
Subject: Reducing Max FPS

Posted by [Matix101](#) on Sun, 23 Sep 2007 01:32:33 GMT

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I know in servers, there was a plugin that allowed the SFPS to be lowered to your specified liking, is there a way to do that for the client? Like in any games?

Subject: Re: Reducing Max FPS

Posted by [Caveman](#) on Sun, 23 Sep 2007 01:36:20 GMT

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The lowest you can limit the FPS is 60. I don't know of any software that will force the monitor to have a lower refresh rate since it causes flickering.

Subject: Re: Reducing Max FPS

Posted by [Matix101](#) on Sun, 23 Sep 2007 01:39:47 GMT

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Thanks,

I was wondering because I noticed in BF2, my FPS was always above 70, but it was jumping from 60-100 and it would cause sudden spikes and uneasyness, it just gets annoying, so I thought lowering the FPS would stop the jumping of the FPS so it would be less spiky.

Subject: Re: Reducing Max FPS

Posted by [AoBfrost](#) on Sun, 23 Sep 2007 01:41:35 GMT

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Actually, Back then when everyone used SSAOW i remember a text file that had the setting to limit the fps from 0-anything, I limited my server to 40fps, but sadly since using ssgm I dont see it anymore and am stuck with 60+ fps constantly. Limiting the fps also makes bots say the server is laggy even if it isnt, funny because in nightreg when you type lag, it will say "Server is laggy, not you, sfps 40, ping blah bla"

Subject: Re: Reducing Max FPS

Posted by [trooprm02](#) on Sun, 23 Sep 2007 01:44:37 GMT

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hes talking FPS (client side), not sfps which is server side

Subject: Re: Reducing Max FPS
Posted by [Caveman](#) on Sun, 23 Sep 2007 01:46:19 GMT
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AoBfrost wrote on Sun, 23 September 2007 02:41 Actually, Back then when everyone used SSAOW i remember a text file that had the setting to limit the fps from 0-anything, I limited my server to 40fps, but sadly since using ssgm I dont see it anymore and am stuck with 60+ fps constantly. Limiting the fps also makes bots say the server is laggy even if it isnt, funny because in nightreg when you type lag, it will say "Server is laggy, not you, sfps 40, ping blah bla"

He asked about client FPS. Not Server. Matix force BF2 to use Vsync, the FPS wont go above your refresh rate. If you have an Nvidia card there is an option within the Nvidia control panel to do this.

Subject: Re: Reducing Max FPS
Posted by [trooprm02](#) on Sun, 23 Sep 2007 01:47:49 GMT
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K, but how can you set your refresh rate lower than 60? Can't be done with most (if any) decent screens.

Subject: Re: Reducing Max FPS
Posted by [Matix101](#) on Sun, 23 Sep 2007 01:49:49 GMT
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trooprm02 wrote on Sat, 22 September 2007 21:47K, but how can you set your refresh rate lower than 60? Can't be done with most (if any) decent screens.

My question exactly.. Game performance would actually run smoother at 30 FPS then 60-100, unless its VERY stable at 60-100, but it jumps to much and it gets annoying..

EDIT: I remember I was playing a GTA:VC game not to long ago, there was a option if you wanted to lock your fps (it would be 30 max) and if you set it off, it would go crazy high.. 500FPS, smooth as fuck, even when it jumped, so I don't know..

Subject: Re: Reducing Max FPS
Posted by [Caveman](#) on Sun, 23 Sep 2007 01:50:25 GMT
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trooprm02 wrote on Sun, 23 September 2007 02:47K, but how can you set your refresh rate lower than 60? Can't be done with most (if any) decent screens.

You can't which is what I said in my first post, however, if you force BF2 to use Vsync, it will only render 60frames since thats what his refresh rate is, thus it wont spike anymore because it will be a constant 60.
