
Subject: SFPS in a dedicated server

Posted by [ViPeaX](#) on Thu, 06 Mar 2008 14:44:25 GMT

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Is there any way to increase the FPS of server (aka sfps) above 60? When I host on our (= RxD) server (Xeon E5472 / 4GB ram), the sfps is always 60 (It never had more than 80 players in it, so I haven't found it's real limit yet). When I host with my own pc (Q6600/4GHz) I get 63 sfps. Is there any known reason why I get 60 sfps with our dedicated server, but 63 sfps with my own pc (both run with the same settings, because I just downloaded all the files and hosted from my pc).

If anyone knows if it possible to boost the SFPS or knows why the server has a higher SFPS, when I host from my own PC, please let me know.

PS: The Harpertown is 'only' 3GHz compared to 4GHz on the Q6600, but because both don't even fill 50% of a CORE, not 50% of the CPU.... I wonder what the reason is for the sfps difference.

Subject: Re: SFPS in a dedicated server

Posted by [Lone0001](#) on Thu, 06 Mar 2008 14:48:53 GMT

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The SFPS is supposed to be at 60 any lower than something is wrong hardware wise it cannot go any higher than 60 it will sometimes jump up a few but it will go back down.

Subject: Re: SFPS in a dedicated server

Posted by [ViPeaX](#) on Thu, 06 Mar 2008 14:51:42 GMT

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It is always 63 sfps when I host.... No joking/Lies or anything.

Subject: Re: SFPS in a dedicated server

Posted by [ViPeaX](#) on Thu, 06 Mar 2008 14:55:48 GMT

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Here is an example:

Subject: Re: SFPS in a dedicated server

Posted by [Goztow](#) on Thu, 06 Mar 2008 15:14:09 GMT

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In short: it doesn't matter. There's a patch, I think BI created it, which allows you to put it higher but all those who tested it said there was no noticeable difference.

It's far more important to have a stable SFP - be it at 40, 50 or 60 - than to have a high SFPS. When SFPS is unstable and keeps moving between 60-65 you'll experience more lag than when it stays stable at 50.

Subject: Re: SFPS in a dedicated server
Posted by [ViPeaX](#) on Thu, 06 Mar 2008 15:16:37 GMT
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Yea, I should have figured that out myself. I hate it when someone hosts something like 72 slots, but with 20 players the SFPS already starts to drop to 59, after that it drops fast and when the SFPS goes below 55, be prepared for lag.

Thanks for your reply Goztow .

Subject: Re: SFPS in a dedicated server
Posted by [ExEric3](#) on Thu, 06 Mar 2008 18:37:55 GMT
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59 SFPS means nothing yet. At least for lags. Look on some other servers what they do. I know server where SFPS are 60-58 and in some seconds it drops to 40. Some peaks.

When I tested it for me server starts lagged when SFPS goes under 20 automatically KBPS was lower and ping higher.

You can have dual/quad/more core with XX GHz your server will be have lags also. It depends mainly what power have your CPU per one core. (FDS doesnt support dual/quad core you can only manage all threads which running on it. For example 1st OS 2nd FDS 3rd Bot 4th others)

There all depends on cofigurations and mainly connection. Every player is connected to your server over different connections.

And. My friend long time before hosted renegade with 70 players on P4 3.0 GHz HT (Prescott) with 4 - 8 SFPS that was lags.

Subject: Re: SFPS in a dedicated server
Posted by [JPNOD](#) on Thu, 13 Mar 2008 19:26:29 GMT
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I never understood the 60 or 62 fps thingy anyways. When I hosted a FDS on a Celeron 2.0 ghz (Northwood) it would always be 60 fps. Later on I downgraded to a Slot 1 (lol) Katmai p3 600mhz and it would be 62 fps. For the record It doesn't matter as already been said its more important to

have a steady fps then having a uber high fps. Also the SS you posted shows you ingame? and not the FDS so it's possible to have a different FPS then.

And 80 Renegade players in one game? Were you hosting on gamespy by any chance? I have yet to see a day where a 127 player is filled.
I don't think it was possible on WOL though.
