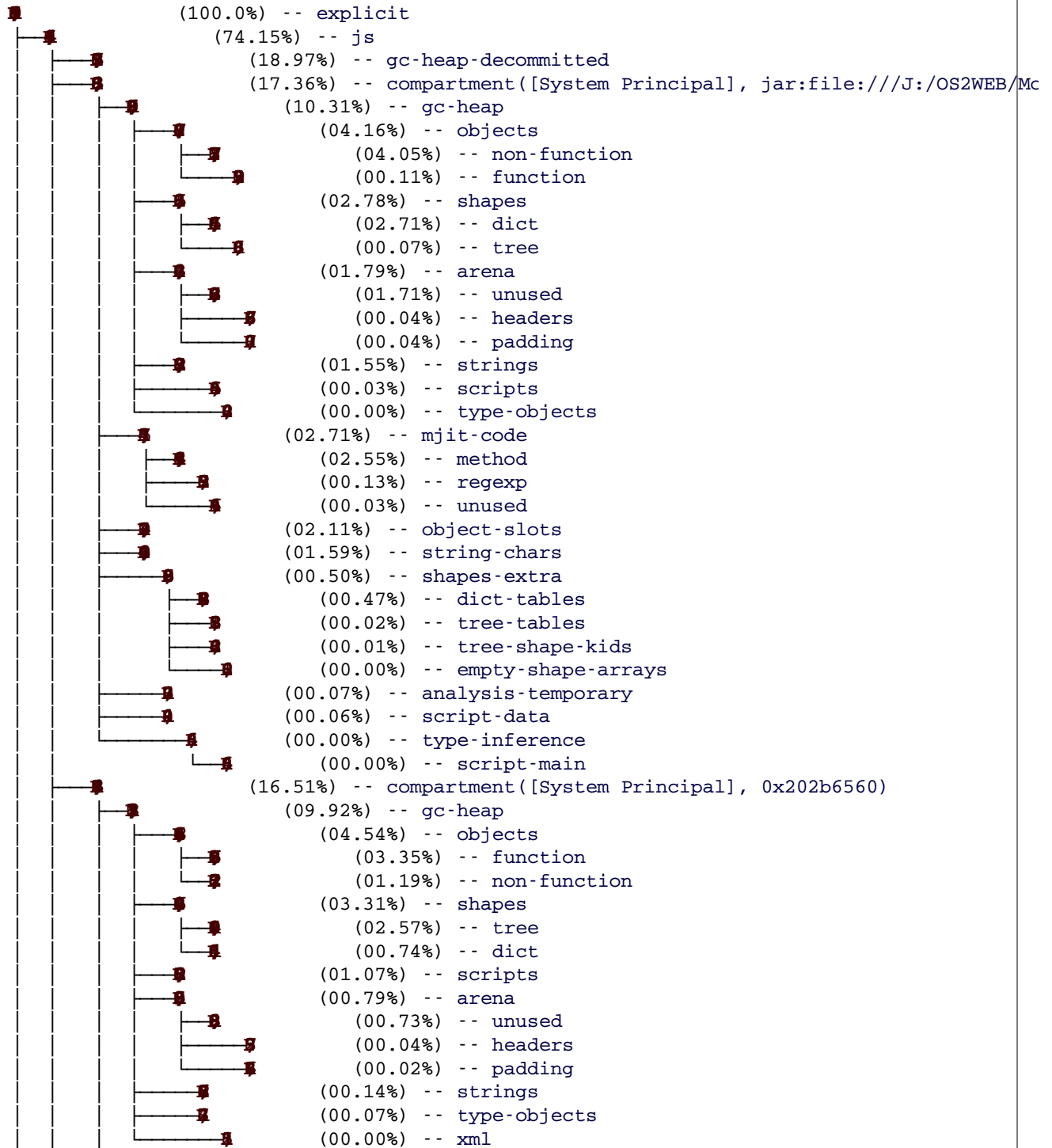
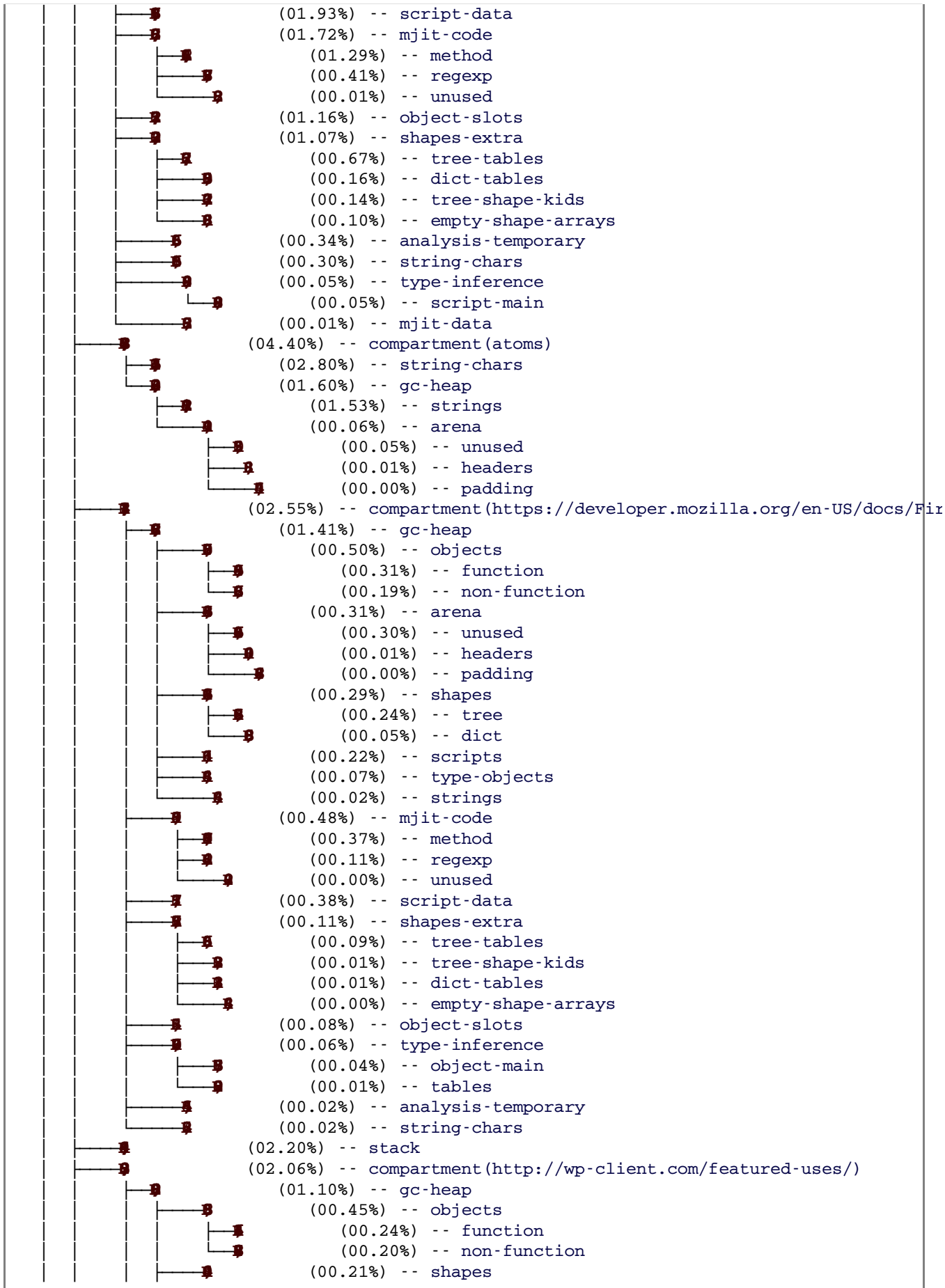
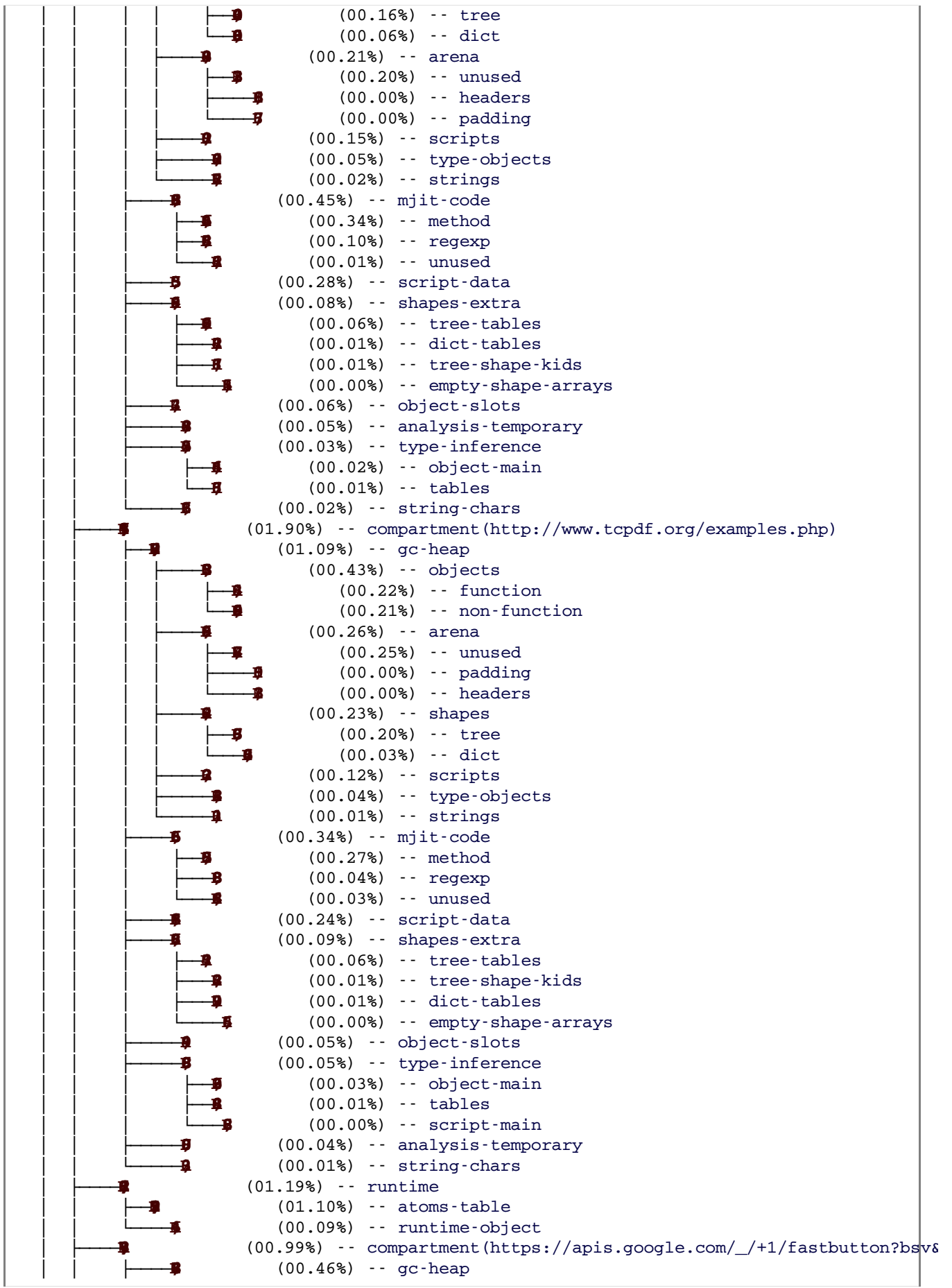


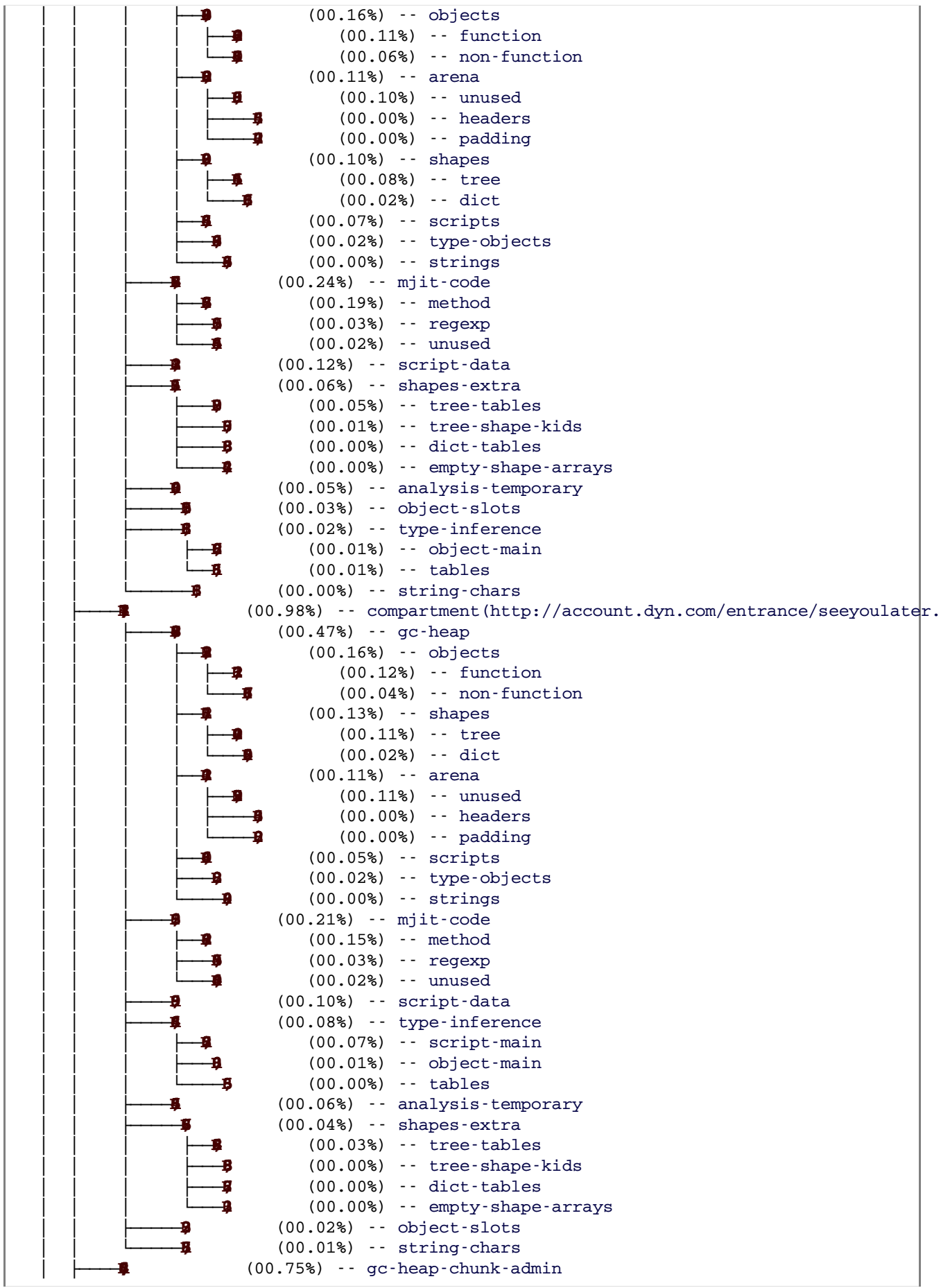
Main Process

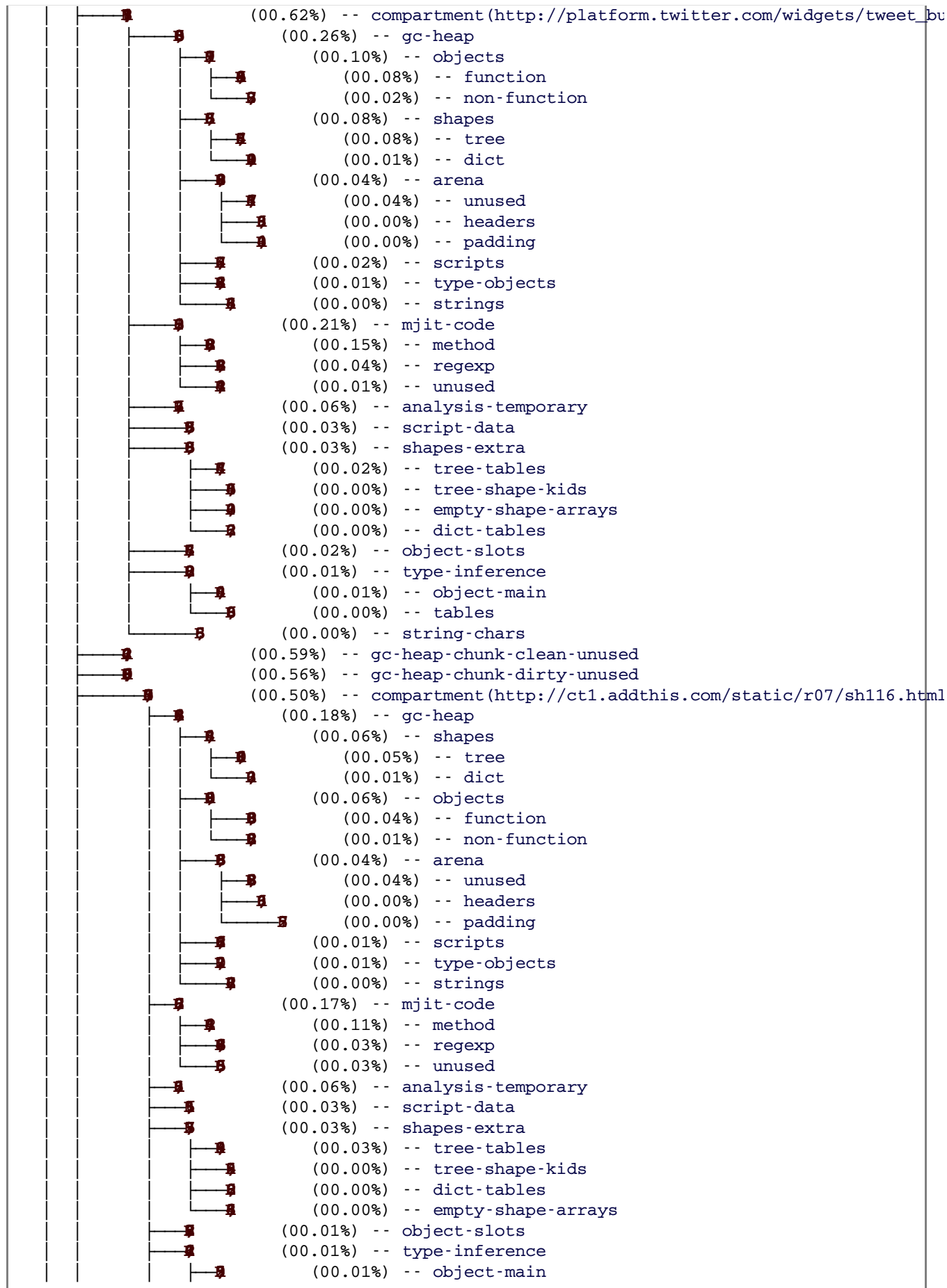
Explicit Allocations

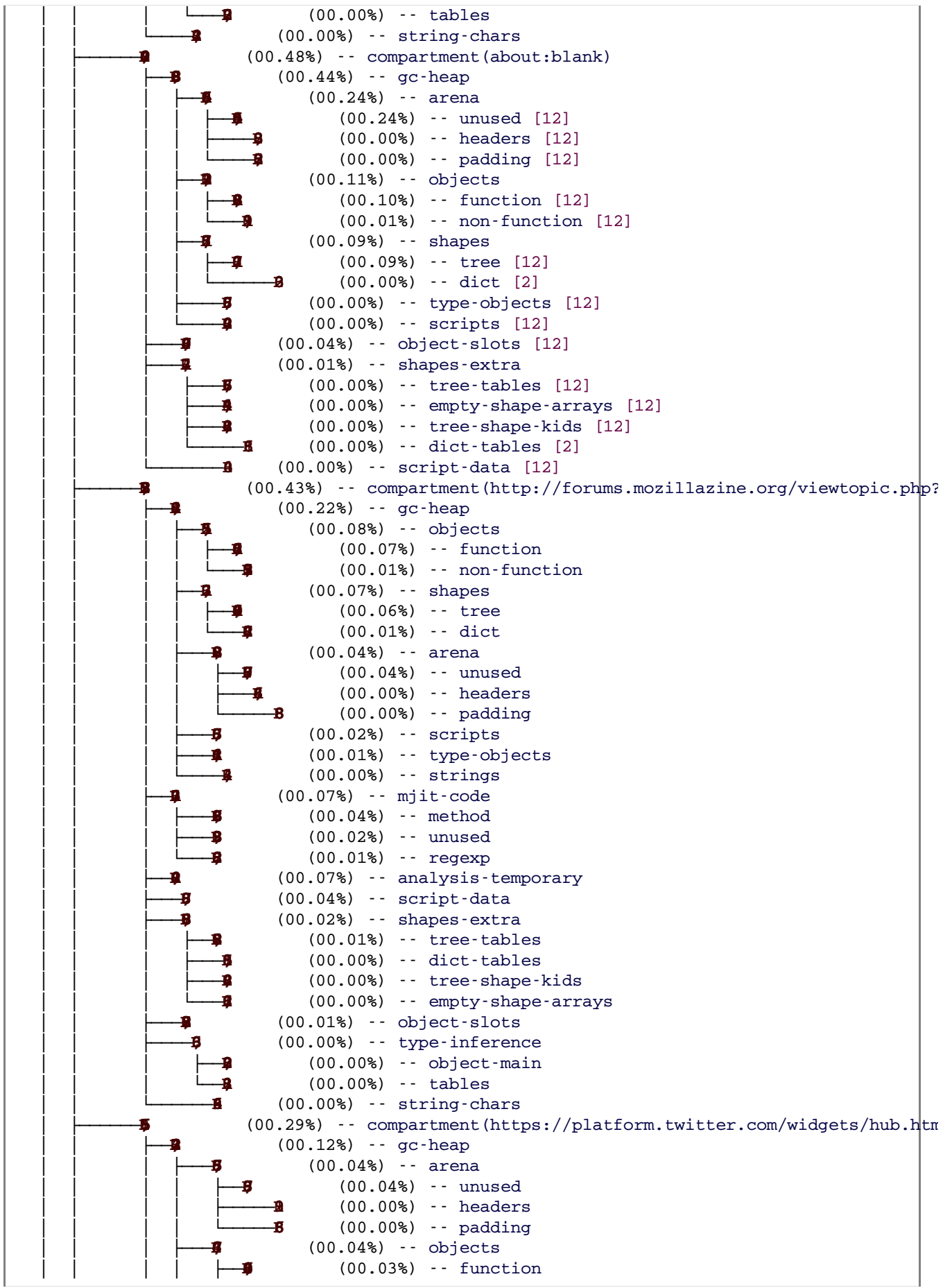


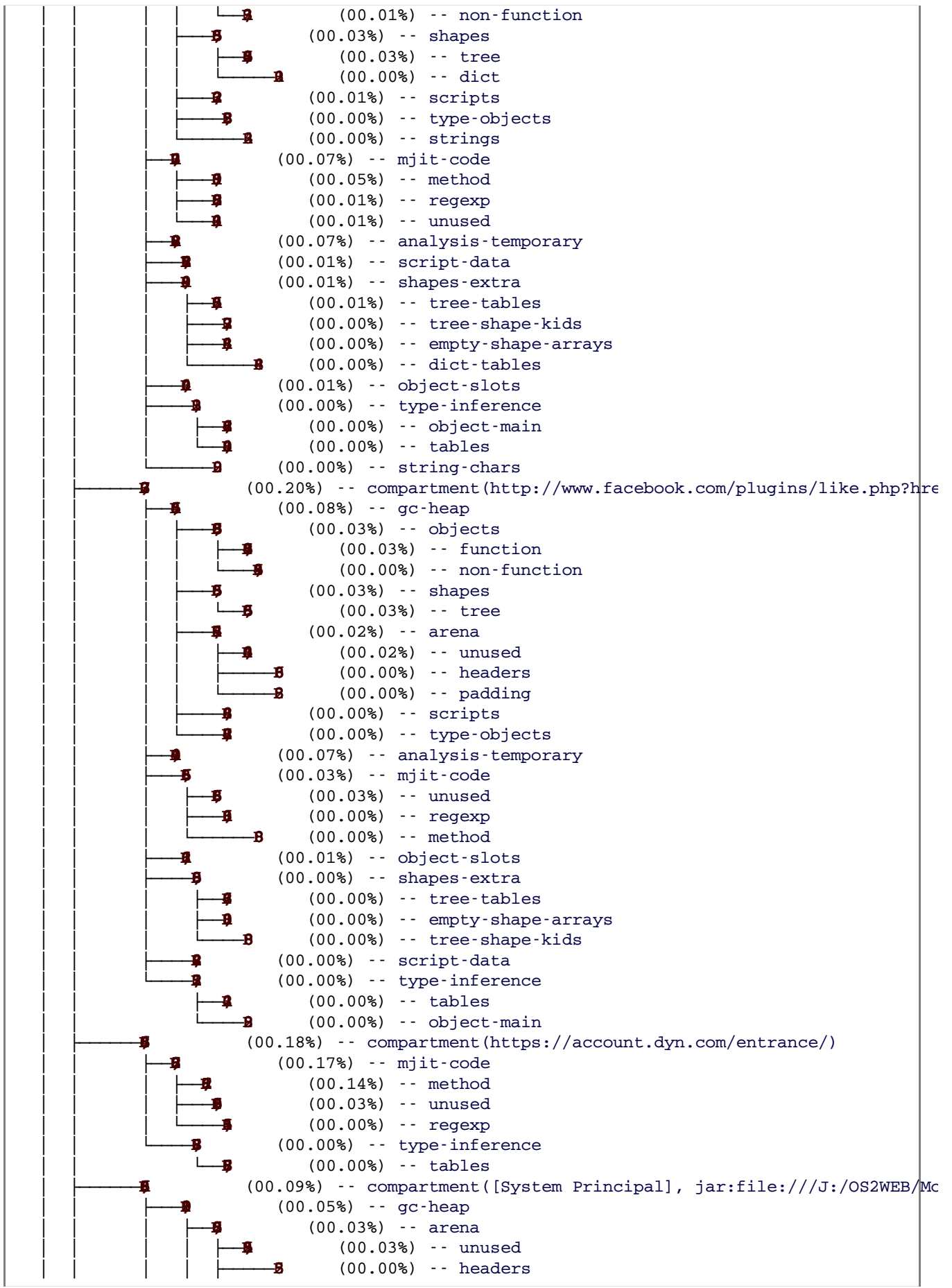


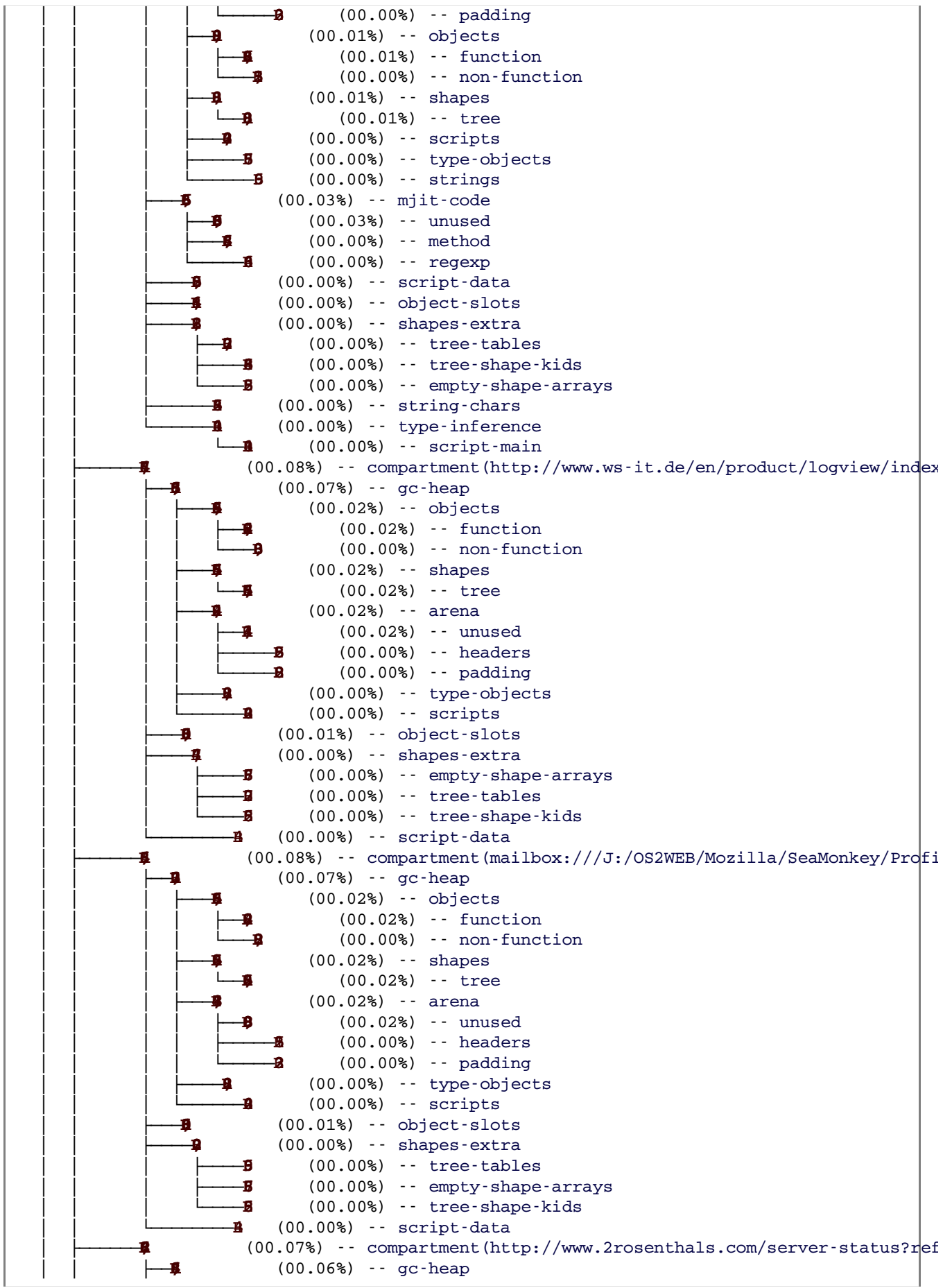


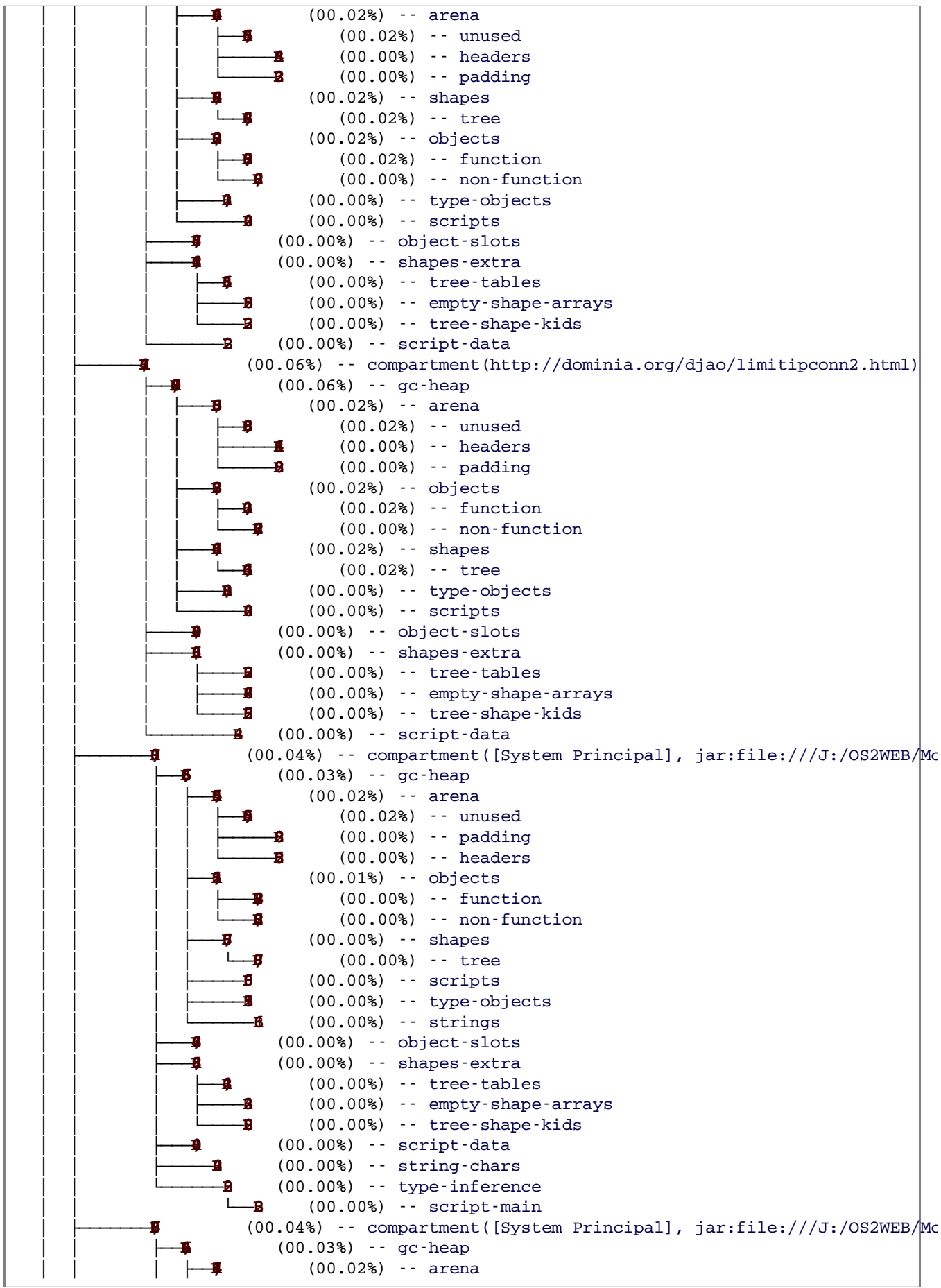


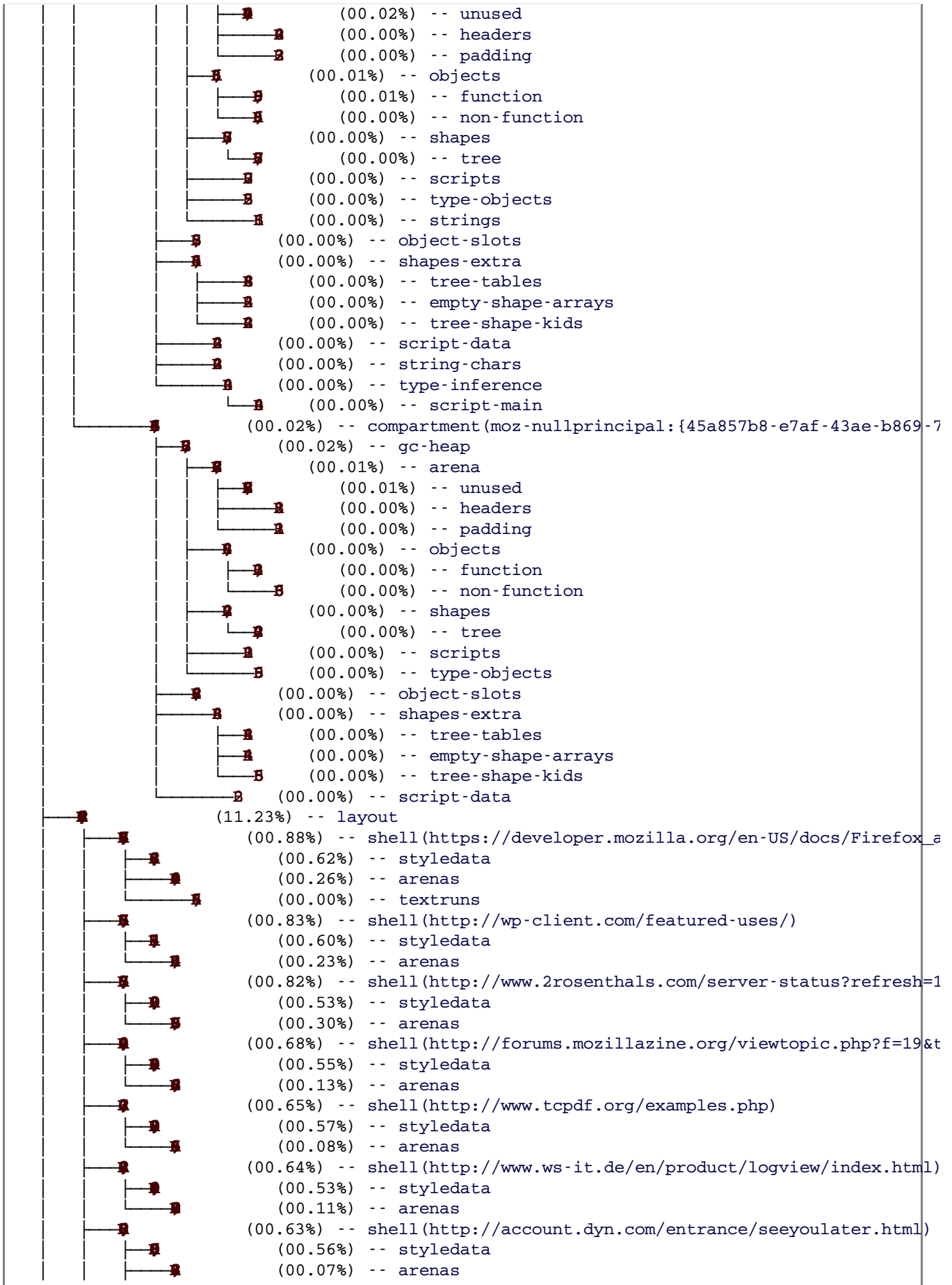


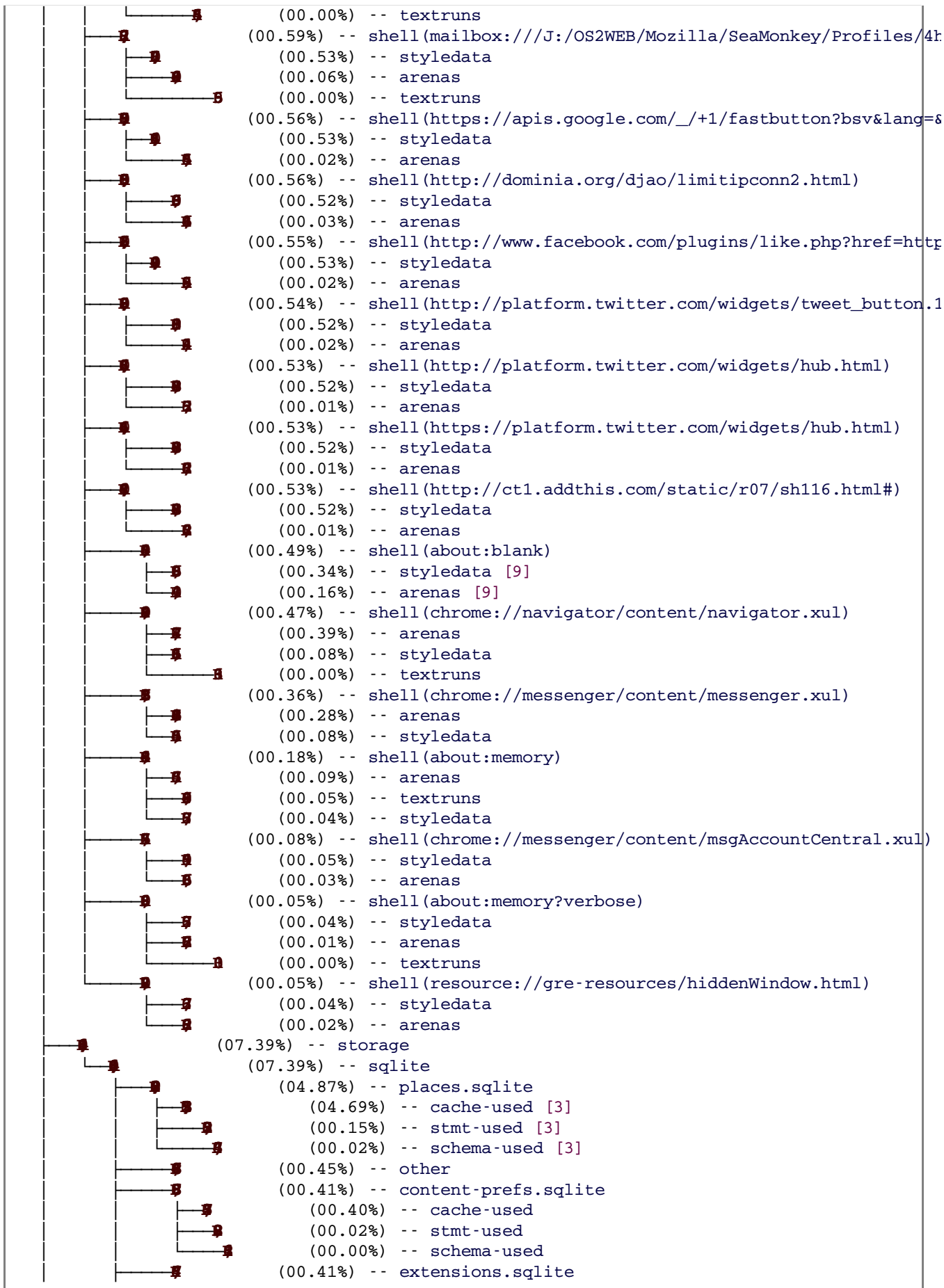


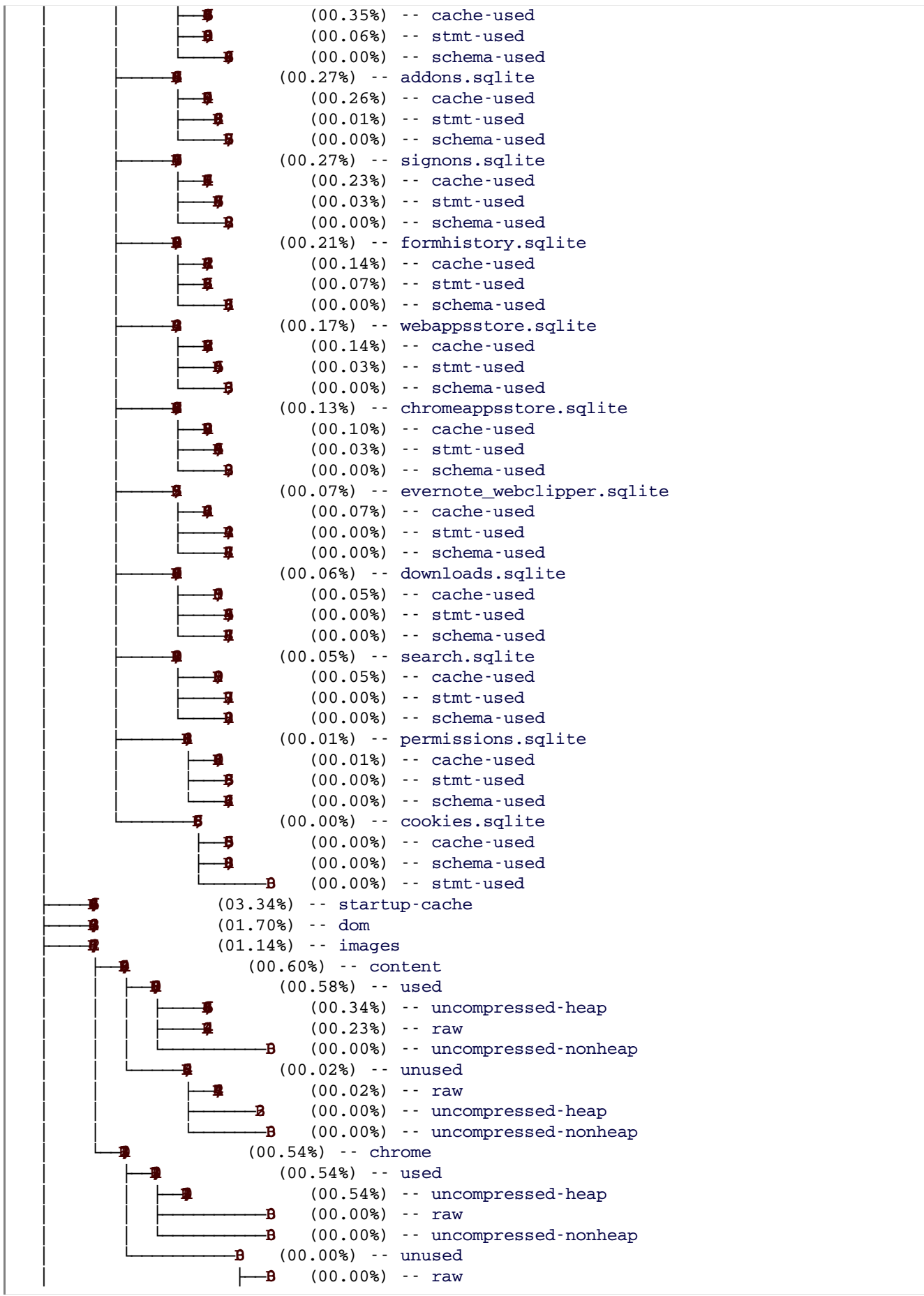


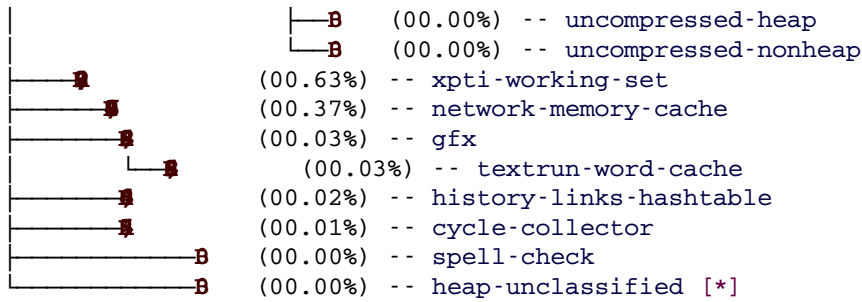












Other Measurements

- canvas-2d-pixel-bytes
- gfx-surface-image
- gfx-surface-os2
- heap-allocated [*]
- heap-unallocated [*]
- 6 -- js-compartments-system
- js-compartments-user
- js-gc-heap
- js-gc-heap-arena-unused
- js-gc-heap-chunk-clean-unused
- js-gc-heap-chunk-dirty-unused
- js-gc-heap-decommitted
- js-gc-heap-unused-fraction
- js-total-analysis-temporary
- js-total-mjit
- js-total-objects
- js-total-scripts
- js-total-shapes
- js-total-strings
- js-total-type-inference
- resident [*]

[Less verbose](#)
[Troubleshooting information](#)

Hover the pointer over the name of a memory reporter to see a detailed description of what it measures. Click a heading to expand or collapse its tree.