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Subject: Re: How to + use of removing sfps limit

Posted by [EvilWhiteDragon](#) on Wed, 05 Jul 2006 07:52:55 GMT

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Well, I didn't noticed much improvement, but that might be because we don't have gigantic amounts of players on our server. But it might make some difference on large servers. I will see if we can get you a test dll for that, ok ?

A thing that I did notice was that when you set your server sfps to like 1000 that you will be likely to not get to a 1000 but more like 700-800 dependng on the speed of the machine, and it will use more CPU power.

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