#	Description	Setup	Loops for 50% lag	Speed
11	Object Data (any unit) (up-get-object-type-data)	All IDs in the range 0 to 1400 tested; unit lines tested; Several object-data types tested	5,000,000	Very Fast
12	Creating / clearing search Groups (up-create-group) (up-reset-group)	Started with 40 militia in local list. Then repeatedly created and reset group of 40 units (GroupId = 0).	4,000,000	Very Fast
13	Setting the group flag (up-modify-group-flag)	Same as above but also setting the Ctrl group flag each time.	1,700,000	Very Fast
14	DUC unit training (up-target-point)	Using up-target-point with action-train to train militia. Local list consisted of 240 barracks, so there were 240 militia trained each for each train command. Then this whole process was repeated in a loop. Then cancelling them with up-reset-building.	60,000***	Med
15	Getting map point contents (up-get-point-contains)	Scanning at random map points to see what unique IDs are located there. Tested with all-units-class (-1) and with several units.	1,500,000	Very Fast
16A	DUC unit movement (up-target-point)	Moving groups of units to map border (group size = 1)	400 groups ****	Very Slow
16B	DUC unit movement (up-target-point)	Moving groups of units to map border (group size = 5)	400 groups ****	Very Slow
16C	DUC unit movement (up-target-point)	Moving groups of units to map border (group size = 20)	400 groups ****	Very Slow