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Subject: Re: Traveling

Posted by [dead6re](#) on Sun, 15 Jul 2007 20:10:37 GMT

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Lagging resources? The problem with lag is often to do with incorrect settings on the server. The NUR for example is responsible for how often the game sends instructions to the client per second.

Try building a loop, and don't worry about resources. Take AI, It calculates and returns results depending on the NUR.

There is some relation between the SFPS and the NUR, but StealthEye should know more.

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