
Subject: Re: Scripts 4.6 Update 5 is now available
Posted by [ExEric3](#) on Thu, 03 Jan 2019 17:25:25 GMT
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dblaney1 wrote on Wed, 02 January 2019 15:52 The sfps issue on console input is drastically improved in this update.

Really? BRenBot constantly scans for new player_info and here are results with more lines in console:

Tested on dedicated box with Intel Xeon E5-1245 v5.

File Attachments

1) [really3.png](#), downloaded 1033 times

11-11-11

[FrameTime] Worst frametime last second: 43.000ms, sfps = 63, target:
ExEric3: !fds player_info
[FrameTime] Worst frametime last second: 51.000ms, sfps = 58, target:



2) [really2.png](#), downloaded 1061 times

Warning - GDI Advanced Guard Tower under attack.

[FrameTime] Worst frametime last second: 17.000ms, sfps = 62, target: 16.000ms

ExEric3: Ifds player_info

[FrameTime] Worst frametime last second: 45.000ms, sfps = 59, target: 17.000ms



3) [really.png](#), downloaded 1076 times

