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

Posted by [EvilWhiteDragon](#) on Wed, 05 Jul 2006 10:10:38 GMT

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EWD gets his info from me, so...

I think the best thing you could do is just find some hex editor (I especially like ultraedit, although it's a little odd with hex sometimes) then open server.dat, press ctrl+g or find the option to "find offset" or "goto offset" or something, enter the offsets I have just posted and you should see the 10 appear, be sure to enter hex data there, you can convert between hex and decimal in windows calc for example.

It sounds harder than it is in this explanation, it's not too hard to do really, and it will make it easier to try with different settings. Though as evil already said it doesn't seem to make a big difference (eg. setting it to 8 FPS for a one player test server did not alter gameplay/lag much when we tested it I think).

It just isn't that easy to release this as you might want to try with different settings, and the way the chat commands are currently working it would be a big hassle to release the !sfps scripts.dll, for example which users would have permission to change it, etc...

[edit]

This was StealthEye posting, was just using his account to fix some domain name changes in other posts.. lol

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