### Pre-changes

Screen update is quite expensive (4 ms)

PC POV quite expensive (1-2 ms)

### Pre any main loop changes

About 10-20 ms / loop

### No monster events

If we choose not to update time on monster events when they’re not on the same level we should strictly strip events after leaving the dungeon

6 ms

### Changing timing resolution

Try protected const int turnClockLimit = 10000;

->

protected const int turnClockLimit = 1000;

This goes down to 1 ms per loop

### Monster events back in

Back to 2 ms per loop

### Conclusion

Limited monster events to current level and wiped when leaving dungeon. Leaves a possible issue where time doesn’t move on for lower levels of the same dungeon.