

FPS Counter Instructions

Version 1.0

The purpose of this FPS counter is to have it available in a build on application development and release. It shows the FPS rate for each frame and features a dynamic buffer to change through keyboard input.

The FPS Display prefab is showing the highest and lowest frame rate on its top and frame buffer size on the bottom.

The actual frame rate will be stored as new value in the frame buffer array. If the frame buffer exceeds its size, the oldest stored FPS rate will get dropped.

There are 3 static lines indication frame rates:

Green for 60 FPS

Orange for 30 FPS

Red for 0 FPS

Please read this instructions for more details.

How to setup the FPS counter:

- 1) Open the scene where you want the FPS counter included.
- 2) Add a "FPS Counter" layer at the inspector if Unity didn't on import and get the layer excluded on your main camera in your scene at its culling mask parameter in the inspector.
- 3) Drag and drop the FPS Display prefab from the project prefabs folder into your scene and position it to your needs.
- 4) Select the FPS Display in the Hierarchy and expand it. Select the Camera child game object and move it to adjust the position of the FPS Display on the view.

Key controls

The item has 3 key input properties which can be changed through the inspector variables of the FPS Counter script.

- 1) Key Activation – Will toggle the FPS counter its active state. If off, the FPS counter doesn't run and will turn invisible.
- 2) Key Reset – Will reset the frame buffer and all its stored frame rates.
- 3) Key Pause – Will pause the FPS counter.

There are 2 more keys to change the size of the frame buffer size.

- 1) NumPad Plus - Will increase frame buffer and multiply its current size by 2. Maximum size is 200 frames.
- 2) NumPad Minus – Will decrease frame buffer size and divide its current size by 2. Minimum size is 50 frames.