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Subject: Re: Measuring server frame time?

Posted by [jonwil](#) on Sat, 01 Apr 2017 10:42:11 GMT

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I dont know how useful they are but the engine has values called FrameSeconds and RealFrameSeconds.

Put these in a source file somewhere and access them like any other float variable

```
REF_DEF2(float, FrameSeconds, 0x00857290, 0x00856478);
```

```
REF_DEF2(float, RealFrameSeconds, 0x00857294, 0x0085647C);
```

You could stick in a Think hook somewhere and see what those variables look like (not sure what the difference between the 2 actually is though)

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