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Subject: Stop blaming the host for lag :)

Posted by [Alkaline](#) on Fri, 13 Feb 2004 02:01:44 GMT

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actually low sfps causes lag. Because of low fps, you will see things warp more, you'll see an apc 1 second, and then another second you will see it leap to another point on the map. I notice cpu lag below 45 sfps. Around 50 or higher is what the server should be at all times with the absolute min being 45 sfps.

yes I was referring to the celeron 2.4 server.

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