
Subject: [CODE]Server frame time checker (Thanks to jonwil!)

Posted by [iRANian](#) on Sat, 29 Apr 2017 12:57:41 GMT

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Thanks to Jonwil for suggesting this method and the RealFrameSeconds variable to use.

This will display a Frame Time warning in the console if the frametime is higher or equal to 12 milliseconds. If the server is set to 100 sfps than the normal frame time is 10 ms. If the SFPS is 60 than its 16.6667ms etc.

If server suffers from frame time stutters a lot of really annoying lag occurs...when jumping your jumps are random interrupted and/or will warp you around. Movement will warp around, and enemy infantry unit movement will stutter so if you're aiming (for head shot) you will miss.

Servers like MPF and RenCorner suffer heavily from that. Both servers will drop to 99 sfps (from 100 sfps a bit). The ingame SFPS counter averages over one second (so if sfps is 100..it will be 100 frames), this makes it look like it's not that much of an issue as it's just one or two SFPS that are lower...but in actuality those server FPS drops come from one frame taking more than 40 milliseconds...causing very noticable stutter.

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

```
uint32 LastInterval = 0;
```

```
int FrameTimesIndex = 0;
```

```
float WorstTime = 0;
```

```
uint32 CurrentUpdateTime = 0;
```

```
void Main_Hooks::Think() {
```

```
    CurrentUpdateTime = TIMEGETTIME();
```

```
    // check every second
```

```
    if ((CurrentUpdateTime - LastInterval) >= 1000)
```

```
    {
```

```
        LastInterval = CurrentUpdateTime;
```

```
    // output only if frame is more than or equal to 12 milliseconds
```

```
    if (WorstTime*1000 >= 12.f) {
```

```
        Console_Output("[FrameTime] Worst frametime last second: %3.3fms\n", WorstTime*1000);
```

```
    }
```

```
    WorstTime = 0;
```

```
    }
```

```
    WorstTime = max(WorstTime, RealFrameSeconds);
```

```
    }
```
