
Subject: SFPS

Posted by [xptek_disabled](#) on Sat, 03 Apr 2004 04:42:34 GMT

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Is there some reason my SFPS always seems to be 62 while other servers have a FPS of 60? I seems to go this on all the servers I run.

Subject: SFPS

Posted by [ssptweek](#) on Sat, 03 Apr 2004 16:00:56 GMT

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hmm i know when you set the bandwidth rate in the server config, i always seemed to get 62, but when u set it to auto detect each time, i get 60. At leased it always does this to me.

Subject: SFPS

Posted by [zunnie](#) on Sat, 03 Apr 2004 16:22:58 GMT

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i think its locked to 60sfps max.

everybody i know doesnt get more than 60sfps, its kinda strange indeed.

[zunnie]

Subject: SFPS

Posted by [snipesimo](#) on Sat, 03 Apr 2004 17:26:08 GMT

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the max FDS FPS is 60. But it can fluctuate slightly over that mark.

Subject: SFPS

Posted by [xptek_disabled](#) on Sat, 03 Apr 2004 17:27:19 GMT

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Odd...mine is always 62 and sometimes fluctuates to 60...

Subject: SFPS

Posted by [Creed3020](#) on Sat, 03 Apr 2004 18:42:10 GMT

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Be happy it's there and locked. On the servers that have less then 30 SFPS they run into the

problem that it lags like a whore.

Subject: SFPS

Posted by [Homey](#) on Sat, 03 Apr 2004 19:22:48 GMT

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XP- max 60 maybe itll touch 61 for a sec, other os 62 and ive had my win98 fds touch 63 before.

Subject: SFPS

Posted by [xptek_disabled](#) on Sat, 03 Apr 2004 19:56:13 GMT

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I've been doing some testing, if I run it on my Xeon it has an FPS of 62+, but while on my P4 it only shows 60.

Guess it's something with the Xeon.

Subject: SFPS

Posted by [Homey](#) on Sun, 04 Apr 2004 04:42:27 GMT

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operating system

Subject: SFPS

Posted by [xptek_disabled](#) on Sun, 04 Apr 2004 04:43:25 GMT

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Both are running Windows 2000 Advanced Server (Legit copy)

Subject: SFPS

Posted by [Homey](#) on Sun, 04 Apr 2004 16:40:54 GMT

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Well my 98 goes up to 63(mainly 62) and xp to 60. The one running xp is a better computer. See if you can find anyone who has xp and can get over 60

Subject: SFPS

Posted by [Blazer](#) on Sun, 04 Apr 2004 18:32:06 GMT

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Max FPS for the windows FDS is 62 (never seen 63), Max for the Linux FDS is 50.

Subject: SFPS

Posted by [Alkaline](#) on Sun, 04 Apr 2004 19:44:59 GMT

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on windows Xp I always get 62,
on windows 2003/2000 Its always at 60.

Subject: SFPS

Posted by [snipesimo](#) on Sun, 04 Apr 2004 20:26:38 GMT

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Windows 2000 has a 60 FPS lock if I'm not mistaken, not positive tho

Subject: SFPS

Posted by [Homey](#) on Sun, 04 Apr 2004 21:10:11 GMT

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BlazerMax FPS for the windows FDS is 62 (never seen 63), Max for the Linux FDS is 50.
I've seen it on one other server other then mine, it'll only be there if its under 4 people and it won't stay for more then a few seconds.

Subject: SFPS

Posted by [ssptweek](#) on Mon, 05 Apr 2004 20:47:37 GMT

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im on xp, and when i did my 8 player, my SFPS was always 62. On an AMD Athlon XP

Subject: SFPS

Posted by [Nightma12](#) on Thu, 15 Apr 2004 13:35:59 GMT

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why is there a limit

Subject: SFPS

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

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.
