| # | Description | Setup | Loops for 50% lag | Speed |
|---|---|---|---|---|
| 0 | Empty Loop | Just an empty loop body | 11,000,000 | Very Fast |
| 1 | Chat Messages (chat-local-to-self) | Chat to self | 100 * | Very Slow |
| 2A | Basic DUC Search using localList (up-find-local) | Find 240 non-existent units<br>Only 1 unit on map for each player | 4,500,000 | Very Fast |
| 2B | Basic DUC Search using localList (up-find-local) | Find 240 non-existent units<br>400 enemy units on map<br>Only 1 self unit exists | 4,500,000 | Very Fast |
| 2C | Basic DUC Search using localList (up-find-local) | Find 240 non-existent units<br>400 of my units on map | 300,000 | Fast |
| 2D | Basic DUC Search using localList (up-find-local) | Find 1 non-existent unit<br>400 of my units on map | 300,000 | Fast |
| 2E | Basic DUC Search using localList (up-find-local) | Find 1 existent unit<br>400 of them on map and nothing else | 800,000 | Fast |
| 2F | Basic DUC Search using localList (up-find-local) | Find 240 existent units<br>400 of them on map and nothing else | 80,000 | Med |
| 2G | Basic DUC Search using localList (up-find-local) | Find 40 existent units<br>400 my units on map | 400,000 | Fast |
| 2H | Basic DUC Search using localList (up-find-local) | Find 240 existent units<br>by class rather than id<br>400 of my units on map | 80,000 | Med |
| 3A | Filtered DUC Search using localList (up-find-local) | Find 240 non-existent units<br>Filter distance<br>(up-filter-distance)<br>400 my units on map | 300,000 | Fast |
| 3B | Filtered DUC Search using localList (up-find-local) | Find 240 existent units<br>Filter distance<br>400 my units on map<br>No units in radius | 50,000 | Med |
| 3C | Filtered DUC Search using localList (up-find-local) | Find 240 existent units<br>Filter distance<br>400 my units on map<br>All units in radius | 80,000 | Med |
| 3D | Filtered DUC Search using localList (up-find-local) | Find 240 existent units<br>Filter include with<br>cmd-id set to find | 80,000 | Med |

| | | only military (up-filter-include) | | |
|---|---|---|---|---|
| 4A | Control Units with DUC (up-target-point) | Command 1 unit to move at random | 600,000 | Fast |
| 4B | Control Units with DUC (up-target-point) | Command 240 units to move at random individually | 400 units ** | Very Slow |
| 5A | Removing Stuff from LocalList(up-remove-objects) | list size 240 remove base-type (no matches) | 250,000 | Fast |
| 5B | Removing Stuff from LocalList (up-remove-objects) | list size 40 remove base-type (no matches) | 1,300,000 | Very Fast |
| 5C | Removing Stuff from LocalList (up-remove-objects) | list size 240 remove exact distance (no matches) | 120,000 | Fast |
| 5D | Removing Stuff from LocalList (up-remove-objects) | list size 240 remove exact precise-x (no matches) | 200,000 | Fast |
| 5E | Removing Stuff from LocalList (up-remove-objects) | list size 240 remove base-type all matches, find inside loop | 50,000 | Med |
| 6A | Sorting the LocalList (up-clean-search) | Sort list size of 240 2 different object-data's Uncorrelated object-data | 3,000 (x2) | Slow |
| 6B | Sorting the LocalList (up-clean-search) | list size 240 Sort and unsort same object-data | 7,000 (x2) | Slow |
| 6C | Sorting the LocalList (up-clean-search) | list size 40 Sort and unsort Uncorrelated object-data | 45,000 (x2) | Med |
| 6D | Sorting the LocalList (up-clean-search) | list size 20 Sort and unsort Uncorrelated object-data | 300,000 (x2) | Fast |
| 6E | Sorting the LocalList (up-clean-search) | list size 5 Sort and unsort Uncorrelated object-data | 1,000,000 (x2) | Very Fast |

| | | | | |
|---|---|---|---|---|
| 7A | DUC search using RemoteList (up-find-remote) | Find 40 enemy units undiscovered but existent Enemy has 400 units | 4,000,000 | Fast |
| 7B | DUC search using RemoteList (up-find-remote) | Find 40 enemy units discovered and existent Enemy has 400 units | 400,000 | Fast |
| 7C | DUC search using RemoteList (up-find-remote) | Find 40 enemy units Enemy has 0 units | 4,000,000 | Fast |
| 7D | DUC search using RemoteList (up-find-remote) | Find 40 enemy units discovered and existent Enemy has 40 units | 500,000 | Fast |
| 7E | DUC search using RemoteList (up-find-remote) | Find 40 ally units discovered and existent Ally has 400 units | 400,000 | Fast |
| 8 | Loading a stored list back into RemoteList (up-set-group) | Group size = 40 Loop over (up-set-group) to set the RemoteList | 5,000,000 | Very Fast |
| 9A | Pathing (up-get-path-distance) | Pathing distance for 1 unit to point far away (200 tiles) No obstacles | 6,000 | Slow |
| 9B | Pathing (up-get-path-distance) | Pathing distance for 1 unit to point far away (200 tiles) Lots of obstacles | 4,500 | Slow |
| 9C | Pathing (up-get-path-distance) | Pathing distance for 1 unit to point far away (200 tiles) Path does not exist | 4,500 | Slow |
| 9D | Pathing (up-get-path-distance) | Pathing distance for 1 unit to point nearby (3 tiles); No obstacles | 1,000,000 | Very Fast |
| 9E | Pathing (up-get-path-distance) | Pathing distance for 1 unit to point extremely far (340 tiles); No obstacles | 1,700 | Slow |
| 10A | Building at points | (up-can-build-line) For palisade Illegal point | 2,400,000 | Very Fast |
| 10B | Building at points | (up-can-build-line) For palisade-wall Legal point | 1,400,000 | Very Fast |
| 10C | Building at points | (up-build-line) | 1,700,000 | Very |

| | | For palisade-wall<br>Illegal point | | Fast |
| --- | --- | --- | --- | --- |
| *10D* | Building at points | (up-build-line)<br>For palisade-wall<br>Legal point | 240 tiles<br>placed *** | Very<br>Slow |