

Adding FPS Limiters in Options>MISC List [1.5]

Hey everybody, it's nothing unique I know... but this one differs from ThunderZ's one...

As everybody knows in 1.5 files there is already FPS Drop Down List in OPTIONS>MISC (In Game).

So, I'm going to show you (who don't know obv.) how to add more FPS Values in the list.

RealSpace2.cpp [Line 1028] (Located in: RealSpace2/Source/)

Search For: *void RSetFrameLimitPerSeceond(unsigned short nFrameLimit)* if you didn't find the line.

Code:

```
void RSetFrameLimitPerSeceond(unsigned short nFrameLimit)
{ // 1ÃÊ´ç ÇÁ·¹ÀÓ Á|ÇÑ (Á|ÇÑ Á¼·ù: ¹«Á|ÇÑ, 60fps, 120fps, 240fps)
    switch( nFrameLimit )
    {
        case 0:      {      g_nFrameLimitValue = 0;      }
        break;
        case 1:      {      g_nFrameLimitValue = 60;      }
        break;
        case 2:      {      g_nFrameLimitValue = 120;      }
        break;
        default:{      g_nFrameLimitValue = 0;      }
        break;
    }
}
```

Now you can add how much values you want by doing these:

adding 1 more case and adding new value to it then put break; (at last leave the default case)

Example of my adding xD ...

Code:

```
void RSetFrameLimitPerSeceond(unsigned short nFrameLimit)
{ // 1ÃÊ´ç ÇÁ·¹ÀÓ Á|ÇÑ (Á|ÇÑ Á¼·ù: ¹«Á|ÇÑ, 60fps, 120fps, 240fps)
    switch( nFrameLimit )
    {
        case 0:      {      g_nFrameLimitValue = 0;      }
        break;
        case 1:      {      g_nFrameLimitValue = 60;      }
        break;
        case 2:      {      g_nFrameLimitValue = 120;      }
        break;
        case 3:      {      g_nFrameLimitValue = 200;      }
        break;
        case 4:      {      g_nFrameLimitValue = 250;      }
        break;
        case 5:      {      g_nFrameLimitValue = 300;      }
        break;
        case 6:      {      g_nFrameLimitValue = 350;      }
        break;
    }
}
```

```

        case 7:      {      g_nFrameLimitValue = 400;  }
        break;
        case 8:      {      g_nFrameLimitValue = 450;  }
        break;
        case 9:      {      g_nFrameLimitValue = 500;  }
        break;
        default:{      g_nFrameLimitValue = 0;          }
        break;
    }
}

```

Now XML Part, go to Client Folder/ Interface/default.mrs >>> Options.xml, search for: <COMBOBOX item="FrameLimit_PerSecond" parent="EtcOptionGroup"> scroll down a little, and add the values in the drop down list there, and you can also expand drop size (if you add a lot of frame limits).

As Example of the code above:

Code:

```

<COMBOBOX item="FrameLimit_PerSecond" parent="EtcOptionGroup">
    <LISTBOXLOOK>CustomListBoxLook</LISTBOXLOOK>
    <BUTTONLOOK>ListBoxButtonLook</BUTTONLOOK>
    <FONT>FONTa9</FONT>
    <TEXTCOLOR>
        <R>205</R>
        <G>205</G>
        <B>205</B>
    </TEXTCOLOR>
    <TEXTALIGN>
        <VALIGN>center</VALIGN>
        <HALIGN>left</HALIGN>
    </TEXTALIGN>
    <BOUNDS>
        <X>105</X>
        <Y>210</Y>
        <W>90</W>
        <H>24</H>
    </BOUNDS>
    <ALIGN>
        <HALIGN>right</HALIGN>
    </ALIGN>
    <LISTITEM
selected="true">STR:UI_OPTION_FRAMELIMIT_PERSECOND_02</LISTITEM>
<!-- 무제한 -->

        <LISTITEM>STR:UI_OPTION_FRAMELIMIT_PERSECOND_03</LISTITEM>
<!-- 60fps -->

        <LISTITEM>STR:UI_OPTION_FRAMELIMIT_PERSECOND_04</LISTITEM>
<!-- 120fps -->
        <LISTITEM>200</LISTITEM> <!-- 200fps -->
        <LISTITEM>250</LISTITEM>
        <LISTITEM>300</LISTITEM>

```

```
<LISTITEM>350</LISTITEM>  
<LISTITEM>400</LISTITEM>  
<LISTITEM>450</LISTITEM>  
<LISTITEM>500</LISTITEM>  
<DROPSIZE>120</DROPSIZE>  
<COMBOTYPE>1</COMBOTYPE>  
</COMBOBOX>
```