

Additional build and link options: /LTCG / GL

1 000 000 trigger event calls

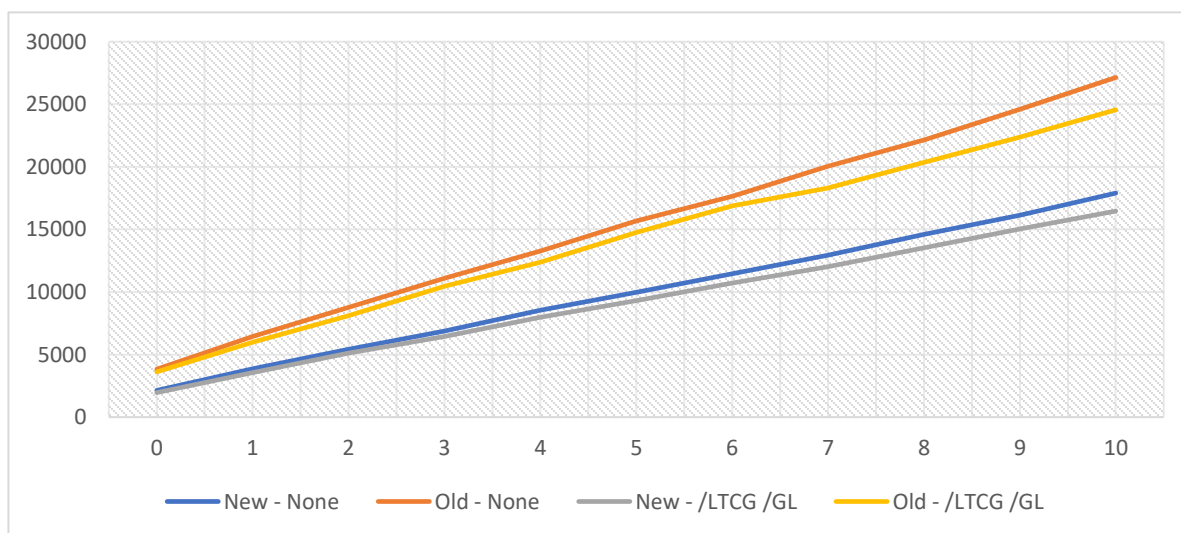
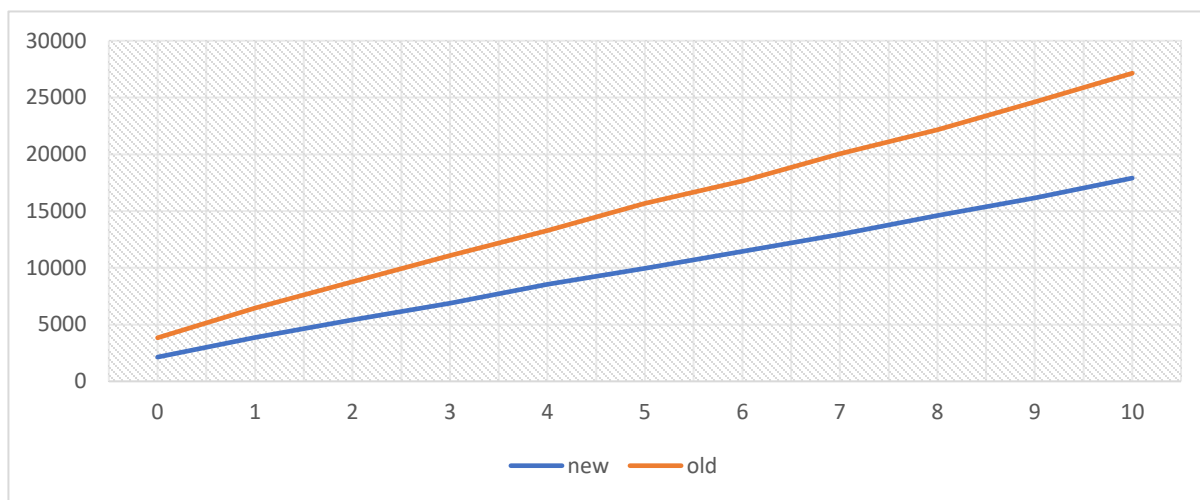
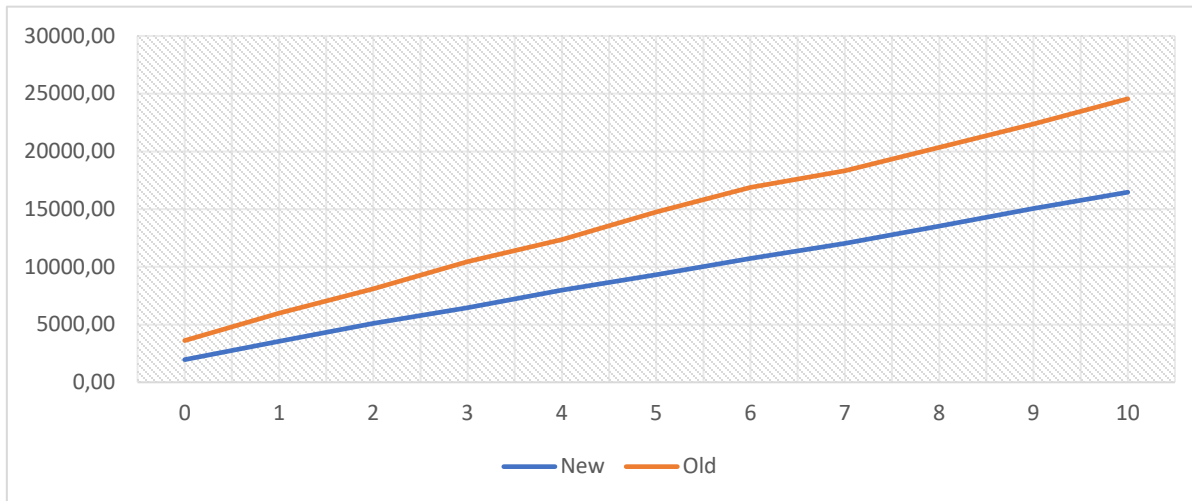
Handlers	New	Old	Diff	Speedup
0	1960,00	3615,00	1655,00	15,56%
1	3553,00	5995,00	2442,00	31,27%
2	5104,00	8097,00	2993,00	41,36%
3	6451,00	10463,00	4012,00	37,81%
4	7971,00	12370,00	4399,00	44,81%
5	9321,00	14760,00	5439,00	41,65%
6	10726,00	16869,00	6143,00	42,73%
7	12024,00	18313,00	6289,00	47,70%
8	13533,00	20352,00	6819,00	49,61%
9	15046,00	22384,00	7338,00	51,23%
10	16465,00	24557,00	8092,00	50,85%
28	42257,23	61854,91	19597,68	53,62%

Additional build and link options: None

No. Handle new	old	diff	speedup
0	2134 3835,00	1701,00	20,29%
1	3864 6450,00	2586,00	33,07%
2	5413 8781,00	3368,00	37,78%
3	6885 11087,00	4202,00	38,97%
4	8547 13273,00	4726,00	44,71%
5	9962 15683,00	5721,00	42,57%
6	11453 17647,00	6194,00	45,92%
7	12934 20039,00	7105,00	45,07%
8	14604 22148,00	7544,00	48,34%
9	16142 24602,00	8460,00	47,59%
10	17903 27141,00	9238,00	48,40%
28	62393 92061,00	29668,00	52,45%

/LTCG /GL vs Current speedup

New	Old
8,15%	5,74%
8,05%	7,05%
5,71%	7,79%
6,30%	5,63%
6,74%	6,80%
6,43%	5,89%
6,35%	4,41%
7,04%	8,61%
7,33%	8,11%
6,79%	9,02%
8,03%	9,52%
32,27%	32,81%



With 0 handlers you can see the pure cost of cost of calling an event (traversing tree, setting up timing :
 It's not 100% linear, because the initial cost didn't change much: We still need to call the debug hooks/c
 It's clearly visible that the net gains are about 50%

/LTCG /GL help a lot here. Not quite sure why there's a 32% increase when calling with 28 handlers.

Here you can see the expected chart:

	/LTCG	/GL	None
0	1960,00		2134
1	3553,00		3864
2	5104,00		5413
3	6451,00		6885
4	7971,00		8547
5	9321,00		9962
6	10726,00		11453
7	12024,00		12934
8	13533,00		14604
9	15046,00		16142
10	16465,00		17903
11	17887,73		19287,4
12	19321,23		20837,71
13	20754,73		22388,02
14	22188,23		23938,33
15	23621,73		25488,64
16	25055,23		27038,95
17	26488,73		28589,25
18	27922,23		30139,56
19	29355,73		31689,87
20	30789,23		33240,18
21	32222,73		34790,49
22	33656,23		36340,8
23	35089,73		37891,11
24	36523,23		39441,42
25	37956,73		40991,73
26	39390,23		42542,04
27	40823,73		44092,35
28	42257,23	45642,65	Not 32%

calculate timing, and with lower handle count it's more substantial