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Subject: SFPS

Posted by [\[HLOW\]Tomten](#) on Tue, 14 Oct 2003 12:47:05 GMT

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Hey all.

I got some problems with my SFPS on my server [D|F|C]Public server in gamespy, I have the netupdaterate set to 20 and the server support 20 players. When the server is full the SFPS drops to 12 instead of 60 when it startup. I have no ide why it does this, have I missed something in the config.ini file? If anyone could come up with an ide to why and what to do to make it better you have my thanks.

Here are some computer spec of the server.

CPU: 2,66Ghz P4 800Mhz buss

RAM: 1024MB DDR SDRAM 400Mhz bus

HDD: IBM 7200rpm

OS : Suse

Nietwork card: Intel 10/100/1000 on the motherboard

Motherboard: Intel D865PERL

Gfx card: Geforce 4 64MB

Connection: full duplex 10Mbit both ways

```
root 2447 27.4 7.1 82084 74132 pts/3 R Oct13 280:15 ./renegade
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Bye

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