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Subject: There's no way to force 60 SFPS on server (XP does this automatically)

Posted by [iRANian](#) on Mon, 18 Dec 2017 18:37:06 GMT

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For some reason on operating systems newer than Windows XP (or server versions), there is no 60 sfps lock and it changes 63 to when you try to set 60 sfps.

Because of the way the SFPS console command is implemented it will not use 60 sfps ever.

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