orxCLOCK structure

Summary

```
[ClockTemplate]
Frequency     = <float>
ModifierType  = capped|fixed|multiply|none
ModifierValue = <float>
```

Details

Here's a list of the available properties for an `orxCLOCK` structure:

- `Frequency`: Physical update frequency for this clock, in Hz (ie. number of time the clock is "ticked" per seconds). If no value is given, 0 will be used, which means the clock will be updated as fast as possible.
- `ModifierType`: Specifies a time modifier (for time stretching purposes, for example). If none is specified, no modifier will be used. Here are the possible values:
  - `capped`: The frequency will be minimized for this clock. This means that if the physical update is slower than the `capped` frequency, the `capped` frequency will be given to the clock when it's updated. This means that if the frequency gets lower than this limit, the time will be perceived as slowed down. If the physical update is greater or equal, no time stretching will be perceived.
  - `fixed`: No matter how much time will pass between two ticks of this clock, the perceived time will still be the same. This means if the physical frequency is slower than the requested one, the perceived time will be slowed down. There's no reciprocal as clocks will never be ticked faster than their requested physical frequency.
  - `multiply`: The time will be multiplied by the `ModifierValue`. If the value is > 1, the time will be perceived as accelerated whereas if it's < 1, the time will be perceived as slowed down for this clock.
- `ModifierValue`: Value used depending on the `ModifierType` selection. If no `ModifierType` is defined, this value will be ignored.

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