

AVIWrite::SetFPS

systemDrawScreen



```
graph LR; A[systemDrawScreen] --> B[AVIWrite::SetFPS]
```

A diagram showing a call from `systemDrawScreen` to `AVIWrite::SetFPS`. The `AVIWrite::SetFPS` box is shaded gray, while the `systemDrawScreen` box is white. A blue arrow points from the right side of the `systemDrawScreen` box to the left side of the `AVIWrite::SetFPS` box.