Subject: Scripts
Posted by extreme_sol on Thu, 05 Oct 2006 23:10:12 GMT
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How is it possible to get the FPS from scripts i tryed The_Game()->Framecount but thats not it?

Subject: Re: Scripts
Posted by Jerad2142 on Thu, 05 Oct 2006 23:38:31 GMT
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You just press "`" and the type "FPS" and then "Enter"

Subject: Re: Scripts
Posted by extreme_sol on Thu, 05 Oct 2006 23:46:00 GMT
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:/ i dont mean ingame, i mean from scrips.dll

Subject: Re: Scripts
Posted by Cat998 on Fri, 06 Oct 2006 08:06:47 GMT
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you make a timer which get called every second, and then
calculate the FPS... Current FPS count minus the old FPS count (one second ago).

here you go

Subject: Re: Scripts
Posted by extreme_sol on Fri, 06 Oct 2006 12:48:24 GMT
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Well it cut it down to 121, which is still different that what it says on console, Thanks for the help too