Subject: Re: scripts.dll 2.4 is underway
Posted by theplague on Wed, 01 Mar 2006 09:09:56 GMT
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server SFPS is easy, make a timer that loops each second. then make a int which records the previous SFPS count, then subtract current to the 1 seconds old one... vuala (you might also want to save the SFPS per second in a goble int so other things can access it)