
Subject: Re: Server FPS Problem

Posted by [trooprm02](#) on Mon, 11 Sep 2006 14:28:23 GMT

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StealthEye wrote on Mon, 11 September 2006 02:45The SFPS is stored as 1/sfps, rounded down. Eg. if you set a sfps of 60, it will store (1/60) 0,01666666667, in milliseconds: 16,6666667, rounded down: 16. Now calculate the sfps again: $1000/16 = 62.5$, that's the actual sfps

I don't see the problem with having 2 fps more though

Ya, thats what I decided anyway, I belive the performance is better on my 16 player server (although you guys claim th effects are unknown).

2 FPS is nothing to gt work about
