Subject: How to + use of removing sfps limit
Posted by Goztow on Wed, 05 Jul 2006 06:53:55 GMT
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My question is mainly in the topic head.

1. Is removing the sfps limit of any use? Is it like the 3d9blabla - fix? Because that one did a very nice job for my vid card. Will it prevent big drops at big rushes?

2. How to do it?

Question mainly for evilWD as he talked about it but anyone can answer ofcourse .

Subject: Re: How to + use of removing sfps limit
Posted by EvilWhiteDragon on Wed, 05 Jul 2006 07:52:55 GMT
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Well, I didn't noticed much improvement, but that might be because we don't have gigantic amouints of players on our server. But it might make some difference on large servers. I will see if we can get you a test dll for that, ok ?
A thing that I did notice was that when you set your server sfps to like 1000 that you will be likely to not get to a 1000 but more like 700-800 dependng on the speed of the machine, and it will use more CPU power.

Subject: Re: How to + use of removing sfps limit
Posted by Goztow on Wed, 05 Jul 2006 08:37:42 GMT
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Sure, would like a little test dll.

We got a 24 players server but cpu power already goes up to 85 % when it's full. Would still be nice to test though.

Subject: Re: How to + use of removing sfps limit
Posted by StealthEye on Wed, 05 Jul 2006 09:25:07 GMT
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I assume you know how to use a hex editor...

First calculate the frame time, by default it is 16ms, that means FPS is limited to 62,5 (1/0.016=62,5) For a FPS of 100 for example, use 1/100 = 0.010 seconds, = 10 ms (0x0A in hex)

Now change the bytes at offset 0x0003BAB9 and 0x0003BAC0 from 0x10 to the value you have just calculated, so change it to 0x0A to set the limit to 100.

The max number we support to be changed by the !sfps command we use is 1000 (0x01), I have not tested what would happen when you change it to 0, you could try that if you want no limit at all, but I'm not sure whether it works properly! 1000 FPS is probably enough though

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Subject: Re: How to + use of removing sfps limit
Posted by Goztow on Wed, 05 Jul 2006 09:30:48 GMT
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I'm afraid I don't know how to use a hex editor, so I'll just wait for evilwhitedragon.

Subject: Re: How to + use of removing sfps limit
Posted by EvilWhiteDragon on Wed, 05 Jul 2006 10:10:38 GMT
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EWD gets his info from me, so...

I think the best thing you coul do is just find some hex editor (I especially like ultraedit, although it's a little odd with hex sometimes) then open server.dat, press ctrl+g or find the option to "find offset" or "goto offset" or something, enter the offsets I have just posted and you should see the 10 appear, be sure to enter hex data there, you can convert between hex and decimal in windows calc for exaqmple.
It sounds harder than it is in this explanation, it's not too hard to do really, and it will make it easier to try with different settings Though as evil already said it doesn't seem to make a big difference (eg. setting it to 8 FPS for a one player test server did not alter gameplay/lag much when we tested it I think).
It just isn't that easy to release this as you might want to try with different settings, and the way the chat commands are currently working it would be a big hassle to release the !sfps scripts.dll, for example which users would have permission to change it, etc...

[edit]
This was StealthEye posting, was just using his account to fix some domain name changes in other posts.. lol

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Subject: Re: How to + use of removing sfps limit
Posted by Goztow on Wed, 05 Jul 2006 11:06:06 GMT
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Danpaul can do it prolly, I'll ask him. I prefer not to break it myself .

Subject: Re: How to + use of removing sfps limit
Posted by StealthEye on Wed, 05 Jul 2006 13:03:26 GMT

Then don't brake it and if you do, you should have a copy of the file before it broke