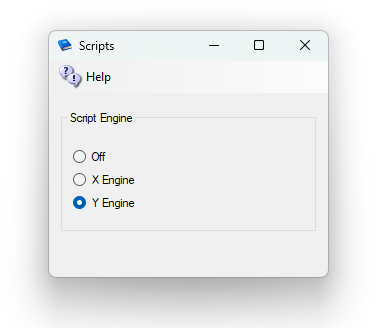
# Script Settings



YEngine is a new engine that has better support for the llSleep() command. YEngine offers some features that improve performance and prevent timeouts.

The problem with using llSleep function in Opensim scripts is that it may cause a script to freeze, requiring a reset. This is due to the way XEngine deals with running multiple scripts at once.

The parse in Yengine is also like Second Life as it uses the same order when evaluating a series of expressions. XEngine parsed the order in the opposite direction from Second Life.