
Subject: [SSGM 4.0 Plugin] SetSFPS
Posted by [iRANian](#) on Sun, 04 Mar 2012 21:27:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

This really simple plugin will read a configurable number from SSGM.ini and set the SFPS based on that. I couldn't find an option to do this with SSGM 4.0 so I made this by request.

To install, place SetSFPS.dll in the root FDS folder and add an entry under the [Plugins] section of SSGM.ini. Then add the following to the bottom of SSGM.ini:

```
[SetSFPS]
SFPS = 100
```

You can contact me at renegadeforums.com under the nick iRANian.

File Attachments

1) [SetSFPS SSGM 4.0 Plugin.zip](#), downloaded 368 times

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [Xpert](#) on Sun, 04 Mar 2012 22:51:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's an "SFPS" console command that exist with 4.0

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [iRANian](#) on Sun, 04 Mar 2012 23:01:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, but it doesn't the save the set SFPS anywhere.

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [Gen_Blacky](#) on Mon, 05 Mar 2012 01:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Yes, but it doesn't the save the set SFPS anywhere.

Most people would do that with their bots. Brenbot , cloudy, whatever. But this works just as good.

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [Jerad2142](#) on Mon, 05 Mar 2012 15:21:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Sun, 04 March 2012 15:51 There's an "SFPS" console command that exist with 4.0
Hope they don't allow people to set it below 60 lol.

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [EvilWhiteDragon](#) on Sat, 31 Mar 2012 15:47:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Mon, 05 March 2012 16:21 Xpert wrote on Sun, 04 March 2012 15:51 There's an "SFPS" console command that exist with 4.0
Hope they don't allow people to set it below 60 lol.
Why not? I mean, if you want to ruin your servers gameplay by setting it too low that is hardly our fault right...?

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [iRANian](#) on Sat, 31 Mar 2012 16:14:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Playing Renegade at 38 SFPS is a lot of fun.

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [liquidv2](#) on Sat, 31 Mar 2012 20:18:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

back in the day a lot of them were around 10
it was the norm, and people learned to play on it

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [iRANian](#) on Sat, 31 Mar 2012 21:36:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

10 SFPS? that's doubtful at best, 10 FPS seems right, I used to play at an average of 18 FPS when I first got the game back in 2002.

Subject: Re: [SSGM 4.0 Plugin] SetSFPS
Posted by [Ani](#) on Mon, 02 Apr 2012 22:26:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

I remember Nightma12 back in the day with his AOHost business, he used to force people to run at SFPS 30 cause it made less lag then having a 50-60 SFPS fluctuation.... That, and he just had

way to many people on them lol
