





ThreeJS
0.128.0

```
▼ {memory: {...}, render: {...}, programs: Array(4), autoReset: true
  memory: {geometries: 154, textures: 10}
  ▶ programs: Array(4)
    ▶ 0: WebGLProgram {name: 'MeshDepthMaterial', id: ...
    ▶ 1: WebGLProgram {name: 'MeshStandardMaterial', i...
    ▶ 2: WebGLProgram {name: 'MeshStandardMaterial', i...
    ▶ 3: WebGLProgram {name: 'MeshPhysicalMaterial', i...
      length: 4
      [[Prototype]]: Array(0)
    ▶ render:
      calls: 154
      frame: 361
      lines: 0
      points: 0
      triangles: 24854
      [[Prototype]]: Object
    ▶ reset: f reset()
```

ThreeJS
0.137.4

```
▼ {memory: {...}, render: {...}, programs: Array(6), autoReset: true
  memory:
    geometries: 154
    textures: 11
  ▶ [[Prototype]]: Object
  ▶ programs: Array(6)
    ▶ 0: WebGLProgram {name: 'MeshDepthMaterial', id: ...
    ▶ 1: WebGLProgram {name: 'MeshStandardMaterial', i...
    ▶ 2: WebGLProgram {name: 'MeshStandardMaterial', i...
    ▶ 3: WebGLProgram {name: 'MeshStandardMaterial', i...
    ▶ 4: WebGLProgram {name: 'MeshStandardMaterial', i...
    ▶ 5: WebGLProgram {name: 'MeshPhysicalMaterial', i...
      length: 6
      [[Prototype]]: Array(0)
    ▶ render:
      calls: 307
      frame: 722
      lines: 0
      points: 0
      triangles: 49662
      [[Prototype]]: Object
```

