Subject: Re: [CODE]Server frame time checker (Thanks to jonwil!)
Posted by iRANian on Mon, 01 May 2017 17:20:49 GMT

Settings SFPS to 60 compared to 100 increases jumping lag when not running that jump lag fix test build of 4.4.

ExEric and I tested it today.

ExEric and I didn't notice much different between server NUR 50 and 60. But NUR 50 with 100 sfps is divisble to a whole number so the update rate will be constant if there are no frame time issues.