
Subject: Re: Server FPS Problem

Posted by [StealthEye](#) on Mon, 11 Sep 2006 07:45:55 GMT

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The SFPS is stored as 1/sfps, rounded down. Eg. if you set a sfps of 60, it will store (1/60) 0,01666666667, in milliseconds: 16,6666667, rounded down: 16. Now calculate the sfps again: $1000/16 = 62.5$, that's the actual sfps

I don't see the problem with having 2 fps more though
