

---

Subject: Re: Server.dat patch

Posted by [PsuFan](#) on Fri, 11 Feb 2011 04:47:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I tried setting the SFPS, it works decent, not anywhere close to gameplay pending, only about 30% CPU reduction (edit), it still runs around 45+, but Ill take what I can get, Im going to fry this fan running 24/7.

I can only set the sfps to 10, anything lower prevents joins, console commands, and crashes clients.

I tried looking for the prejoin in yarr, lmao, doesnt look easy to replicated in luaplugin with my C++ skills.

---