Subject: Re: scripts.dll 2.4 is underway
Posted by Cat998 on Wed, 01 Mar 2006 11:29:29 GMT

theplague wrote on Wed, 01 March 2006 10:09server 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)

thank you