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

Posted by [dblaney1](#) on Sun, 30 Apr 2017 23:33:12 GMT

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The best SFPS to set is actually setting it to 58 (the int casting makes this number off) in the config. This makes it come out 59/60 fps per second. It also gives you the full 30 net_updates per second at evenly spaced intervals. The way the net_update code works is that at 100 sfps it won't actually run 30 times because it does 1/30 seconds and checks if the amount of time since the last update is greater. So at 100 sfps it won't be greater than that until 4 frames in which is 4/100 seconds. That means at 100 sfps you are only getting 25 updates per second. At 59/60 sfps which also happens to be the rate most monitors refresh at you get the full 30 because it will do every other frame. This also makes them consistently spaced out. Some things with physics also don't work the same when going over 60fps.
