zFPS – Measure FPS and Ticks

Version: 1.0

Introduction

This drag-and-drop component gives you instant information about frames per second – at a configurable interval – and the amount of Ticks done inbetween each frame.

Getting Started

1) Open the 'DemoScene' scene under 'Assets\DigitalSoftware\zFPS\DemoScene\'
2) Press Play
3) Click the checkmark to start quickly spawning in boxes that shall make performance drop the more boxes that is added – add depending on your systems propaganda

Using zFPS in a project

This is a very easy to use component – drag-drop the '*zFPS_MeasureFpsAndTicks*' prefab into a scene or another prefab to quickly add the Frames and Ticks measurement and displaying it in the UI.

The UI canvas is set to be auto-adjustable, on a 4K canvas.

This means it maintains the aspect ratio even for normal HD (1920x1080) and other resolutions. Only if using the solution on a mobile phone with an unusual aspect ratio, or a very modern fine-detail display, could there be a need to adjust the text size – this can be done by editing the prefab to your needs.

Configuring the zFPS Settings
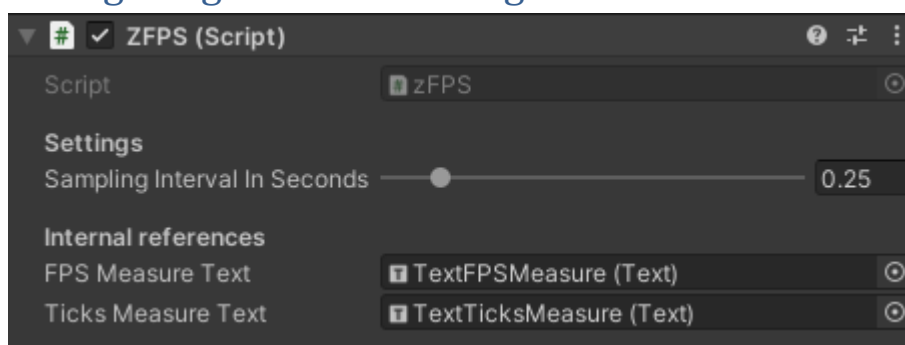
On the prefab '*zFPS_MeasureFpsAndTicks*' there is one setting;

Sampling Interval in Seconds – this setting defines how long time-span we should segment each interval for averaging the FPS value at. Set a very low value to show instant indication of frame-drops, set a higher value for a more stable view of average frame count. Default value is 0.25, giving an update of 4 times per second. This is a good medium for most situations.

Further support

Head over to official support forums at http://www.digitalsoftware.se/community/forum-9.html