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Subject: Server FPS Problem

Posted by [trooprm02](#) on Sun, 10 Sep 2006 21:13:51 GMT

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Hmmm.. I tried the BlackIntel Server FPS thing, configed it to stay at 60, but it always goes tot he default

[SFPS]

```
; SFPS =
```

```
;
```

```
; Set this to altar the maximum server fps. We are unsure wether you gain any benefits  
; from this. The default is 62.
```

```
; Note: You cannot set the value to anything outside of this range 8-1000
```

```
SFPS = 60
```

^thats what i have, and everytime I start up the fds, i get 62

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Subject: Re: Server FPS Problem

Posted by [futura83](#) on Sun, 10 Sep 2006 21:21:33 GMT

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when you say you get 62, do you mean your fps is 62, or the sfps is 62?

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Subject: Re: Server FPS Problem

Posted by [Cat998](#) on Sun, 10 Sep 2006 22:30:17 GMT

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Well, you can't set the SFPS that exactly, the max FPS you get will always have +- 3 fps.

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Subject: Re: Server FPS Problem

Posted by [Matix](#) on Sun, 10 Sep 2006 22:35:43 GMT

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Maybe you need to include the scripts.ddl, scripts2.ddl and bhs.ddl (don't know if all of those files are in there) and the .zip loader files that come into the whole .zip, I run those scripts and set max SFPS to 30 and the server runs fine. So, I don't know what your problem is

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Subject: Re: Server FPS Problem

Posted by [StealthEye](#) on Mon, 11 Sep 2006 07:45:55 GMT

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The SFPS is stored as 1/sfps, rounded down. Eg. if you set a sfps of 60, it will store (1/60) 0,01666666667, in milliseconds: 16,6666667, rounded down: 16. Now calculate the sfps again:  $1000/16 = 62.5$ , that's the actual sfps

I don't see the problem with having 2 fps more though

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**Subject: Re: Server FPS Problem**

Posted by [trooprm02](#) on Mon, 11 Sep 2006 14:28:23 GMT

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StealthEye wrote on Mon, 11 September 2006 02:45The SFPS is stored as 1/sfps, rounded down. Eg. if you set a sfps of 60, it will store (1/60) 0,01666666667, in milliseconds: 16,6666667, rounded down: 16. Now calculate the sfps again:  $1000/16 = 62.5$ , that's the actual sfps

I don't see the problem with having 2 fps more though

Ya, thats what I decided anyway, I belive the performance is better on my 16 player server (although you guys claim th effects are unknown).

2 FPS is nothing to gt work about

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