Subject: Re: Measuring server frame time?
Posted by Jerad2142 on Mon, 27 Mar 2017 00:58:00 GMT
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dblaney1 wrote on Fri, 24 March 2017 17:53The best way to reduce lag on the server is to run the default sfps of 60. The more even the fps the better. Running 100 will just make things laggier. And have the clients run with vsync on as well, if both can run 60fps it minimalizes the physics inconsistencies.