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Subject: SFPS

Posted by [gibberish](#) on Thu, 15 Apr 2004 18:15:58 GMT

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Nightma14why is there a limit

My guess would be that because the net update rate (NUR) is limited to 30 updates per seconds there is little point allowing a dedicated server to run much faster.

Additionally the number 60 factors well, (5, 6, 10, 12, 15, 20, 30) so its easy to get a consistent frame ratio.

I assume your next question is why the NUR is limited to 30 again I would guess that this is an attempt to reduce bandwidth requirements, I am afraid that renegade is very hungry on BW as a result anything to reduce it, is a good thing.

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