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Subject: Re: [CODE]Server frame time checker (Thanks to jonwil!)  
Posted by [Gen\\_Blacky](#) on Mon, 01 May 2017 21:26:58 GMT  
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On RC server nur is 30 so is the client.  
I will set the sfps to 58, nur to 35 and client to to 75 for starters and see how that goes.

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