Subject: Re: Traveling
Posted by jnz on Sun, 15 Jul 2007 20:32:43 GMT
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Well SFPS is just how many times the server updates itself in a loop. EG:

```
while(1)
{
    Sleep(1000);
}
```

that would be going at 1 SFPS. So the NUR is never going to be higher than the SFPS. The other reason i don't want a loop is because it look awful and doesn't detect collisions.