# tcod-clock

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**Kyle Benesch** 

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#### CHAPTER

# ONE

### ABOUT

Libtcod used to include a global framerate limiter which was eventually deprecated. This module was created as a replacement for that feature.

#### CHAPTER

TWO

### **API REFERENCE**

Track and limit framerate of a program.

#### class tcod.clock.Clock

Bases: object

Measure framerate performance and sync to a given framerate.

Everything important is handled by *Clock.sync*. You can use the fps properties to track the performance of an application.

Time is sampled with time.perf\_counter.

Example:

```
import tcod.clock
clock = tcod.clock.Clock()
while True:
    clock.sync(1 / 30) # This loop will run at 30 FPS until interrupted.
```

#### property last\_fps: float

The FPS of the most recent frame.

#### property last\_frame: float

The length of the most recent frame.

#### last\_time

Last time this Clock was synced.

#### property max\_fps: float

The FPS of the fastest frame.

#### max\_samples = 64

Number of framerate samples to log. This attribute be set in the class or instance.

#### property mean\_fps: float

The FPS of the sampled frames overall.

#### property median\_fps: float

The FPS of the median frame.

#### property min\_fps: float

The FPS of the slowest frame.

#### sync(desired\_framerate=None)

Sync to a given framerate and return the delta time.

#### Parameters

**desired\_framerate** (*float | None*) – The desired framerate in seconds. If None is given then this function will track the time and framerate without ever waiting. Must be above zero when not None.

#### Returns

The delta time since the last call to sync, in seconds.

#### **Return type**

float

#### time\_samples

A recent collection of delta-time samples.

### CHAPTER

# THREE

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