
Subject: Re: How to + use of removing sfps limit
Posted by [StealthEye](#) on Wed, 05 Jul 2006 09:25:07 GMT
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I assume you know how to use a hex editor...

First calculate the frame time, by default it is 16ms, that means FPS is limited to 62,5
($1/0.016=62,5$) For a FPS of 100 for example, use $1/100 = 0.010$ seconds, = 10 ms (0x0A in hex)

Now change the bytes at offset 0x0003BAB9 and 0x0003BAC0 from 0x10 to the value you have just calculated, so change it to 0x0A to set the limit to 100.

The max number we support to be changed by the !sfps command we use is 1000 (0x01), I have not tested what would happen when you change it to 0, you could try that if you want no limit at all, but I'm not sure whether it works properly! 1000 FPS is probably enough though
