

GetFPSLimit

This function retrieves the maximum FPS (Frames per second) that players on the server can run their game at.

Note:

- Starting from version [r21313] and above **fpsLimit** range is **25-32767**. In older NRP releases it was **25-100**.

Syntax

```
int getFPSLimit ()
```

Returns

Returns an integer between **25** and **32767** (refer to the note above) of the maximum FPS that players can run their game at.