fpstracker.core

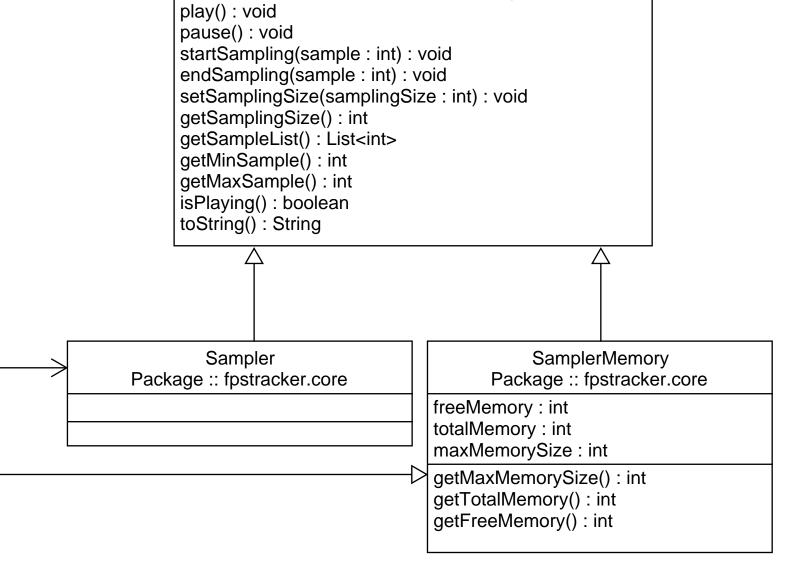
TrackerType : enum
Package :: fpstracker.core

FPS : String MILLIS : String MEMORY : String

Tracker Package :: fpstracker.core parent : PApplet samplingSize : int fpsSampler : Sampler millisSampler : Sampler memorySampler : SamplerMemory play : boolean fpsPanel : UIPanel millisPanel : UIPanel memoryPanel : UIMemoryPanel actualPanel: int Tracker(parent : PApplet, samplingSize : int) : void pre() : void draw(): void mouseEvent(): void play() : void pause(): void startSampling(sample : int) : void endSampling(sample : int) : void computePanels(): void displayPanels(canvas : PGraphics, x : int, y : int) : void displayNextPanel() : void displayPreviousPanel(): void startFPSSampling(sample : int) : void endFPSSampling(sample : int) : void startMillisSampling(sample : int) : void endMillisSampling(sample : int) : void startMemorySampling(sample : int) : void endMemorySampling(sample : int) : void computeFpsPanel(): void compuetMillisPanel(): void computeMemoryPanel(): void setSamplingSize(samplingSize : int) : void setDisplay(pannel : TrackerType.String toString():String getFPSSamplingSize(): int getFPSSampleList() : List<int> getFPSMinSample(): int getFPSMaxSample(): int getMillisSamplingSize(): int getMillisSampleList(): List<int> getMillisMinSample(): int getMillisMaxSample(): int getMemorySamplingSize(): int getMemorySampleList(): List<int>

getMemoryMinSample(): int getMemoryMaxSample(): int

isPlaying() : boolean



BaseSampler
Package :: fpstracker.core

BaseSampler(parent : PApplet, samplingSize : int) : void

parent : PApplet
samplingSize : int
sampleList : List<int>

minSample: int

maxSample: int

lastSample : int

play: boolean

