

# Frames Per Second (FPS) Information

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What are Frames per second and why is it so important to all gamers, will be explained to you here!

**A frame is a calculation of a virtual world rendered by a computer by using a game engine.**

*The game engine this Tutorial is about is the Quake3 Engine (id-Tech 3) with Ritual Entertainments Übertools used by Star Trek : Elite Force II, but this tutorial can be applied to almost all id-Tech 3 game engine based Games.*

**The id-Tech 3 game engine processes every frame it's data like:**

- Input (Keyboard,Mouse,Joystick)
- Output (Sound,Graphics)
- Internal (Event handling,Interpolation,Networking)

**A stable rate of Frames Per Second (frame rate) makes the game-play feel smother** and allow the Player to get used better to the virtual world with it's own rhythm!

**A stable frame rate guarantees that the input such as Mouse and Keyboard is processed and send to the server in a predictable and constant similar rhythm**, which allows the Player to adapt to circumstances of on-line playing.

**If the frame rate becomes unstable the game-play will feel clumsy, especially during on-line gaming.** Also the Out and In-put becomes slower, the game engine will slower grab the (movement) informations of your mouse and Keyboard.

**You can try to stabilize your frame rate by reducing the Game Effects, upgrading your Drivers or your Hardware.** But there are ways to tweak id-Tech 3 based Games such as frame limitation (for Star Trek: Elite Force II the cVar is com\_maxfps) and network optimisation.

**Set a frame rate limit for Star Trek: Elite Force II (or MOHAA):**

[Open up the game console](#) and type in:

**seta com\_maxfps 76**

This will limit your frames to a maximum of 76 frames rendered per second, if you have a strong PC you can push the limit up, on slow PC's you have to find a balance between stability and suppleness.