
Subject: Re: Measuring server frame time?

Posted by [Gen_Blacky](#) on Wed, 15 Mar 2017 07:34:13 GMT

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iRANian wrote on Thu, 09 March 2017 15:19 How would you go about measuring server frame time? Considering sfps is a shit measure for server lag.

Now for calculating server frame time recording pairing 'current frame number' and ('current time in milliseconds' - 'last time in milliseconds') ought to work right.

But how could I measure all the issues caused by Observers/Scripts and hooks and plugins? Do I need to use assembly hooking? I'd like to be able to record the lag caused by having all the extra script and logic running. I know I can modify the Dragonade source code for some of it, but there are also things I can't measure when just modifying the Dragonade source code.

That would be neat. There is a million and one observers running on god knows objects.

iRANian wrote on Thu, 09 March 2017 15:19

I'm pretty sure Dragonade contains some slowdowns when the server is running for some time, for example on Rencorner you can see the sfps drop from 100 to 97 after server is running for a while. This causes infantry to suffer. It looks like just a 3 SFPS drop but it's averaged over a second so it's probably a very long pause.

It is likely my bad coding haha.
