAD.SENSOR	0	0	0	100.000
176	ROUTINE_FIN_BATTLE	0	0	0	100.000
177	ROUTINE_FIND_START.TIME	0	0	0	100.000
178	ROUTINE_FLIGHT_PATH	0	0	0	100.000
179	ROUTINE_FORM_TF.LIST	0	0	0	100.000
180	ROUTINE_FORPOSITION.OUT	0	0	0	100.000
181	ROUTINE_GENERAL_BATTLE	0	0	0	100.000
182	ROUTINE_HC_COMPUTE.TIMES	0	0	0	100.000
183	ROUTINE_HC_DISENGAGE	0	0	0	100.000
184	ROUTINE_HC_EMPTY	0	0	0	100.000
185	ROUTINE_HE_LA.INPUT	0	0	0	100.000
186	ROUTINE_HEL_RANGE.COMPUTE	0	0	0	100.000
187	ROUTINE_ILLUM.COMPUTATION	0	0	0	100.000
188	ROUTINE_ILLUM.EFFECTS	0	0	0	100.000
189	ROUTINE_ILLUM.INPUT	0	0	0	100.000
190	ROUTINE_INIT_REINF	0	0	0	100.000
191	ROUTINE_INITIAL_DETECT	0	0	0	100.000
192	ROUTINE_INITIAL_MOVE	0	0	0	100.000
193	ROUTINE_INTER_BATTLE	0	0	0	100.000
194	ROUTINE_INTER_HELLO	0	0	0	100.000
195	ROUTINE_KV.INPUT	0	0	0	100.000
196	ROUTINE_KV.PRINT	0	0	0	100.000
197	ROUTINE_KV_SCOREBOARD	0	0	0	100.000
198	ROUTINE_LINE_CIRCLE	0	0	0	100.000
199	ROUTINE_LINE_OF_SIGHT	0	0	0	100.000
200	ROUTINE_LOCATE_SEARCH.AREA	0	0	0	100.000
201	ROUTINE_MADS.INPUT	0	0	0	100.000
202	ROUTINE_MAIN1	0	0	0	100.000
203	ROUTINE_MAIN2	0	0	0	100.000
204	ROUTINE_MAIN3	0	0	0	100.000
205	ROUTINE_MAO.INPUT	0	0	0	100.000
206	ROUTINE_MCFR.INPUT	0	0	0	100.000
207	ROUTINE_MFO.INPUT	0	0	0	100.000
208	ROUTINE_MINE_DELAY	0	0	0	100.000
209	ROUTINE_MINE_EFFECTS	0	0	0	100.000
210	ROUTINE_MINE.INPUT	0	0	0	100.000
211	ROUTINE_MFDB.INPUT	0	0	0	100.000
212	ROUTINE_MUNS.INPUT	0	0	0	100.000
213	ROUTINE_NEW_SEGMENT	0	0	0	100.000
214	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	0	100.000
215	ROUTINE_ORD.ATK	0	0	0	100.000
216	ROUTINE_ORD.DEF	0	0	0	100.000
217	ROUTINE_ORD.MOVCOR	0	0	0	100.000
218	ROUTINE_ORD.MOVDIS	0	0	0	100.000
219	ROUTINE_ORD.REINF	0	0	0	100.000
220	ROUTINE_ORIENTATION	0	0	0	100.000
221	ROUTINE_OUTPUT_EXPENDITURES	0	0	0	100.000
222	ROUTINE_P.E.M.INPUT	0	0	0	100.000
223	ROUTINE_PGM.INPUT	0	0	0	100.000
224	ROUTINE_PIR_DETECTION	0	0	0	100.000
225	ROUTINE_PK_COMPUTE	0	0	0	100.000
226	ROUTINE_PK.INPUT	0	0	0	100.000
227	ROUTINE_PLAT_COUNT	0	0	0	100.000
228	ROUTINE_POSITION	0	0	0	100.000
229	ROUTINE_PRED.POS	0	0	0	100.000
230	ROUTINE_PREPARE.LIST	0	0	0	100.000

	PAGE	100
231 ROUTINE_PROX_CHECK	0	100.000
232 ROUTINE_PROX_FOS	0	100.000
233 ROUTINE_READ_ORDEPS	0	100.000
234 ROUTINE_REIN_ARRIVE	0	100.000
235 ROUTINE_REPLACE_HC	0	100.000
236 ROUTINE_REQUEST_DEF_FASCAM	0	100.000
237 ROUTINE_REQUEST_FASCAM	0	100.000
238 ROUTINE_REQUEST_ILUM	0	100.000
239 ROUTINE_RESET_FEBA_SECTOR	0	100.000
240 ROUTINE_RPV_DETECTION	0	100.000
241 ROUTINE_RUL_EN_INPUT	0	100.000
242 ROUTINE_SEARCH_COVERAGE	0	100.000
243 ROUTINE_SENSOR_INPUT	0	100.000
244 ROUTINE_SMOKE_COMPUTATION	0	100.000
245 ROUTINE_SMOKE_EFFECTS	0	100.000
246 ROUTINE_SMOKE_INPUT	0	100.000
247 ROUTINE_SNAP_R	0	100.000
248 ROUTINE_SNAP2	0	100.000
249 ROUTINE_ST_INPUT	0	100.000
250 ROUTINE_SUBM_INPUT	0	100.000
251 ROUTINE_SWITCH_FO	0	100.000
252 ROUTINE_SYS_INPUT	0	100.000
253 ROUTINE_TACAIR_DATA_REPORT	0	100.000
254 ROUTINE_TACAIR_INPUT	0	100.000
255 ROUTINE_TB_INPUT	0	100.000
256 ROUTINE_TBF_INPUT	0	100.000
257 ROUTINE_TR_INPUT	0	100.000
258 ROUTINE_TT_FACTORS_INPUT	0	100.000
259 ROUTINE_TYPE_WEAPON_INPUT	0	100.000
260 ROUTINE_UNIT_ASSIGNMENT	0	100.000
261 ROUTINE_UNIT_INPUT	0	100.000
262 ROUTINE_UNIT_PRIORITY	0	100.000
263 ROUTINE_VIS_INPUT	0	100.000
264 ROUTINE_WHAT_NEXT	0	100.000

TOTAL INVOCATIONS = 54106

CPU USAGE FOR SIMULATED HOUR 20. = 242.30 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 21

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	12448	22.374	22.374
2 FUNCTION_ACT.RANGE	11972	21.519	43.893
3 ROUTINE_SIZE.ESTIMATE	5337	9.593	53.486
4 ROUTINE_LOCATE.SECTOR	2924	5.256	58.742
5 ROUTINE_FINAL.COVERAGE	2767	4.973	63.715
6 ROUTINE_PDB.DETECTION	1384	2.488	66.203
7 FUNCTION_COMBINATIONS	1369	2.461	68.664
8 ROUTINE_FO.DETECTION	1355	2.436	71.099
9 FUNCTION_EST.RANGE	1102	1.981	73.080
10 EVENT_PDB.ACTIVATION	915	1.645	74.725
11 FUNCTION_FEBA.BAND	795	1.429	76.154
12 FUNCTION_HE.WLA	745	1.339	77.493
13 ROUTINE_NOISE.DEGRADE	695	1.249	78.742
14 ROUTINE_VOLLEY	662	1.190	79.932
15 ROUTINE_OUTPUT.ATTRITION	621	1.116	81.048
16 ROUTINE_NORMAL.F	542	.974	82.022
17 ROUTINE_EST.COVERAGE	500	.899	82.921
18 ROUTINE_WEIGHTED.VOLLEYS	500	.899	83.820
19 ROUTINE_COMPARE.TRS	469	.843	84.663
20 EVENT_CFR.ACTIVATION	458	.823	85.486
21 ROUTINE_HE.OR.ICM.COMPUTATION	442	.794	86.280
22 PROCESS_SHOOT.OUT	433	.778	87.059
23 ROUTINE_TIME.REQ	428	.769	87.828
24 ROUTINE_TARGET.ANALYSIS	412	.741	88.568
25 ROUTINE_GET.TERRAIN	385	.692	89.260
26 ROUTINE_FA.BN.ASGN	353	.634	89.895
27 ROUTINE_CHK.COMP.TR	340	.611	90.506
28 ROUTINE_CHK.FD.TR	340	.611	91.117
29 ROUTINE_MARGINAL.EFFECTS.ADJ	322	.579	91.696
30 ROUTINE_FA.BN.MOVEMENT	274	.492	92.188
31 FUNCTION_ICM.WLA	272	.489	92.677
32 ROUTINE_FDC.TR.DEQ	245	.440	93.118
33 ROUTINE_FINISH.COMPUTATION	245	.440	93.558
34 PROCESS_FIRE.MISSION	243	.437	93.995
35 ROUTINE_BTRY.FM.ENQ	243	.437	94.432
36 ROUTINE_REM.EFFECTS.COMPUTATION	240	.431	94.863
37 ROUTINE_BTRY.FM.DEQ	235	.422	95.285
38 PROCESS_TARGET.REPORT	232	.417	95.702
39 ROUTINE_FDC.TR.ENQ	227	.408	96.110
40 ROUTINE_CFR.DETECTION	186	.334	96.445
41 ROUTINE_BTRY.EFFECTS	173	.311	96.756
42 ROUTINE_UNIT.ENVR	167	.300	97.056
43 EVENT_PDB.OPERATOR	120	.216	97.272
44 ROUTINE_FD.EFFECTS.REQ	108	.194	97.466
45 ROUTINE_CFR.DEGRADE	99	.178	97.644
46 ROUTINE_EST.MIL.WORTH	97	.174	97.818
47 EVENT_CFR.OPERATOR	96	.173	97.990
48 ROUTINE_GAMMA.F	90	.162	98.152
49 ROUTINE_RANGE.COMPUTE	83	.149	98.301
50 ROUTINE_COPY	74	.133	98.434
51 ROUTINE_TIME.TO.DETECT	72	.129	98.564
52 PROCESS_ARTY.ASSESS	65	.117	98.681
53 EVENT_STOP_ARTY.MOVEMENT	51	.092	98.772

	PAGE	102
54 FUNCTION_EST. TR. RANGE	51	.092 98.864
55 ROUTINE_PROXIMITY_REQ	51	.092 98.956
56 EVENT_ARTY_OCCUPATION	50	.090 99.046
57 EVENT_CFR_ON	45	.081 99.126
58 EVENT_START_ARTY_MOVEMENT	45	.081 99.207
59 ROUTINE_CHECK_FOR_MINES	45	.081 99.288
60 EVENT_CFR_OFF	43	.077 99.366
61 ROUTINE_JOHNSON_CRITERIA	33	.059 99.425
62 ROUTINE_PROB_INF	33	.059 99.484
63 ROUTINE_PROB_TIME	33	.059 99.543
64 ROUTINE_SEARCH	33	.059 99.603
65 ROUTINE_DEQ_FEBA_SET	29	.052 99.655
66 ROUTINE_ENQ_FEBA_SET	29	.052 99.707
67 ROUTINE_CONTRAST_TO_FREQ	26	.047 99.754
68 ROUTINE_CHECK_ENGAGEMENT	20	.036 99.790
69 ROUTINE_EXPONENTIAL_F	12	.022 99.811
70 ROUTINE_PGM_MSN_ASGN	12	.022 99.833
71 PROCESS_HOW_REPAIR	8	.014 99.847
72 ROUTINE_DECIDE	8	.014 99.862
73 ROUTINE_MRT_TO_FREQ	7	.013 99.874
74 ROUTINE_TEMPERATURE_ATTENUATION	7	.013 99.887
75 ROUTINE_WEIBULL_F	7	.013 99.899
76 EVENT_MOVE	5	.009 99.908
77 ROUTINE_CHANGE_LOC	5	.009 99.917
78 ROUTINE_COMPUTE_WD	5	.009 99.926
79 ROUTINE_LOS_CHECK	5	.009 99.935
80 ROUTINE_MIN_MOVE	5	.009 99.944
81 ROUTINE_COMBINE_TRS	4	.007 99.951
82 ROUTINE_NEW_SEGMENT	4	.007 99.959
83 ROUTINE_POSITION	4	.007 99.966
84 ROUTINE_SEGMENT_ADJUST	4	.007 99.973
85 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.004 99.977
86 ROUTINE_HEADING	2	.004 99.980
87 EVENT_ACT_DEF	1	.002 99.982
88 EVENT_GET_NX_ORD	1	.002 99.984
89 EVENT_UPDATE_LOC	1	.002 99.986
90 PROCESS_WITH_DRAW	1	.002 99.987
91 ROUTINE_CHECK_FORCE	1	.002 99.989
92 ROUTINE_CHECK_PROX	1	.002 99.991
93 ROUTINE_END_MOVE	1	.002 99.993
94 ROUTINE_PREP_WITHDRAW	1	.002 99.995
95 ROUTINE_REQUEST_SMOKE	1	.002 99.996
96 ROUTINE_REQUEST_WD_FASCAM	1	.002 99.998
97 ROUTINE_TERM_CHECK	1	.002 100.000
98 ...PROGRAM... MAIN	0	0 100.000
99 EVENT_ACT_ATK	0	0 100.000
100 EVENT_ACT_MOVCOR	0	0 100.000
101 EVENT_ACT_MOVDIS	0	0 100.000
102 EVENT_ACT_REINF	0	0 100.000
103 EVENT_AD_ENGAGEMENT	0	0 100.000
104 EVENT_BTL_ENDED	0	0 100.000
105 EVENT_CHANGE_LITE	0	0 100.000
106 EVENT_CHANGE_WEATHER	0	0 100.000
107 EVENT_DO_OLD_SORTIE_QUEUE	0	0 100.000
108 EVENT_END_SIMULATION	0	0 100.000
109 EVENT_ENGAGEMENT	0	0 100.000
110 EVENT_FEBA_SORTIE	0	0 100.000
111 EVENT_HC_DEPART_BATTLE	0	0 100.000
112 EVENT_HELO_ENGAGEMENT	0	0 100.000

	PAGE	100
113 EVENT_INIT_PREPLAN_CAS	0	100.000
114 EVENT_OFF_LINE_ATTRITION	0	100.000
115 EVENT_POSITION_REPORT	0	100.000
116 EVENT_SEND_TEAM	0	100.000
117 EVENT_SET_DEBUG	0	100.000
118 EVENT_START_BATTLE	0	100.000
119 EVENT_START_MOVE	0	100.000
120 FUNCTION_AR_PROB_DETECT	0	100.000
121 FUNCTION_BTRY_AVAILABLE	0	100.000
122 FUNCTION_COLLISION	0	100.000
123 FUNCTION_STAY_TIME	0	100.000
124 PROCESS_AC_ATK_IQT	0	100.000
125 PROCESS_AIR_OBSERVER	0	100.000
126 PROCESS_AIRBORNE_RADAR	0	100.000
127 PROCESS_ASSESSMENT	0	100.000
128 PROCESS_CAS_MISSION	0	100.000
129 PROCESS_FORWARD_OBSERVER	0	100.000
130 PROCESS_HC_ARRIVE_BATTLE	0	100.000
131 PROCESS_HC_RETURN_FARRP	0	100.000
132 PROCESS_HEL_TARGET_ACQUISITION	0	100.000
133 PROCESS_HELICOPTER_FIRE	0	100.000
134 PROCESS_MINE_ASSESS	0	100.000
135 PROCESS_PHOTO_IR_FLIGHT	0	100.000
136 PROCESS_REMOTE_PILOT_VEHICLE	0	100.000
137 ROUTINE_AC_BOMB_EFFECTS	0	100.000
138 ROUTINE_AC_DF_EFFECTS	0	100.000
139 ROUTINE_AC_MUNS_INPUT	0	100.000
140 ROUTINE_AD_SHOOT	0	100.000
141 ROUTINE_ADJUST	0	100.000
142 ROUTINE_AMMO_RPT	0	100.000
143 ROUTINE_ANALYSIS_OUTPUT	0	100.000
144 ROUTINE_ANGLE_COMPUTE	0	100.000
145 ROUTINE_AD_DETECTION	0	100.000
146 ROUTINE_AR_DETECTION	0	100.000
147 ROUTINE_ATTRIT_SENSOR	0	100.000
148 ROUTINE_BETWEEN_ROUTINE	0	100.000
149 ROUTINE_BLOCK_LOS	0	100.000
150 ROUTINE_BTL_CHECK	0	100.000
151 ROUTINE_BTRY_INPUT	0	100.000
152 ROUTINE_CAS_EVAL	0	100.000
153 ROUTINE_CAT_TU_INPUT	0	100.000
154 ROUTINE_CHECK_CAS_CONSTRAINT	0	100.000
155 ROUTINE_CHECK_DEAD	0	100.000
156 ROUTINE_CHECK_LIST	0	100.000
157 ROUTINE_CHECK_STREN	0	100.000
158 ROUTINE_COMPUTE_D	0	100.000
159 ROUTINE_CREATE_FORCE	0	100.000
160 ROUTINE_CREATE_TEAMS	0	100.000
161 ROUTINE_DEAD_UNIT	0	100.000
162 ROUTINE_DECISION_INPUT	0	100.000
163 ROUTINE_DESTROY_ORD	0	100.000
164 ROUTINE_DQ_CMN_QUEUE	0	100.000
165 ROUTINE_DUST_EFFECTS	0	100.000
166 ROUTINE_EMPLOY_HELICOPTERS	0	100.000
167 ROUTINE_EMPTY	0	100.000
168 ROUTINE_END_CAS_MISSION	0	100.000
169 ROUTINE_EO_TE_INPUT	0	100.000
170 ROUTINE_ERROR_STOP	0	100.000
171 ROUTINE_FARRP_CHECK	0	100.000

172 ROUTINE_FARRP_INPUT	0	0	0	100.000
173 ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
174 ROUTINE_FBN_FD_INPUT	0	0	0	100.000
175 ROUTINE_FEBA_INITIAL	0	0	0	100.000
176 ROUTINE_FILE_FD_SCHD	0	0	0	100.000
177 ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
178 ROUTINE_FIN_BATTLE	0	0	0	100.000
179 ROUTINE_FIND_START_TIME	0	0	0	100.000
180 ROUTINE_FLIGHT_PATH	0	0	0	100.000
181 ROUTINE_FORM_TF_LIST	0	0	0	100.000
182 ROUTINE_FORPOSITION_OUT	0	0	0	100.000
183 ROUTINE_GENERAL_BATTLE	0	0	0	100.000
184 ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
185 ROUTINE_HC_DISENGAGE	0	0	0	100.000
186 ROUTINE_HC_EMPTY	0	0	0	100.000
187 ROUTINE_HE_LA_INPUT	0	0	0	100.000
188 ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
189 ROUTINE_ILLUM_COMPUTATION	0	0	0	100.000
190 ROUTINE_ILLUM_EFFECTS	0	0	0	100.000
191 ROUTINE_ILLUM_INPUT	0	0	0	100.000
192 ROUTINE_INIT_REINF	0	0	0	100.000
193 ROUTINE_INITIAL_DETECT	0	0	0	100.000
194 ROUTINE_INITIAL_MOVE	0	0	0	100.000
195 ROUTINE_INTER_BATTLE	0	0	0	100.000
196 ROUTINE_INTER_HELO	0	0	0	100.000
197 ROUTINE_KV_INPUT	0	0	0	100.000
198 ROUTINE_KV_PRINT	0	0	0	100.000
199 ROUTINE_KV_SCOREBOARD	0	0	0	100.000
200 ROUTINE_LINE_CIRCLE	0	0	0	100.000
201 ROUTINE_LINE_OF_SIGHT	0	0	0	100.000
202 ROUTINE_LOCATE_SEARCH_AREA	0	0	0	100.000
203 ROUTINE_MADS_INPUT	0	0	0	100.000
204 ROUTINE_MAIN1	0	0	0	100.000
205 ROUTINE_MAIN2	0	0	0	100.000
206 ROUTINE_MAIN3	0	0	0	100.000
207 ROUTINE_MAG_INPUT	0	0	0	100.000
208 ROUTINE_MCFR_INPUT	0	0	0	100.000
209 ROUTINE_MFO_INPUT	0	0	0	100.000
210 ROUTINE_MINE_DELAY	0	0	0	100.000
211 ROUTINE_MINE_EFFECTS	0	0	0	100.000
212 ROUTINE_MINE_INPUT	0	0	0	100.000
213 ROUTINE_MPNB_INPUT	0	0	0	100.000
214 ROUTINE_MUNS_INPUT	0	0	0	100.000
215 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100.000
216 ROUTINE_ORD_ATK	0	0	0	100.000
217 ROUTINE_ORD_DEF	0	0	0	100.000
218 ROUTINE_ORD_MOVCOR	0	0	0	100.000
219 ROUTINE_ORD_MOVDIS	0	0	0	100.000
220 ROUTINE_ORD_REINF	0	0	0	100.000
221 ROUTINE_ORIENTATION	0	0	0	100.000
222 ROUTINE_OUTPUT_EXPENDITURES	0	0	0	100.000
223 ROUTINE_P_E_M_INPUT	0	0	0	100.000
224 ROUTINE_PGM_INPUT	0	0	0	100.000
225 ROUTINE_PIR_DETECTION	0	0	0	100.000
226 ROUTINE_PK_COMPUTE	0	0	0	100.000
227 ROUTINE_PK_INPUT	0	0	0	100.000
228 ROUTINE_PLAT_COUNT	0	0	0	100.000
229 ROUTINE_PRED_POS	0	0	0	100.000
230 ROUTINE_PREPARE_LIST	0	0	0	100.000

231 ROUTINE_PROX_CHECK	0	0	PAGE 105
232 ROUTINE_PROX_POS	0	0	100.000
233 ROUTINE_READ_ORDERS	0	0	100.000
234 ROUTINE_REIN_ARRIVE	0	0	100.000
235 ROUTINE_REPLACE_HC	0	0	100.000
236 ROUTINE_REQUEST_DEF_FASCAM	0	0	100.000
237 ROUTINE_REQUEST_FASCAM	0	0	100.000
238 ROUTINE_REQUEST_ILUM	0	0	100.000
239 ROUTINE_RESET_FEBA_SECTOR	0	0	100.000
240 ROUTINE_RPV_DETECTION	0	0	100.000
241 ROUTINE_RUL_EN_INPUT	0	0	100.000
242 ROUTINE_SEARCH_COVERAGE	0	0	100.000
243 ROUTINE_SENSOR_INPUT	0	0	100.000
244 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
245 ROUTINE_SMOKE_EFFECTS	0	0	100.000
246 ROUTINE_SMOKE_INPUT	0	0	100.000
247 ROUTINE_SNAP_R	0	0	100.000
248 ROUTINE_SNAP2	0	0	100.000
249 ROUTINE_ST_INPUT	0	0	100.000
250 ROUTINE_SUBM_INPUT	0	0	100.000
251 ROUTINE_SWITCH_FO	0	0	100.000
252 ROUTINE_SYS_INPUT	0	0	100.000
253 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
254 ROUTINE_TACAIR_INPUT	0	0	100.000
255 ROUTINE_TB_INPUT	0	0	100.000
256 ROUTINE_TBF_INPUT	0	0	100.000
257 ROUTINE_TR_INPUT	0	0	100.000
258 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
259 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
260 ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
261 ROUTINE_UNIT_INPUT	0	0	100.000
262 ROUTINE_UNIT_PRIORITY	0	0	100.000
263 ROUTINE_VIS_INPUT	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 55635

CPU USAGE FOR SIMULATED HOUR 21. = 265.50 SECONDS

C O S A G E H O U R L Y I N V O C A T I O N R E P O R T

AT SIMULATED TIME 22
TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	13579	24.648	24.648
2 ROUTINE_FRAC_COMPUTE	11364	20.627	45.275
3 ROUTINE_SIZE_ESTIMATE	5237	9.506	54.781
4 ROUTINE_FINAL_COVERAGE	2545	4.620	59.401
5 ROUTINE_LOCATE_SECTOR	2410	4.375	63.772
6 ROUTINE_PDR_DETECTION	1480	2.686	66.432
7 FUNCTION_COMBINATION'S	1405	2.550	69.012
8 ROUTINE_FO_DETECTION	1340	2.432	71.444
9 FUNCTION_EST_RANGE	1063	1.929	73.374
10 EVENT_PDB_ACTIVATION	1015	1.842	75.216
11 FUNCTION_FEGA_BAND	751	1.436	76.652
12 FUNCTION_HE_WLA	756	1.372	78.024
13 ROUTINE_NOISE_DEGRADE	738	1.340	79.364
14 ROUTINE_VOLLEY	702	1.274	80.638
15 PROCESS_SHOOT_OUT	689	1.251	81.888
16 ROUTINE_OUTPUT_ATTRITION	535	.971	82.860
17 ROUTINE_NORMAL_F	529	.960	83.820
18 EVENT_CFR_ACTIVATION	508	.922	84.742
19 ROUTINE_COMPARE_TRS	491	.891	85.633
20 ROUTINE_EST_COVERAGE	487	.884	86.517
21 ROUTINE_WEIGHTED_VOLLEYS	487	.884	87.401
22 ROUTINE_HE_OR_ICM_COMPUTATION	452	.820	88.222
23 ROUTINE_TIME_REQ	443	.804	89.026
24 ROUTINE_TARGET_ANALYSIS	410	.744	89.770
25 ROUTINE_GET_TERRAIN	360	.653	90.423
26 ROUTINE_FA_BN_ASSIGN	339	.615	91.039
27 ROUTINE_CHK_COMP_TR	328	.595	91.634
28 ROUTINE_CHK_FD_TR	328	.595	92.229
29 ROUTINE_MARGINAL_EFFECTS_ADJ	326	.592	92.821
30 FUNCTION_ICM_WLA	265	.481	93.302
31 ROUTINE_BTRY_FM_DEQ	231	.419	93.721
32 PROCESS_TARGET_REPORT	226	.410	94.132
33 ROUTINE_FDC_TR_ENQ	226	.410	94.542
34 PROCESS_FIRE_MISSION	219	.398	94.939
35 ROUTINE_BTRY_FM_ENQ	219	.398	95.337
36 ROUTINE_REM_EFFECTS_COMPUTATION	216	.392	95.729
37 ROUTINE_CFR_DETECTION	214	.388	96.117
38 ROUTINE_FDC_TR_DEQ	214	.388	96.506
39 ROUTINE_FINISH_COMPUTATION	214	.388	96.894
40 ROUTINE_FA_BN_MOVEMENT	194	.352	97.246
41 ROUTINE_BTRY_EFFECTS	165	.299	97.546
42 ROUTINE_UNIT_ENVIR	160	.290	97.836
43 EVENT_PDB_OPERATOR	120	.218	98.054
44 ROUTINE_CFR_DEGRADE	120	.218	98.272
45 ROUTINE_FD_EFFECTS_REQ	104	.189	98.461
46 ROUTINE_EST_MIL_WORTH	94	.171	98.611
47 ROUTINE_GAMMA_F	90	.163	98.755
48 EVENT_CFR_OPERATOR	85	.154	98.949
49 ROUTINE_COPY	70	.127	99.076
50 PROCESS_ARTY_ASSESS	69	.125	99.201
51 FUNCTION_EST_TR_RANGE	68	.123	99.325
52 ROUTINE_PROXIMITY_REQ	68	.123	99.448
53 EVENT_CFR_ON	45	.082	99.530

	PAGE	107
54 EVENT_CFR_OFF	44	.080
55 EVENT_ARTY_OCCUPATION	36	.065
56 EVENT_START_ARTY_MOVEMENT	35	.064
57 EVENT_STOP_ARTY_MOVEMENT	35	.064
58 ROUTINE_CHECK_FOR_MINES	35	.064
59 ROUTINE_EXPONENTIAL_F	19	.034
60 PROCESS_HOW_REPAIR	16	.029
61 ROUTINE_PGM_MSN_ASGN	13	.024
62 ROUTINE_DECIDE	10	.018
63 ROUTINE_CHECK_FORCE	9	.015
64 ROUTINE_DUST_EFFECTS	4	.007
65 EVENT_SCHEDULE_ARTY_MOVEMENT	2	.004
66 ROUTINE_HEADING	1	.002
67 ...PROGRAM... MAIN	0	0
68 EVENT_ACT_ATK	0	0
69 EVENT_ACT_DEF	0	0
70 EVENT_ACT_MOVCOR	0	0
71 EVENT_ACT_MOVDIS	0	0
72 EVENT_ACT_REINF	0	0
73 EVENT_AD_ENGAGEMENT	0	0
74 EVENT_BTL_ENDED	0	0
75 EVENT_CHANGE_LITE	0	0
76 EVENT_CHANGE_WEATHER	0	0
77 EVENT_DO_OLD_SORTIE_QUEUE	0	0
78 EVENT_END_SIMULATION	0	0
79 EVENT_ENGAGEMENT	0	0
80 EVENT_FEBA_SORTIE	0	0
81 EVENT_GET_NX_ORD	0	0
82 EVENT_HC_DEPART_BATTLE	0	0
83 EVENT_HELLO_ENGAGEMENT	0	0
84 EVENT_INIT_PREPLAN_CAS	0	0
85 EVENT_MOVE	0	0
86 EVENT_OFF_LINE_ATTRITION	0	0
87 EVENT_POSITION_REPORT	0	0
88 EVENT_SEND_TEAM	0	0
89 EVENT_SET_DEBUG	0	0
90 EVENT_START_BATTLE	0	0
91 EVENT_START_MOVE	0	0
92 EVENT_UPDATE_LOC	0	0
93 FUNCTION_AR_PROB_DETECT	0	0
94 FUNCTION_BTRY_AVAILABLE	0	0
95 FUNCTION_COLLISION	0	0
96 FUNCTION_STAY_TIME	0	0
97 PROCESS_AC_ATK_TGT	0	0
98 PROCESS_AIR_OBSERVER	0	0
99 PROCESS_AIRBORNE_RADAR	0	0
100 PROCESS_ASSESSMENT	0	0
101 PROCESS_CAS_MISSION	0	0
102 PROCESS_FORWARD_OBSERVER	0	0
103 PROCESS_HC_ARRIVE_BATTLE	0	0
104 PROCESS_HC_RETURN_FARRP	0	0
105 PROCESS_HEL_TARGET_ACQUISITION	0	0
106 PROCESS_HELICOPTER_FIRE	0	0
107 PROCESS_MINE_ASSESS	0	0
108 PROCESS_PHOTO_IR_FLIGHT	0	0
109 PROCESS_REMOTE_PILOT_VEHICLE	0	0
110 PROCESS_WITHDRAW	0	0
111 ROUTINE_AC_BOMB_EFFECTS	0	0
112 ROUTINE_AC_DF_EFFECTS	0	0

113 ROUTINE_AC_MJNS.INPUT	0	0	0	100
114 ROUTINE_AD_SHOOT	0	0	0	100
115 ROUTINE_ADJUST	0	0	0	100
116 ROUTINE_AMMO.RPT	0	0	0	100
117 ROUTINE_ANALYSIS.OUTPUT	0	0	0	100
118 ROUTINE_ANGLE.COMPUTE	0	0	0	100
119 ROUTINE_AO_DETECTION	0	0	0	100
120 ROUTINE_AR_DETECTION	0	0	0	100
121 ROUTINE_ATTRIT.SENSOR	0	0	0	100
122 ROUTINE_BETWEEN.ROUTINE	0	0	0	100
123 ROUTINE_BLOCK.LOS	0	0	0	100
124 ROUTINE_BTL.CHECK	0	0	0	100
125 ROUTINE_BTRY.INPUT	0	0	0	100
126 ROUTINE_CAS_EVAL	0	0	0	100
127 ROUTINE_CAT.TU.INPUT	0	0	0	100
128 ROUTINE_CHANGE.LOC	0	0	0	100
129 ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	0	100
130 ROUTINE_CHECK.DEAD	0	0	0	100
131 ROUTINE_CHECK.ENGAGEMENT	0	0	0	100
132 ROUTINE_CHECK.LIST	0	0	0	100
133 ROUTINE_CHECK.PROX	0	0	0	100
134 ROUTINE_CHECK.STREN	0	0	0	100
135 ROUTINE_COMBINE.TRS	0	0	0	100
136 ROUTINE_COMPUTE.D	0	0	0	100
137 ROUTINE_COMPUTE.WD	0	0	0	100
138 ROUTINE_CONTRAST.TO.FREQ	0	0	0	100
139 ROUTINE_CREATE.FORCE	0	0	0	100
140 ROUTINE_CREATE.TEAMS	0	0	0	100
141 ROUTINE_DEAD.UNIT	0	0	0	100
142 ROUTINE_DECISION.INPUT	0	0	0	100
143 ROUTINE_DEQ.FEBA.SET	0	0	0	100
144 ROUTINE_DESTROY.ORD	0	0	0	100
145 ROUTINE_DQ.CMSN.QUEUE	0	0	0	100
146 ROUTINE_EMPLOY.HELICOPTERS	0	0	0	100
147 ROUTINE_EMPTY	0	0	0	100
148 ROUTINE_END.CAS.MISSION	0	0	0	100
149 ROUTINE_END.MOVE	0	0	0	100
150 ROUTINE_ENO.FEBA.SET	0	0	0	100
151 ROUTINE_EQ.TE.INPUT	0	0	0	100
152 ROUTINE_ERROR.STOP	0	0	0	100
153 ROUTINE_FARRP.CHECK	0	0	0	100
154 ROUTINE_FARRP.INPUT	0	0	0	100
155 ROUTINE_FASCAM.COMPUTATION	0	0	0	100
156 ROUTINE_FBN.FD.INPUT	0	0	0	100
157 ROUTINE_FEBA.INITIAL	0	0	0	100
158 ROUTINE_FILE.FD.SCHD	0	0	0	100
159 ROUTINE_FILE.KAD.SENSOR	0	0	0	100
160 ROUTINE_FIN.BATTLE	0	0	0	100
161 ROUTINE_FIND.START.TIME	0	0	0	100
162 ROUTINE_FLIGHT.PATH	0	0	0	100
163 ROUTINE_FORM.IF.LIST	0	0	0	100
164 ROUTINE_FORPOSITION.OUT	0	0	0	100
165 ROUTINE_GENERAL.BATTLE	0	0	0	100
166 ROUTINE_HC.COMPUTE.TIMES	0	0	0	100
167 ROUTINE_HC.DISENGAGE	0	0	0	100
168 ROUTINE_HC.EMPTY	0	0	0	100
169 ROUTINE_HE.LA.INPUT	0	0	0	100
170 ROUTINE_HEL.RANGE.COMPUTE	0	0	0	100
171 ROUTINE_ILLUM.COMPUTATION	0	0	0	100

111 ILLUM EFFECTS	0	0	100.
ILLUM. INPUT	0	0	100.
INIT. REINF	0	0	100.
LINE INITIAL DETECT	0	0	100.
176 ROUTINE_INITIAL MOVE	0	0	100.
177 ROUTINE_INTER BATTLE	0	0	100.
178 ROUTINE_INTER HELO	0	0	100.
179 ROUTINE_JOHNSON CRITERIA	0	0	100.
180 ROUTINE_KV INPUT	0	0	100.
181 ROUTINE_KV PRINT	0	0	100.
182 ROUTINE_KV SCOREBOARD	0	0	100.
183 ROUTINE_LINE CIRCLE	0	0	100.
184 ROUTINE_LINE OF SIGHT	0	0	100.
185 ROUTINE_LOCATE SEARCH AREA	0	0	100.
186 ROUTINE_LOS CHECK	0	0	100.
187 ROUTINE_MADS INPUT	0	0	100.
188 ROUTINE_MAIN1	0	0	100.
189 ROUTINE_MAIN2	0	0	100.
190 ROUTINE_MAIN3	0	0	100.
191 ROUTINE_MAO INPUT	0	0	100.
192 ROUTINE_MCFR INPUT	0	0	100.
193 ROUTINE_MFO INPUT	0	0	100.
194 ROUTINE_MIN MOVE	0	0	100.
195 ROUTINE_MINE DELAY	0	0	100.
196 ROUTINE_MINE EFFECTS	0	0	100.
197 ROUTINE_MINE INPUT	0	0	100.
198 ROUTINE_MPOB INPUT	0	0	100.
199 ROUTINE_MRT TO FREQ	0	0	100.
200 ROUTINE_MUNS INPUT	0	0	100.
201 ROUTINE_NEW SEGMENT	0	0	100.
202 ROUTINE_OPEN INPUT OUTPUT FILES	0	0	100.
203 ROUTINE_ORD ATK	0	0	100.
204 ROUTINE_ORD DEF	0	0	100.
205 ROUTINE_ORD MOVCOR	0	0	100.
206 ROUTINE_ORD MOVDIS	0	0	100.
207 ROUTINE_ORD REINF	0	0	100.
208 ROUTINE_ORIENTATION	0	0	100.
209 ROUTINE_OUTPUT EXPENDITURES	0	0	100.
210 ROUTINE_P E M INPUT	0	0	100.
211 ROUTINE_PGM INPUT	0	0	100.
212 ROUTINE_PIR DETECTION	0	0	100.
213 ROUTINE_PK COMPUTE	0	0	100.
214 ROUTINE_PK INPUT	0	0	100.
215 ROUTINE_PLAT COUNT	0	0	100.
216 ROUTINE_POSITION	0	0	100.
217 ROUTINE_PRED POS	0	0	100.
218 ROUTINE_PREP WITHDRAW	0	0	100.
219 ROUTINE_PREPARE LIST	0	0	100.
220 ROUTINE_PROB INF	0	0	100.
221 ROUTINE_PROB TIME	0	0	100.
222 ROUTINE_PROX CHECK	0	0	100.
223 ROUTINE_PROX POS	0	0	100.
224 ROUTINE_RANGE COMPUTE	0	0	100.
225 ROUTINE_READ ORDERS	0	0	100.
226 ROUTINE_REIN_ARRIVE	0	0	100.
227 ROUTINE_REPLACE HC	0	0	100.
228 ROUTINE_REQUEST DEF FASCAM	0	0	100.
229 ROUTINE_REQUEST FASCAM	0	0	100.
230 ROUTINE_REQUEST ILLUM	0	0	100.

231 ROUTINE_REQUEST_SMOKE	0	0	100.
232 ROUTINE_REQUEST_WD_FASCAM	0	0	100.
233 ROUTINE_RFST_FEGA_SECTOR	0	0	100.
234 ROUTINE_RPV_DETECTION	0	0	100.
235 ROUTINE_RUL_EN_INPUT	0	0	100.
236 ROUTINE_SEARCH	0	0	100.
237 ROUTINE_SEARCH_COVERAGE	0	0	100.
238 ROUTINE_SEGMENT_ADJUST	0	0	100.
239 ROUTINE_SENSOR_INPUT	0	0	100.
240 ROUTINE_SMOKE_COMPUTATION	0	0	100.
241 ROUTINE_SMOKE_EFFECTS	0	0	100.
242 ROUTINE_SMOKE_INPUT	0	0	100.
243 ROUTINE_SNAP_R	0	0	100.
244 ROUTINE_SNAP2	0	0	100.
245 ROUTINE_ST_INPUT	0	0	100.
246 ROUTINE_SUBM_INPUT	0	0	100.
247 ROUTINE_SWITCH_FO	0	0	100.
248 ROUTINE_SYS_INPUT	0	0	100.
249 ROUTINE_TACAIR_DATA_REPORT	0	0	100.
250 ROUTINE_TACAIR_INPUT	0	0	100.
251 ROUTINE_TB_INPUT	0	0	100.
252 ROUTINE_TBF_INPUT	0	0	100.
253 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.
254 ROUTINE_TERM_CHECK	0	0	100.
255 ROUTINE_TIME_TO_DETECT	0	0	100.
256 ROUTINE_TR_INPUT	0	0	100.
257 ROUTINE_IT_FACTORS_INPUT	0	0	100.
258 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.
259 ROUTINE_UNIT_ASSIGNMENT	0	0	100.
260 ROUTINE_UNIT_INPUT	0	0	100.
261 ROUTINE_UNIT_PRIORITY	0	0	100.
262 ROUTINE_VIS_INPUT	0	0	100.
263 ROUTINE_WEIBULL_F	0	0	100.
264 ROUTINE_WHAT_NEXT	0	0	100.

TOTAL INVOCATIONS = 55092

CPU USAGE FOR SIMULATED HOUR 22. = 249.63 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 23.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT RANGE	15747	26.144	26.144
2 ROUTINE_FRAC COMPUTE	12636	20.979	47.124
3 ROUTINE_SIZE_ESTIMATE	5351	8.884	56.008
4 ROUTINE_FINAL_COVERAGE	2864	4.755	60.763
5 ROUTINE_LOCATE_SECTOR	2687	4.461	65.224
6 ROUTINE_PDB_DETECTION	1701	2.824	68.048
7 ROUTINE_FO_DETECTION	1349	2.240	70.288
8 FUNCTION_COMBINATIONS	1327	2.203	72.491
9 EVENT_PDB_ACTIVATION	1086	1.803	74.294
10 FUNCTION_EST_RANGE	1021	1.695	75.989
11 ROUTINE_NOISE_DEGRADE	851	1.413	77.402
12 FUNCTION_FEBA_BAND	819	1.360	78.762
13 ROUTINE_VOLLEY	756	1.255	80.017
14 FUNCTION_HE_WLA	752	1.249	81.265
15 PROCESS_SHOOT_OUT	665	1.104	82.370
16 ROUTINE_COMPARE_TRS	578	.960	83.329
17 ROUTINE_NORMAL_F	562	.933	84.262
18 ROUTINE_OUTPUT_ATTRITION	555	.921	85.184
19 EVENT_CFR_ACTIVATION	543	.902	86.085
20 ROUTINE_TIME_REQ	514	.853	86.939
21 ROUTINE_EST_COVERAGE	488	.800	87.749
22 ROUTINE_WEIGHTED_VOLLEYS	488	.810	88.559
23 ROUTINE_HE_OR_ICM_COMPUTATION	456	.757	89.316
24 ROUTINE_TARGET_ANALYSIS	429	.712	90.028
25 ROUTINE_GET_TERRAIN	386	.641	90.669
26 ROUTINE_FA_BN_ASSIGN	363	.603	91.272
27 ROUTINE_CHK_COMP_TR	348	.578	91.850
28 ROUTINE_CHK_FD_TR	348	.578	92.427
29 ROUTINE_MARGINAL_EFFECTS_ADJ	330	.548	92.975
30 FUNCTION_ICM_WLA	277	.460	93.435
31 PROCESS_FIRE_MISSION	258	.428	93.864
32 ROUTINE_BTRY_FM_ENQ	258	.428	94.292
33 ROUTINE_REM_EFFECTS_COMPUTATION	250	.415	94.707
34 ROUTINE_BTRY_FM_DEQ	240	.398	95.106
35 PROCESS_TARGET_REPORT	236	.392	95.497
36 ROUTINE_FDC_TR_ENQ	229	.380	95.878
37 ROUTINE_FDC_TR_DEQ	228	.379	96.256
38 ROUTINE_FINISH_COMPUTATION	228	.369	96.635
39 ROUTINE_FA_BN_MOVEMENT	222	.354	97.003
40 ROUTINE_CFR_DETECTION	213	.354	97.357
41 ROUTINE_BTRY_EFFECTS	175	.291	97.647
42 ROUTINE_UNIT_ENVIR	173	.287	97.935
43 EVENT_PDB_OPERATOR	120	.199	98.134
44 ROUTINE_CFR_DEGRADE	116	.193	98.326
45 ROUTINE_EST_MIL_WORTH	107	.178	98.504
46 ROUTINE_FD_EFFECTS_REQ	105	.174	98.678
47 EVENT_CFR_OPERATOR	104	.173	98.851
48 ROUTINE_GAMMA_F	88	.146	98.997
49 PROCESS_ARTY_ASSESS	77	.128	99.125
50 ROUTINE_COPY	74	.123	99.248
51 FUNCTION_EST_TR_RANGE	72	.120	99.367
52 ROUTINE_PROXIMITY_REQ	72	.120	99.487
53 EVENT_CFR_OFF	45	.075	99.562

	PAGE	112
EVENT	.073	99.635
THINES	.063	99.698
Movement	.063	99.761
MOVEMENT	.058	99.819
OCCUPATION	.056	99.875
PROCESS_HOW REPAIR	.028	99.904
ROUTINE_EXPONENTIAL_F	.027	99.930
61 ROUTINE_PGM_MSN_ASGN	.018	99.949
62 ROUTINE_DECIDE	.015	99.963
63 ROUTINE_DUST_EFFECTS	.013	99.977
64 ROUTINE_COMBINE_TRS	.012	99.988
65 ROUTINE_CHECK_FORCE	.005	99.993
66 EVENT_SCHEDULE_ARTY_MOVEMENT	.003	99.997
67 ROUTINE_HEADING	.003	100.000
PROGRAM_MAIN	.	100.000
69 EVENT_ACT_ATK	.	100.000
70 EVENT_ACT_DEF	.	100.000
71 EVENT_ACT_MOVCOR	.	100.000
72 EVENT_ACT_MOVDIS	.	100.000
73 EVENT_ACT_REINF	.	100.000
74 EVENT_AD_ENGAGEMENT	.	100.000
75 EVENT_BTL_ENDED	.	100.000
76 EVENT_CHANGE_LITE	.	100.000
77 EVENT_CHANGE_WEATHER	.	100.000
78 EVENT_DO_OLD_SORTIE_QUEUE	.	100.000
79 EVENT_END_SIMULATION	.	100.000
80 EVENT_ENGAGEMENT	.	100.000
81 EVENT_FEBA_SORTIE	.	100.000
82 EVENT_GET_NX_ORD	.	100.000
83 EVENT_HC_DEPART_BATTLE	.	100.000
84 EVENT_HELLO_ENGAGEMENT	.	100.000
85 EVENT_INIT_PREPLAN_CAS	.	100.000
86 EVENT_MOVE	.	100.000
87 EVENT_OFF_LINE_ATTRITION	.	100.000
88 EVENT_POSITION_REPORT	.	100.000
89 EVENT_SEND_TEAM	.	100.000
90 EVENT_SET_DEBUG	.	100.000
91 EVENT_START_BATTLE	.	100.000
92 EVENT_START_MOVE	.	100.000
93 EVENT_UPDATE_LOC	.	100.000
94 FUNCTION_AR_PROB_DETECT	.	100.000
95 FUNCTION_BTRY_AVAILABLE	.	100.000
96 FUNCTION_COLLISION	.	100.000
97 FUNCTION_STAY_TIME	.	100.000
98 PROCESS_AC_ATK_TGT	.	100.000
99 PROCESS_AIR_OBSERVER	.	100.000
100 PROCESS_AIRBORNE_RADAR	.	100.000
101 PROCESS_ASSESSMENT	.	100.000
102 PROCESS_CAS_MISSION	.	100.000
103 PROCESS_FORWARD_OBSERVER	.	100.000
104 PROCESS_HC_ARRIVE_BATTLE	.	100.000
105 PROCESS_HC_RETURN_FARRP	.	100.000
106 PROCESS_HEL_TARGET_ACQUISITION	.	100.000
107 PROCESS_HELICOPTER_FIRE	.	100.000
108 PROCESS_MINE_ASSESS	.	100.000
109 PROCESS_PHOTO_IR_FLIGHT	.	100.000
110 PROCESS_REMOTE_PILOT_VEHICLE	.	100.000
111 PROCESS_WITH_DRAW	.	100.000
112 ROUTINE_AC_BOMB_EFFECTS	.	100.000

111	LINE	AC	DF	EFFECTS	0	0	100,000
112	LINE	AC	MUNS	INPUT	0	0	100,000
113	LINE	AD	SHOOT	0	0	100,000	
114	LINE	AD	SHOOT	0	0	100,000	
115	LINE	AD	SHOOT	0	0	100,000	
116	LINE	AD	SHOOT	0	0	100,000	
117	LINE	AD	SHOOT	0	0	100,000	
118	LINE	AD	SHOOT	0	0	100,000	
119	LINE	AD	SHOOT	0	0	100,000	
120	LINE	AD	SHOOT	0	0	100,000	
121	LINE	AD	SHOOT	0	0	100,000	
122	LINE	AD	SHOOT	0	0	100,000	
123	LINE	AD	SHOOT	0	0	100,000	
124	LINE	AD	SHOOT	0	0	100,000	
125	LINE	AD	SHOOT	0	0	100,000	
126	LINE	AD	SHOOT	0	0	100,000	
127	LINE	AD	SHOOT	0	0	100,000	
128	LINE	AD	SHOOT	0	0	100,000	
129	LINE	AD	SHOOT	0	0	100,000	
130	LINE	AD	SHOOT	0	0	100,000	
131	LINE	AD	SHOOT	0	0	100,000	
132	LINE	AD	SHOOT	0	0	100,000	
133	LINE	AD	SHOOT	0	0	100,000	
134	LINE	AD	SHOOT	0	0	100,000	
135	LINE	AD	SHOOT	0	0	100,000	
136	LINE	AD	SHOOT	0	0	100,000	
137	LINE	AD	SHOOT	0	0	100,000	
138	LINE	AD	SHOOT	0	0	100,000	
139	LINE	AD	SHOOT	0	0	100,000	
140	LINE	AD	SHOOT	0	0	100,000	
141	LINE	AD	SHOOT	0	0	100,000	
142	LINE	AD	SHOOT	0	0	100,000	
143	LINE	AD	SHOOT	0	0	100,000	
144	LINE	AD	SHOOT	0	0	100,000	
145	LINE	AD	SHOOT	0	0	100,000	
146	LINE	AD	SHOOT	0	0	100,000	
147	LINE	AD	SHOOT	0	0	100,000	
148	LINE	AD	SHOOT	0	0	100,000	
149	LINE	AD	SHOOT	0	0	100,000	
150	LINE	AD	SHOOT	0	0	100,000	
151	LINE	AD	SHOOT	0	0	100,000	
152	LINE	AD	SHOOT	0	0	100,000	
153	LINE	AD	SHOOT	0	0	100,000	
154	LINE	AD	SHOOT	0	0	100,000	
155	LINE	AD	SHOOT	0	0	100,000	
156	LINE	AD	SHOOT	0	0	100,000	
157	LINE	AD	SHOOT	0	0	100,000	
158	LINE	AD	SHOOT	0	0	100,000	
159	LINE	AD	SHOOT	0	0	100,000	
160	LINE	AD	SHOOT	0	0	100,000	
161	LINE	AD	SHOOT	0	0	100,000	
162	LINE	AD	SHOOT	0	0	100,000	
163	LINE	AD	SHOOT	0	0	100,000	
164	LINE	AD	SHOOT	0	0	100,000	
165	LINE	AD	SHOOT	0	0	100,000	
166	LINE	AD	SHOOT	0	0	100,000	
167	LINE	AD	SHOOT	0	0	100,000	
168	LINE	AD	SHOOT	0	0	100,000	
169	LINE	AD	SHOOT	0	0	100,000	
170	LINE	AD	SHOOT	0	0	100,000	
171	LINE	AD	SHOOT	0	0	100,000	

172 ROUTINE_ILUM_EFFECTS	0	0	0	100.000
ROUTINE_ILUM_INPUT	0	0	0	100.000
ROUTINE_INIT_REINF	0	0	0	100.000
ROUTINE_INITIAL_DETECT	0	0	0	100.000
176 ROUTINE_INITIAL_MOVE	0	0	0	100.000
177 ROUTINE_INTER_RATTLE	0	0	0	100.000
178 ROUTINE_INTER_HELO	0	0	0	100.000
179 ROUTINE_JOHNSON_CRITERIA	0	0	0	100.000
180 ROUTINE_KV_INPUT	0	0	0	100.000
181 ROUTINE_KV_PRINT	0	0	0	100.000
182 ROUTINE_KV_SCOREBOARD	0	0	0	100.000
183 ROUTINE_LINE_CIRCLE	0	0	0	100.000
184 ROUTINE_LINE_OF_SIGHT	0	0	0	100.000
185 ROUTINE_LOCATE_SEARCH_AREA	0	0	0	100.000
186 ROUTINE_LOS_CHECK	0	0	0	100.000
187 ROUTINE_MADS_INPUT	0	0	0	100.000
188 ROUTINE_MAIN1	0	0	0	100.000
189 ROUTINE_MAIN2	0	0	0	100.000
190 ROUTINE_MAIN3	0	0	0	100.000
191 ROUTINE_MAO_INPUT	0	0	0	100.000
192 ROUTINE_MCFR_INPUT	0	0	0	100.000
193 ROUTINE_MFO_INPUT	0	0	0	100.000
194 ROUTINE_MIN_MOVE	0	0	0	100.000
195 ROUTINE_MINE_DELAY	0	0	0	100.000
196 ROUTINE_MINE_EFFECTS	0	0	0	100.000
197 ROUTINE_MINE_INPUT	0	0	0	100.000
198 ROUTINE_MPD8_INPUT	0	0	0	100.000
199 ROUTINE_MRT_TO_FREQ	0	0	0	100.000
200 ROUTINE_MUNS_INPUT	0	0	0	100.000
201 ROUTINE_NEW_SEGMENT	0	0	0	100.000
202 ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0	0	100.000
203 ROUTINE_ORD_ATK	0	0	0	100.000
204 ROUTINE_ORD_DEF	0	0	0	100.000
205 ROUTINE_ORD_MOVCOR	0	0	0	100.000
206 ROUTINE_ORD_MOVDIS	0	0	0	100.000
207 ROUTINE_ORD_REINF	0	0	0	100.000
208 ROUTINE_ORIENTATION	0	0	0	100.000
209 ROUTINE_OUTPUT_EXPENDITURES	0	0	0	100.000
210 ROUTINE_P_E_M_INPUT	0	0	0	100.000
211 ROUTINE_PGM_INPUT	0	0	0	100.000
212 ROUTINE_PIR_DETECTION	0	0	0	100.000
213 ROUTINE_PK_COMPUTE	0	0	0	100.000
214 ROUTINE_PK_INPUT	0	0	0	100.000
215 ROUTINE_PLAT_COUNT	0	0	0	100.000
216 ROUTINE_POSITION	0	0	0	100.000
217 ROUTINE_PRED_POS	0	0	0	100.000
218 ROUTINE_PREP_WITHDRAW	0	0	0	100.000
219 ROUTINE_PREPARE_LIST	0	0	0	100.000
220 ROUTINE_PROB_INF	0	0	0	100.000
221 ROUTINE_PROB_TIME	0	0	0	100.000
222 ROUTINE_PROX_CHECK	0	0	0	100.000
223 ROUTINE_PROX_POS	0	0	0	100.000
224 ROUTINE_RANGE_COMPUTE	0	0	0	100.000
225 ROUTINE_READ_ORDERS	0	0	0	100.000
226 ROUTINE_REIN_ARRIVE	0	0	0	100.000
227 ROUTINE_REPLACE_HC	0	0	0	100.000
228 ROUTINE_REQUEST_DEF_FASCAM	0	0	0	100.000
229 ROUTINE_REQUEST_FASCAM	0	0	0	100.000
230 ROUTINE_REQUEST_ILUM	0	0	0	100.000

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231 ROUTINE_REQUEST_SMOKE	0.	0.	100.000
232 ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
233 ROUTINE_RESET_FEDA_SECTOR	0	0	100.000
234 ROUTINE_RPV_DETECTION	0	0	100.000
235 ROUTINE_RULE_EN_INPUT	0	0	100.000
236 ROUTINE_SEARCH	0	0	100.000
237 ROUTINE_SEARCH_COVERAGE	0	0	100.000
238 ROUTINE_SEGMENT_ADJUST	0	0	100.000
239 ROUTINE_SENSOR_INPUT	0	0	100.000
240 ROUTINE_SMOKE_COMPUTATION	0	0	100.000
241 ROUTINE_SMOKE_EFFECTS	0	0	100.000
242 ROUTINE_SMOKE_INPUT	0	0	100.000
243 ROUTINE_SNAP_R	0	0	100.000
244 ROUTINE_SNAP2	0	0	100.000
245 ROUTINE_ST_INPUT	0	0	100.000
246 ROUTINE_SUBM_INPUT	0	0	100.000
247 ROUTINE_SWITCH_FO	0	0	100.000
248 ROUTINE_SYS_INPUT	0	0	100.000
249 ROUTINE_TACAIR_DATA_REPORT	0	0	100.000
250 ROUTINE_TACAIR_INPUT	0	0	100.000
251 ROUTINE_TB_INPUT	0	0	100.000
252 ROUTINE_TBF_INPUT	0	0	100.000
253 ROUTINE_TEMPERATURE_ATTENUATION	0	0	100.000
254 ROUTINE_TERM_CHECK	0	0	100.000
255 ROUTINE_TIME_TO_DETECT	0	0	100.000
256 ROUTINE_TR_INPUT	0	0	100.000
257 ROUTINE_TT_FACTORS_INPUT	0	0	100.000
258 ROUTINE_TYPE_WEAPON_INPUT	0	0	100.000
259 ROUTINE_UNIT_ASSIGNMENT	0	0	100.000
260 ROUTINE_UNIT_INPUT	0	0	100.000
261 ROUTINE_UNIT_PRIORITY	0	0	100.000
262 ROUTINE_VIS_INPUT	0	0	100.000
263 ROUTINE_WEIBULL_F	0	0	100.000
264 ROUTINE_WHAT_NEXT	0	0	100.000

TOTAL INVOCATIONS = 60231

CPU USAGE FOR SIMULATED HOUR 23. = 273.51 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 24.

TOP 264 (100%) INVOKED ROUTINES

	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT_RANGE	15926	25.562	25.562
2 ROUTINE_FRAC_COMPUTE	13192	21.174	46.736
3 ROUTINE_SIZE_ESTIMATE	5622	9.024	55.760
4 ROUTINE_FINAL_COVERAGE	2986	4.793	60.552
5 ROUTINE_LOCATE_SECTOR	2700	4.334	64.886
6 ROUTINE_PDB_DETECTION	1721	2.762	67.648
7 FUNCTION_COMBINATIONS	1674	2.687	70.335
8 ROUTINE_FO_DETECTION	1323	2.123	72.459
9 FUNCTION_EST_RANGE	1140	1.830	74.289
10 EVENT_PDB_ACTIVATION	1111	1.783	76.072
11 FUNCTION_FEBA_BAND	860	1.380	77.452
12 ROUTINE_NOISE_DEGRADE	858	1.377	78.829
13 FUNCTION_HE_WLA	772	1.239	80.068
14 ROUTINE_VOLLEY	760	1.220	81.288
15 PROCESS_SHOOT_OUT	661	1.061	82.349
16 ROUTINE_NORMAL_F	598	.960	83.309
17 ROUTINE_OUTPUT_ATTRITION	595	.955	84.264
18 ROUTINE_COMPARE_TRS	579	.929	85.193
19 EVENT_CFR_ACTIVATION	556	.892	86.086
20 ROUTINE_TIME_REQ	517	.830	86.916
21 ROUTINE_HE_OR_ICM_COMPUTATION	486	.780	87.696
22 ROUTINE_EST_COVERAGE	484	.777	88.472
23 ROUTINE_WEIGHTED_VOLLEYS	484	.777	89.249
24 ROUTINE_TARGET_ANALYSIS	457	.734	89.983
25 ROUTINE_GET_TERRAIN	398	.639	90.622
26 ROUTINE_FA_BN_ASSIGN	374	.600	91.222
27 ROUTINE_CHK_COMP_TR	370	.594	91.816
28 ROUTINE_CHK_FD_TR	368	.591	92.406
29 ROUTINE_MARGINAL_EFFECTS_ADJ	360	.578	92.984
30 FUNCTION_ICM_WLA	270	.433	93.418
31 PROCESS_TARGET_REPORT	248	.398	93.816
32 PROCESS_FIRE_MISSION	246	.395	94.211
33 ROUTINE_BTRY_FM_ENQ	246	.395	94.605
34 ROUTINE_REM_EFFECTS_COMPUTATION	246	.395	95.000
35 ROUTINE_BTRY_FM_DEQ	243	.390	95.390
36 ROUTINE_FDC_TR_ENQ	240	.385	95.775
37 ROUTINE_CFR_DETECTION	237	.380	96.156
38 ROUTINE_FDC_TR_DEQ	232	.372	96.528
39 ROUTINE_FINISH_COMPUTATION	232	.372	96.901
40 ROUTINE_FA_BN_MOVEMENT	209	.335	97.236
41 ROUTINE_BTRY_EFFECTS	180	.289	97.525
42 ROUTINE_UNIT_ENVIR	179	.287	97.812
43 ROUTINE_CFR_DEGRADE	133	.213	98.026
44 EVENT_CFR_OPERATOR	125	.201	98.226
45 EVENT_PDB_OPERATOR	120	.193	98.419
46 ROUTINE_EST_MIL_WORTH	112	.180	98.599
47 ROUTINE_FD_EFFECTS_REQ	110	.177	98.775
48 ROUTINE_GAMMA_F	96	.154	98.929
49 FUNCTION_EST_TR_RANGE	86	.138	99.067
50 ROUTINE_PROXIMITY_REQ	86	.138	99.205
51 ROUTINE_CFR	73	.117	99.323
52 PROCESS_ARTY_ASSESS	72	.116	99.438
53 EVENT_CFR_ON	48	.077	99.515

	PAGE	117
54 EVENT_ARTY_OCCUPATION	46	074
55 EVENT_CFR_OFF	44	071
56 EVENT_STOP_ARTY_MOVEMENT	44	071
57 EVENT_START_ARTY_MOVEMENT	39	063
58 ROUTINE_CHECK_FOR_MINES	39	063
59 PROCESS_HOW_REPAIR	25	040
60 ROUTINE_EXPONENTIAL_F	22	035
61 ROUTINE_PGM_MSN_ASGN	15	024
62 ROUTINE_DECIDE	14	022
63 ROUTINE_COMBINE_TRS	6	010
64 ROUTINE_CHECK_FORCE	3	005
65 EVENT_SCHEDULE_ARTY_MOVEMENT	2	003
66 EVENT_POSITION_REPORT	1	002
67 ROUTINE_FORPOSITION_OUT	1	002
68 ROUTINE_HEADING	1	002
69 **PROGRAM**MAIN	0	0
70 EVENT_ACT_ATK	P	0
71 EVENT_ACT_DEF	0	0
72 EVENT_ACT_MOVCOR	0	0
73 EVENT_ACT_MOVDIS	0	0
74 EVENT_ACT_REINF	0	0
75 EVENT_AD_ENGAGEMENT	0	0
76 EVENT_BTL_ENDED	0	0
77 EVENT_CHANGE_LITE	0	0
78 EVENT_CHANGE_WEATHER	0	0
79 EVENT_DQ_OLD_SORTIE_QUEUE	0	0
80 EVENT_END_SIMULATION	0	0
81 EVENT_ENGAGEMENT	0	0
82 EVENT_FEBA_SORTIE	0	0
83 EVENT_GET_NX_ORD	0	0
84 EVENT_HC_DEPART_BATTLE	0	0
85 EVENT_HELO_ENGAGEMENT	0	0
86 EVENT_INIT_PREPLAN_CAS	0	0
87 EVENT_MOVE	0	0
88 EVENT_OFF_LINE_ATTRITION	0	0
89 EVENT_SEND_TEAM	0	0
90 EVENT_SET_DEBUG	0	0
91 EVENT_START_BATTLE	0	0
92 EVENT_START_MOVE	0	0
93 EVENT_UPDATE_LOC	0	0
94 FUNCTION_AR_PROB_DETECT	0	0
95 FUNCTION_BTRY_AVAILABLE	0	0
96 FUNCTION_COLLISION	0	0
97 FUNCTION_STAY_TIME	0	0
98 PROCESS_AC_ATK_TGT	0	0
99 PROCESS_AIR_OBSERVER	0	0
100 PROCESS_AIRBORNE_RADAR	0	0
101 PROCESS_ASSESSMENT	0	0
102 PROCESS_CAS_MISSION	0	0
103 PROCESS_FORWARD_OBSERVER	0	0
104 PROCESS_HC_ARRIVE_BATTLE	0	0
105 PROCESS_HC_RETURN_FARRP	0	0
106 PROCESS_HEL_TARGET_ACQUISITION	0	0
107 PROCESS_HELICOPTER_FIRE	0	0
108 PROCESS_MINE_ASSESS	0	0
109 PROCESS_PHOTO_IR_FLIGHT	0	0
110 PROCESS_REMOTE_PILOT_VEHICLE	0	0
111 PROCESS_WITH_DRAW	0	0
112 ROUTINE_AC_BOMB_EFFECTS	0	0

	PAGE	118
113 ROUTINE_AC DF EFFECTS	0	100.000
114 ROUTINE_AC MINS. INPUT	0	100.000
AD SHOOT	0	100.000
ADJUST	0	100.000
AIMMO RPT	0	100.000
118 ROUTINE_ANALYSIS OUTPUT	0	100.000
119 ROUTINE_ANGLE COMPUTE	0	100.000
120 ROUTINE_AD DETECTION	0	100.000
121 ROUTINE_AR DETECTION	0	100.000
122 ROUTINE_ATTRIT SENSOR	0	100.000
123 ROUTINE_BETWEEN ROUTINE	0	100.000
124 ROUTINE_BLOCK LOS	0	100.000
125 ROUTINE_BTL CHECK	0	100.000
126 ROUTINE_BTRY INPUT	0	100.000
127 ROUTINE_CAS EVAL	0	100.000
128 ROUTINE_CAT TU INPUT	0	100.000
129 ROUTINE_CHANGE LOC	0	100.000
130 ROUTINE_CHECK CAS CONSTRAINTS	0	100.000
131 ROUTINE_CHECK DEAD	0	100.000
132 ROUTINE_CHECK ENGAGEMENT	0	100.000
133 ROUTINE_CHECK LIST	0	100.000
134 ROUTINE_CHECK PROX	0	100.000
135 ROUTINE_CHECK STREN	0	100.000
136 ROUTINE_COMPUTE D	0	100.000
137 ROUTINE_COMPUTE WD	0	100.000
138 ROUTINE_CONTRAST TO FREQ	0	100.000
139 ROUTINE_CREATE FORCE	0	100.000
140 ROUTINE_CREATE TEAMS	0	100.000
141 ROUTINE_DEAD UNIT	0	100.000
142 ROUTINE_DECISION INPUT	0	100.000
143 ROUTINE_DEQ FEBA SET	0	100.000
144 ROUTINE_DESTROY ORD	0	100.000
145 ROUTINE_DQ_CMSN QUEUE	0	100.000
146 ROUTINE_DUST EFFECTS	0	100.000
147 ROUTINE_EMPLOY HELICOPTERS	0	100.000
148 ROUTINE_EMPTY	0	100.000
149 ROUTINE_END CAS MISSION	0	100.000
150 ROUTINE_END MOVE	0	100.000
151 ROUTINE_ENO FEBA SET	0	100.000
152 ROUTINE_EQ TE INPUT	0	100.000
153 ROUTINE_ERROR STOP	0	100.000
154 ROUTINE_FARRP CHECK	0	100.000
155 ROUTINE_FARRP INPUT	0	100.000
156 ROUTINE_FASCAM COMPUTATION	0	100.000
157 ROUTINE_FBN FD INPUT	0	100.000
158 ROUTINE_FEBA INITIAL	0	100.000
159 ROUTINE_FILE FD SCHED	0	100.000
160 ROUTINE_FILE_KAD SENSOR	0	100.000
161 ROUTINE_FIN BATTLE	0	100.000
162 ROUTINE_FIND START TIME	0	100.000
163 ROUTINE_FLIGHT PATH	0	100.000
164 ROUTINE_FORM TF LIST	0	100.000
165 ROUTINE_GENERAL BATTLE	0	100.000
166 ROUTINE_HC COMPUTE TIMES	0	100.000
167 ROUTINE_HC DISENGAGE	0	100.000
168 ROUTINE_HC EMPTY	0	100.000
169 ROUTINE_HE LA INPUT	0	100.000
170 ROUTINE_HEL RANGE COMPUTE	0	100.000
171 ROUTINE_ILUM COMPUTATION	0	100.000

	LINE	ILLUM EFFECTS
1	ROUTINE. ILLUM. INPUT	
14	ROUTINE. INIT. FINE	
175	ROUTINE. INITIAL DETECT	
176	ROUTINE. INITIAL MOVE	
177	ROUTINE. INTER BATTLE	
178	ROUTINE. INTER HELO	
179	ROUTINE. JOHNSON CRITERIA	
180	ROUTINE. KV PRINT	
181	ROUTINE. KV INPUT	
182	ROUTINE. KV SCOREBOARD	
183	ROUTINE. LINE CIRCLE	
184	ROUTINE. LINE OF SIGHT	
185	ROUTINE. LOCATE SEARCH AREA	
186	ROUTINE. LOS CHECK	
187	ROUTINE. MADS. INPUT	
188	ROUTINE. MAIN1	
189	ROUTINE. MAIN2	
190	ROUTINE. MAIN3	
191	ROUTINE. MAO. INPUT	
192	ROUTINE. MCFR. INPUT	
193	ROUTINE. MFO. INPUT	
194	ROUTINE. MIN. MOVE	
195	ROUTINE. MINE DELAY	
196	ROUTINE. MINE EFFECTS	
197	ROUTINE. MINE. INPUT	
198	ROUTINE. MPDB. INPUT	
199	ROUTINE. MRT. TO. FREQ	
200	ROUTINE. MUNS. INPUT	
201	ROUTINE. NEW SEGMENT	
202	ROUTINE. OPEN. INPUT. OUTPUT. FILES	
203	ROUTINE. ORD. ATK	
204	ROUTINE. ORD. DEF	
205	ROUTINE. ORD. MOVCOR	
206	ROUTINE. ORD. MOVDIRS	
207	ROUTINE. ORD. REINF	
208	ROUTINE. ORIENTATION	
209	ROUTINE. OUTPUT. EXPENDITURES	
210	ROUTINE. P. E. M. INPUT	
211	ROUTINE. PGM. INPUT	
212	ROUTINE. PIR. DETECTION	
213	ROUTINE. PK. COMPUTE	
214	ROUTINE. PK. INPUT	
215	ROUTINE. PLAT. COUNT	
216	ROUTINE. POSITION	
217	ROUTINE. PREP POS	
218	ROUTINE. PREP. WITHDRAW	
219	ROUTINE. PREPARE. LIST	
220	ROUTINE. PROB. INF	
221	ROUTINE. PROB. TIME	
222	ROUTINE. PROX. CHECK	
223	ROUTINE. PROX. POS	
224	ROUTINE. RANGE. COMPUTE	
225	ROUTINE. READ. ORDERS	
226	ROUTINE. REIN. ARRIVE	
227	ROUTINE. REPLACE. HC	
228	ROUTINE. REQUEST. DEF. FASCAM	
229	ROUTINE. REQUEST. FASCAM	
230	ROUTINE. REQUEST. ILLUM	

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COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE
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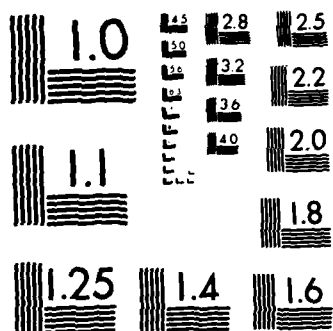
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MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

231	ROUTINE_REQUEST.SMOKE	0	0	PAGE 120
232	ROUTINE_REQUEST.WD.FASCAM	0	0	100.000
233	ROUTINE_RESET.FEBA.SECTOR	0	0	100.000
234	ROUTINE_RPV_DETECTION	0	0	100.000
235	ROUTINE_RUL.EN.INPUT	0	0	100.000
236	ROUTINE_SEARCH	0	0	100.000
237	ROUTINE_SEARCH_COVERAGE	0	0	100.000
238	ROUTINE_SEGMENT_ADJUST	0	0	100.000
239	ROUTINE_SENSOR.INPUT	0	0	100.000
240	ROUTINE_SMOKE_COMPUTATION	0	0	100.000
241	ROUTINE_SMOKE_EFFECTS	0	0	100.000
242	ROUTINE_SMOKE.INPUT	0	0	100.000
243	ROUTINE_SNAP.R	0	0	100.000
244	ROUTINE_SNAP2	0	0	100.000
245	ROUTINE_ST.INPUT	0	0	100.000
246	ROUTINE_SUBM.INPUT	0	0	100.000
247	ROUTINE_SWITCH.FO	0	0	100.000
248	ROUTINE_SYS.INPUT	0	0	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
250	ROUTINE_TACAIR.INPUT	0	0	100.000
251	ROUTINE_TB.INPUT	0	0	100.000
252	ROUTINE_TBF.INPUT	0	0	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0	100.000
254	ROUTINE_TERM.CHECK	0	0	100.000
255	ROUTINE_TIME.TO.DETECT	0	0	100.000
256	ROUTINE_TR.INPUT	0	0	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0	100.000
260	ROUTINE_UNIT.INPUT	0	0	100.000
261	ROUTINE_UNIT.PRIORITY	0	0	100.000
262	ROUTINE_VIS.INPUT	0	0	100.000
263	ROUTINE_WEIBULL.F	0	0	100.000
264	ROUTINE_WHAT.NEXT	0	0	100.000

TOTAL INVOCATIONS = 62303

CPU USAGE FOR SIMULATED HOUR 24. = 286.62 SECONDS

COSAGE SUMMARY INVOCATION REPORT

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	TOTAL PCT CALLS	TOTAL ACC PCT
1 FUNCTION_ACT_RANGE	1107755	15.718	15.718
2 ROUTINE_PK_COMPUTE	1027402	14.578	30.296
3 ROUTINE_RANGE_COMPUTE	793811	11.264	41.560
4 ROUTINE_PROX_CHECK	547294	7.766	49.325
5 ROUTINE_JOHNSON_CRITERIA	323811	4.595	53.920
6 ROUTINE_PROB_INF	323811	4.595	58.515
7 ROUTINE_PROB_TIME	323811	4.595	63.109
8 ROUTINE_SEARCH	323811	4.595	67.704
9 ROUTINE_FRAC_CCAPUTE	318288	4.516	72.220
10 ROUTINE_CONTRAST_TO_FREQ	221679	3.145	75.365
11 ROUTINE_TIME_TO_DETECT	186305	2.644	78.009
12 ROUTINE_SIZE_ESTIMATE	149998	2.128	80.137
13 ROUTINE_LOCATE_SECTOR	146540	2.079	82.217
14 ROUTINE_MRT_TO_FREQ	102132	1.449	83.666
15 ROUTINE_TEMPERATURE_ATTENUATION	102132	1.449	85.115
16 ROUTINE_CHECK_ENGAGEMENT	85115	1.208	86.323
17 ROUTINE_FINAL_COVERAGE	77148	1.095	87.417
18 PROCESS_ASSESSMENT	61283	.870	88.287
19 FUNCTION_COMBINATIONS	51982	.738	89.024
20 ROUTINE_PDB_DETECTION	47796	.678	89.703
21 PROCESS_SHOOT_OUT	43312	.615	90.317
22 ROUTINE_DEO_FEBB_SET	35607	.505	90.822
23 ROUTINE_ENO_FEBB_SET	35400	.502	91.325
24 EVENT_PDB_ACTIVATION	35288	.501	91.825
25 FUNCTION_EST_RANGE	31573	.448	92.273
26 ROUTINE_NOISE_DEGRADE	23898	.339	92.613
27 ROUTINE_FO_DETECTION	23258	.330	92.943
28 FUNCTION_HE_WLA	21772	.309	93.251
29 ROUTINE_NORMAL_F	21538	.306	93.557
30 ROUTINE_WEIBULL_F	21255	.302	93.859
31 FUNCTION_FEBB_BAND	20556	.292	94.150
32 ROUTINE_VOLLEY	18766	.266	94.417
33 EVENT_CFR_ACTIVATION	17644	.250	94.667
34 ROUTINE_OUTPUT_ATTRITION	17395	.247	94.914
35 ROUTINE_EST_COVERAGE	14674	.208	95.122
36 ROUTINE_WEIGHTED_VOLLEYS	14674	.208	95.330
37 ROUTINE_COMPARE_TRS	13160	.187	95.517
38 ROUTINE_TARGET_ANALYSIS	12964	.184	95.701
39 ROUTINE_MIN_MOVE	11748	.167	95.868
40 ROUTINE_HE_OR_ICM_COMPUTATION	11602	.165	96.032
41 ROUTINE_TIME_REQ	11564	.164	96.196
42 EVENT_UPDATE_LOC	11394	.162	96.358
43 ROUTINE_GET_TERRAIN	10658	.151	96.509
44 ROUTINE_MARGINAL_EFFECTS_ADJ	10293	.146	96.655
45 ROUTINE_GAMMA_F	9926	.141	96.796
46 ROUTINE_CHK_COMP_TR	9786	.139	96.935
47 ROUTINE_CHK_FD_TR	9772	.139	97.074
48 ROUTINE_FA_BN_ASGN	8954	.127	97.201
49 ROUTINE_CHANGE_LOC	8292	.118	97.318
50 ROUTINE_LOS_CHECK	8292	.118	97.436
51 ROUTINE_FA_BN_MOVEMENT	7366	.105	97.540
52 PROCESS_TARGET_REPORT	7038	.100	97.640
53 ROUTINE_COMPUTE_D	6900	.098	97.738

54 ROUTINE_FDC_TR_ENQ
55 ROUTINE_NEW_SEGMENT
56 FUNCTION_TCM_WLA
 LINE_FDC_CFR_DETECTION
59 ROUTINE_FINISH_COMPUTATION
60 ROUTINE_ANGLE_COMPUTE
61 PROCESS_FIRE_MISSION
62 ROUTINE_BTRY_FM_ENO
63 ROUTINE_REM_EFFECTS_COMPUTATION
64 ROUTINE_BTRY_FM_DEQ
65 ROUTINE_BTRY_EFFECTS
66 ROUTINE_UNIT_ENVIR
67 ROUTINE_CFR_DEGRADE
68 EVENT_CFR_OPERATOR
69 FUNCTION_EST_TR_RANGE
70 ROUTINE_PROXIMITY_REQ
71 ROUTINE_EST_MIL_WORTH
72 ROUTINE_CAS_EVAL
73 ROUTINE_SEGMENT_ADJUST
74 EVENT_MOVE
75 ROUTINE_REQUEST_SMOKE
76 ROUTINE_CHECK_PROX
77 ROUTINE_BLOCK_LOS
78 ROUTINE_POSITION
79 ROUTINE_FD_EFFECTS_REQ
80 ROUTINE_EXPONENTIAL_F
81 ROUTINE_DUST_EFFECTS
82 EVENT_ENGAGEMENT
83 ROUTINE_REQUEST_ILUM
84 EVENT_POB_OPERATOR
85 ROUTINE_CHECK_FOR_MINES
86 ROUTINE_LOCATE_SEARCH_AREA
87 ROUTINE_COPY
88 EVENT_START_ARTY_MOVEMENT
89 EVENT_STOP_ARTY_MOVEMENT
90 EVENT_ARTY_OCCUPATION
91 ROUTINE_COMPUTE_WD
92 ROUTINE_REQUEST_DEF_FASCAM
93 ROUTINE_DECIDE
94 EVENT_GET_NX_ORO
95 EVENT_CFR_ON
96 PROCESS_ARTY_ASSESS
97 EVENT_CFR_OFF
98 ROUTINE_CHECK_FORCE
99 PROCESS_WITHDRAW
100 ROUTINE_PREP_WITHDRAW
101 ROUTINE_REQUEST_WD_FASCAM
102 ROUTINE_TERM_CHECK
103 EVENT_START_MOVE
104 ROUTINE_PRED_POS
105 EVENT_ACT_DEF
106 PROCESS_HOW_REPAIR
107 ROUTINE_COMBINE_TRS
108 PROCESS_FORWARD_OBSERVER
109 ROUTINE_CREATE_FORCE
110 ROUTINE_UNIT_ASSIGNMENT
111 ROUTINE_SWITCH_FO
112 ROUTINE_CHECK_DEAD

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	PAGE	123
113 ROUTINE_END.MOVE	328	.005 99.916
114 ROUTINE_PG.M.MSN.ASGN	328	.005 99.921
115 ROUTINE_HEADING	326	.005 99.925
116 EVENT_ACT.MOVCOR	312	.004 99.930
117 ROUTINE_UNIT.PRIORITY	288	.004 99.934
118 ROUTINE_CHECK.LIST	281	.004 99.938
119 EVENT_ACT.MOVDIS	274	.004 99.942
120 ROUTINE_ORD.DEF	267	.004 99.945
121 ROUTINE_WHAT.NEXT	263	.004 99.949
122 ROUTINE_ORD.MOVCOR	235	.003 99.953
123 ROUTINE_CHECK.STREN	223	.003 99.956
124 ROUTINE_DEAD.UNIT	207	.003 99.959
125 EVENT_START.BATTLE	191	.003 99.961
126 ROUTINE_ADJUST	191	.003 99.964
127 ROUTINE_GENERAL.BATTLE	191	.003 99.967
128 ROUTINE_INITIAL.DETECT	191	.003 99.969
129 ROUTINE_INITIAL.MOVE	191	.003 99.972
130 ROUTINE_LINE.OF.SIGHT	191	.003 99.975
131 ROUTINE_ORIENTATION	191	.003 99.978
132 ROUTINE_EMPTY	189	.003 99.980
133 ROUTINE_PROX.POS	174	.002 99.983
134 EVENT_ACT.ATK	144	.002 99.985
135 ROUTINE_PREPARE.LIST	144	.002 99.987
136 EVENT_BTL.ENDED	142	.002 99.989
137 ROUTINE_FIN.BATTLE	142	.002 99.991
138 ROUTINE_ORD.MOVDIS	106	.002 99.992
139 ROUTINE_ORD.ATK	90	.001 99.994
140 ROUTINE_FORM.TF.LIST	76	.001 99.995
141 ROUTINE_RESET.FEBA.SECTOR	62	+9.E-04 99.996
142 ROUTINE_INTER.BATTLE	49	+7.E-04 99.996
143 EVENT_SCHEDULE.ARTY.MOVEMENT	48	+7.E-04 99.997
144 ROUTINE_INTER.HELO	47	+7.E-04 99.998
145 ROUTINE_DESTROY.ORD	39	+6.E-04 99.998
146 ROUTINE_ATTRIT.SENSOR	23	+3.E-04 99.999
147 FUNCTION_COLLISION	22	+3.E-04 99.999
148 ROUTINE_CREATE.TEAMS	17	+2.E-04 99.999
149 ROUTINE_DO.CMSN.QUEUE	11	+2.E-04 99.999
150 EVENT_CHANGE.WEATHER	9	+1.E-04 99.999
151 EVENT_CHANGE.LITE	2	+3.E-05 99.999
152 EVENT_POSITION.REPORT	2	+3.E-05 99.999
153 ROUTINE_POSITION.OUT	1	+1.E-05 99.999
154 "PROGRAM" MAIN	1	+1.E-05 99.999
155 ROUTINE_BTRY.INPUT	1	+1.E-05 99.999
156 ROUTINE_CAT.TU.INPUT	1	+1.E-05 100.000
157 ROUTINE_DECISION.INPUT	1	+1.E-05 100.000
158 ROUTINE_EQ.TE.INPUT	1	+1.E-05 100.000
159 ROUTINE_FARRP.INPUT	1	+1.E-05 100.000
160 ROUTINE_FBN.FD.INPUT	1	+1.E-05 100.000
161 ROUTINE_FEBA.INITIAL	1	+1.E-05 100.000
162 ROUTINE_HE.LA.INPUT	1	+1.E-05 100.000
163 ROUTINE_ILLLUM.INPUT	1	+1.E-05 100.000
164 ROUTINE_KV.INPUT	1	+1.E-05 100.000
165 ROUTINE_MAIN1	1	+1.E-05 100.000
166 ROUTINE_MAIN2	1	+1.E-05 100.000
167 ROUTINE_MAIN3	1	+1.E-05 100.000
168 ROUTINE_MAO.INPUT	1	+1.E-05 100.000
169 ROUTINE_MCFR.INPUT	1	+1.E-05 100.000
170 ROUTINE_MFO.INPUT	1	+1.E-05 100.000
171 ROUTINE_MINE.INPUT	1	+1.E-05 100.000

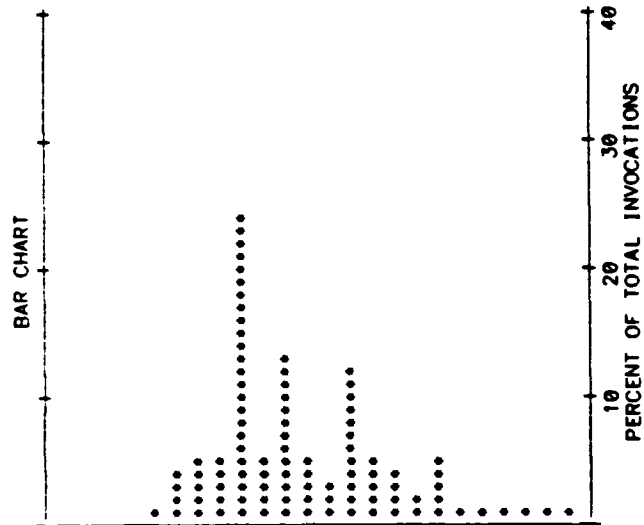
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172	ROUTINE_MFDB.INPUT	1	+1 E-05	100.000
173	ROUTINE_MUNS.INPUT	1	+1 E-05	100.000
174	ROUTINE_OPEN.INPUT OUTPUT.FILES	1	+1 E-05	100.000
175	ROUTINE_P.E.M.INPUT	1	+1 E-05	100.000
176	ROUTINE_PGM.INPUT	1	+1 E-05	100.000
177	ROUTINE_PK.INPUT	1	+1 E-05	100.000
178	ROUTINE_READ.ORDERS	1	+1 E-05	100.000
179	ROUTINE_RUL.EN.INPUT	1	+1 E-05	100.000
180	ROUTINE_SENSOR.INPUT	1	+1 E-05	100.000
181	ROUTINE_SMOKE.INPUT	1	+1 E-05	100.000
182	ROUTINE_ST.INPUT	1	+1 E-05	100.000
183	ROUTINE_SUBM.INPUT	1	+1 E-05	100.000
184	ROUTINE_SYS.INPUT	1	+1 E-05	100.000
185	ROUTINE_TACAIR.INPUT	1	+1 E-05	100.000
186	ROUTINE_TB.INPUT	1	+1 E-05	100.000
187	ROUTINE_TBF.INPUT	1	+1 E-05	100.000
188	ROUTINE_TT.FACTORS.INPUT	1	+1 E-05	100.000
189	ROUTINE_TYPE.WEAPON.INPUT	1	+1 E-05	100.000
190	ROUTINE_UNIT.INPUT	1	+1 E-05	100.000
191	ROUTINE_VIS.INPUT	1	+1 E-05	100.000
192	EVENT_ACT.REINF	0	0	100.000
193	EVENT_AD.ENGAGEMENT	0	0	100.000
194	EVENT_DQ.OLD.SORTIE.QUEUE	0	0	100.000
195	EVENT_END.SIMULATION	0	0	100.000
196	EVENT_FEBA.SORTIE	0	0	100.000
197	EVENT_HC.DEPART.BATTLE	0	0	100.000
198	EVENT_HELLO.ENGAGEMENT	0	0	100.000
199	EVENT_INIT.PREPLAN.CAS	0	0	100.000
200	EVENT_OFF.LINE.ATTRITION	0	0	100.000
201	EVENT_SEND.TEAM	0	0	100.000
202	EVENT_SET.DEBUG	0	0	100.000
203	FUNCTION_AR.PROB.DETECT	0	0	100.000
204	FUNCTION_BTRY.AVAILABLE	0	0	100.000
205	FUNCTION_STAY.TIME	0	0	100.000
206	PROCESS_AC.ATK.TGT	0	0	100.000
207	PROCESS_AIR.OBSERVER	0	0	100.000
208	PROCESS_AIRBORNE.RADAR	0	0	100.000
209	PROCESS_CAS.MISSION	0	0	100.000
210	PROCESS_HC.ARRIVE.BATTLE	0	0	100.000
211	PROCESS_HC.RETURN.FARRP	0	0	100.000
212	PROCESS_HEL.TARGET.ACQUISITION	0	0	100.000
213	PROCESS_HELICOPTER.FIRE	0	0	100.000
214	PROCESS_MINE.ASSESS	0	0	100.000
215	PROCESS_PHOTO.IR.FLIGHT	0	0	100.000
216	PROCESS_REMOTE.PILOT.VEHICLE	0	0	100.000
217	ROUTINE_AC.BOMB.EFFECTS	0	0	100.000
218	ROUTINE_AC.DF.EFFECTS	0	0	100.000
219	ROUTINE_AC.MUNS.INPUT	0	0	100.000
220	ROUTINE_AD.SHOOT	0	0	100.000
221	ROUTINE_AMMO.RPT	0	0	100.000
222	ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
223	ROUTINE_AO.DETECTION	0	0	100.000
224	ROUTINE_AR.DETECTION	0	0	100.000
225	ROUTINE_BETWEEN.ROUTINE	0	0	100.000
226	ROUTINE_BTL.CHECK	0	0	100.000
227	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0	100.000
228	ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
229	ROUTINE_END.CAS.MISSION	0	0	100.000
230	ROUTINE_ERROR.STOP	0	0	100.000

231	ROUTINE_FARRP_CHECK	0	0	0	100.000
232	ROUTINE_FASCAM_COMPUTATION	0	0	0	100.000
233	ROUTINE_FILE_FD_SCHD	0	0	0	100.000
234	ROUTINE_FILE_KAD_SENSOR	0	0	0	100.000
235	ROUTINE_FIND_START_TIME	0	0	0	100.000
236	ROUTINE_FLIGHT_PATH	0	0	0	100.000
237	ROUTINE_HC_COMPUTE_TIMES	0	0	0	100.000
238	ROUTINE_HC_DISENGAGE	0	0	0	100.000
239	ROUTINE_HC_EMPTY	0	0	0	100.000
240	ROUTINE_HEL_RANGE_COMPUTE	0	0	0	100.000
241	ROUTINE_ILUM_COMPUTATION	0	0	0	100.000
242	ROUTINE_ILUM_EFFECTS	0	0	0	100.000
243	ROUTINE_INIT_REINF	0	0	0	100.000
244	ROUTINE_KV_PRINT	0	0	0	100.000
245	ROUTINE_KV_SCOREBOARD	0	0	0	100.000
246	ROUTINE_LINE_CIRCLE	0	0	0	100.000
247	ROUTINE_MADS_INPUT	0	0	0	100.000
248	ROUTINE_MINE_DELAY	0	0	0	100.000
249	ROUTINE_MINE_EFFECTS	0	0	0	100.000
250	ROUTINE_ORD_REINF	0	0	0	100.000
251	ROUTINE_OUTPUT_EXPENDITURES	0	0	0	100.000
252	ROUTINE_PIR_DETECTION	0	0	0	100.000
253	ROUTINE_PLAT_COUNT	0	0	0	100.000
254	ROUTINE_REIN_ARRIVE	0	0	0	100.000
255	ROUTINE_REPLACE_HC	0	0	0	100.000
256	ROUTINE_REQUEST_FASCAM	0	0	0	100.000
257	ROUTINE_RPV_DETECTION	0	0	0	100.000
258	ROUTINE_SEARCH_COVERAGE	0	0	0	100.000
259	ROUTINE_SMOKE_COMPUTATION	0	0	0	100.000
260	ROUTINE_SMOKE_EFFECTS	0	0	0	100.000
261	ROUTINE_SNAP_R	0	0	0	100.000
262	ROUTINE_SNAP2	0	0	0	100.000
263	ROUTINE_TACAIR_DATA_REPORT	0	0	0	100.000
264	ROUTINE_TR_INPUT	0	0	0	100.000

TOTAL INVOCATIONS = 7047622

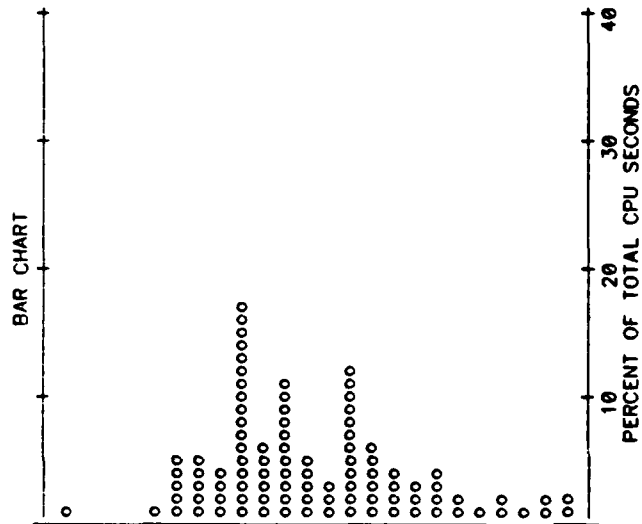
COSAGE INVOCATION SUMMARY

SIMULATED HOUR	INVOCATIONS	PCT OF TOTAL INVOCATIONS
1	16797	.24
2	13087	.19
3	1849	.03
4	12890	.18
5	68721	.98
6	249030	3.53
7	371887	5.28
8	340170	4.83
9	1667994	23.67
10	382615	5.43
11	920318	13.06
12	353383	5.01
13	243968	3.46
14	871798	12.37
15	355740	5.05
16	286583	4.07
17	158999	2.26
18	348109	4.94
19	96317	1.37
20	54106	.77
21	55635	.79
22	55092	.78
23	60231	.85
24	62303	.88
TOTAL	7047622	100.00

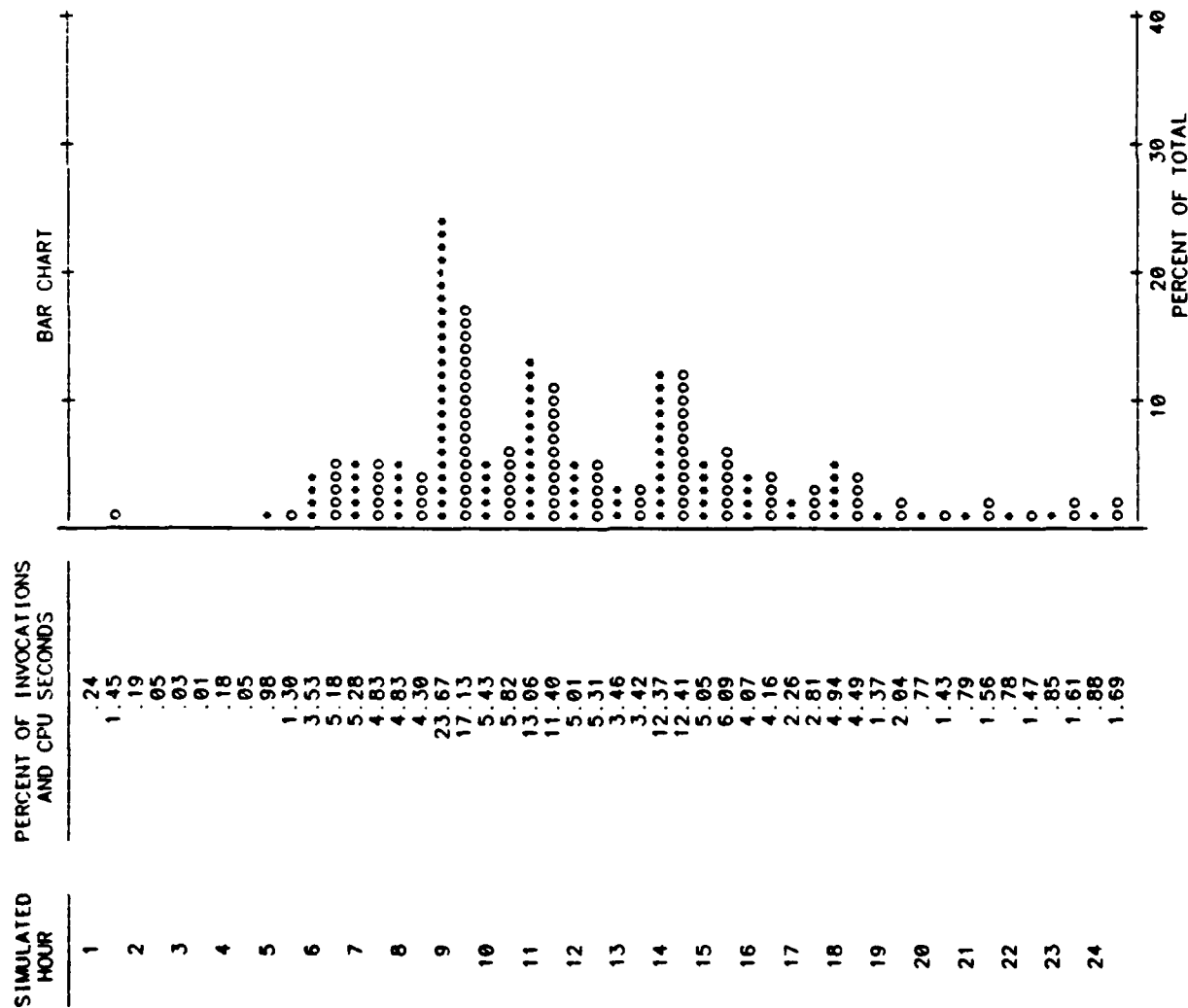


C O S A G E C P U U S A G E S U M M A R Y

SIMULATED HOUR	CPU SECONDS	PCT OF TOTAL CPU SECONDS
1	247.09	1.45
2	8.30	.05
3	2.27	.01
4	7.73	.05
5	220.77	1.30
6	881.08	5.18
7	820.72	4.83
8	730.72	4.30
9	2911.76	17.13
10	988.78	5.82
11	1937.63	11.40
12	903.20	5.31
13	580.90	3.42
14	2109.35	12.41
15	1034.83	6.09
16	706.51	4.16
17	477.91	2.81
18	762.38	4.49
19	345.93	2.04
20	242.30	1.43
21	265.50	1.56
22	249.63	1.47
23	273.51	1.61
24	286.62	1.69
TOTAL	16995.42	100.00



COSAGE INVOCATION AND CPU USAGE SUMMARY



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