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Subject: Sfps prob

Posted by [Jellybe4n](#) on Thu, 07 Apr 2005 01:18:40 GMT

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We rent a dual 2.8 xeon, if we put the server upto 40 players the sfps drops badly, as low as 10 on some maps, the cpu usage and ram usage is no where near pushed to warrant that sort of drop, we use brenbot 1.36, with mostly everything turned off. Any ideas what it could be ?

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