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Subject: Re: Measuring server frame time?

Posted by [iRANian](#) on Sat, 01 Apr 2017 07:49:34 GMT

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It's not that, it's that the server will hang like 50-100 ms from time to time, causing stutter in player movement on the server. SFPS counters can't detect it, you need a frametime counter. The Source engine has one built in for servers iirc.

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