

setRtdFixedTimeStep



Introduced in	
Version:	1.68
Description	
Description:	Sets the simulation frequency for rotorlib helicopters. Note: Not available in V2.0+. With a high step value, the helicopter moves with a low framerate; at low step values, it moves more smoothly. Sets values are retained, until VBS2 is restarted (restarting a mission or the editor does not reset them).
Syntax	
Syntax:	<code>setRtdFixedTimeStep step</code>
Parameters:	<ul style="list-style-type: none">step: Number - Synchronization frequency (in seconds) (default: 0.033).
Return Value:	Nothing
Examples	
Examples:	<code>setRtdFixedTimeStep .01</code>
Additional Information	
See also:	rtdFixedTimeStep
Multiplayer:	
Problems:	

Notes