
Subject: Re: Measuring server frame time?

Posted by [Gen_Blacky](#) on Fri, 31 Mar 2017 14:18:41 GMT

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iRANian wrote on Fri, 24 March 2017 14:48GENBLACKY

Sorry I have been busy and forgot to respond. Why never on irc!

I have been working on Brenbot recently. A server resource tool would a cool idea. It would be very cool to determine processing time and such of observers/scripts long running stuff. But really is unnecessary. (still would do it for the fun)

WD has been doing his thing and testing da 1.9.0.

Jerad Gray wrote on Sun, 26 March 2017 18:58dblaney1 wrote on Fri, 24 March 2017 17:53The best way to reduce lag on the server is to run the default sfps of 60. The more even the fps the better. Running 100 will just make things laggier.

And have the clients run with vsync on as well, if both can run 60fps it minimalizes the physics inconsistencies.

yep and yep
