

# Definitions

The LEGO Rock Raiders configuration file (LEGO.cfg) contains several definitions regarding time and measurements for various properties.

## Units

There are several different units used in the game for time and distances.

## Time Ticks

Time ticks are based on the game's base FPS (Frames Per Second). Each second is equal to the number of game frames per second. Based on the default LEGO Rock Raiders FPS of 25, 25 ticks is equal to 1 second.

**Example:**  $60 \text{ seconds} \times 25 \text{ fps} = 1500 \text{ ticks}$ .

## Distance

## Blocks

## Value Types

### Integer

(int)

# Character Array

(char\*) Null terminated string

# Boolean

(bool) TRUE/FALSE or YES/NO

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