getFPS

From Mafia2-Online

Description

This function is used to get the clients frames per second (FPS).

Parameters

( )

Return Values

- int - Clients FPS

Example

```
?
1 function frameRender( post )
2 {
3     if( post )
4     {
5         dxDrawText( 5, 5, "FPS: " + getFPS(), 255, 255, 255, 255, true );
6     }
7 }
8 addEventHandler( "onClientFrameRender", frameRender );
```

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