

# Kraken Profiler Documentation

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## Table of Contents:

- ➔ [Introduction](#)
- ➔ [Usage](#)
  - [Demo Project](#)
  - [Scripting Reference](#)
  - [UI Guide](#)
  - [Controls](#)
  - [Profiler Recorders](#)
    - Default Recorders
    - Custom Recorders
- ➔ [Contribution](#)

## Introduction

Kraken Profiler is a lightweight, in-game profiler for games made in unity. It uses the standard Unity profiling tools and builds on top of that. It's highly customizable and open source. You may use it to profile your game dev builds on the native machine or just to show some stats in the final release. I am aware of the fact that you can attach your editor's profiler to a build and profile it there, but I find this to be a much easier way of testing my games standalone. I made this in my free time to profile my games on the go. I'd be happy if anyone else found this project useful.

## Usage

This piece of software is very easy to use. Simply drag and drop the Kraken Profiler prefab into the first scene of your game (this will usually be the splash screen). Setting it up is easy as well. Almost all the fields in the script have tooltips so you can simply hover over one and know what it exactly does, and for the ones that do not have tooltips, I feel they're self-explanatory. For a more detailed description with guiding images refer to the documentation.

## Demo Project

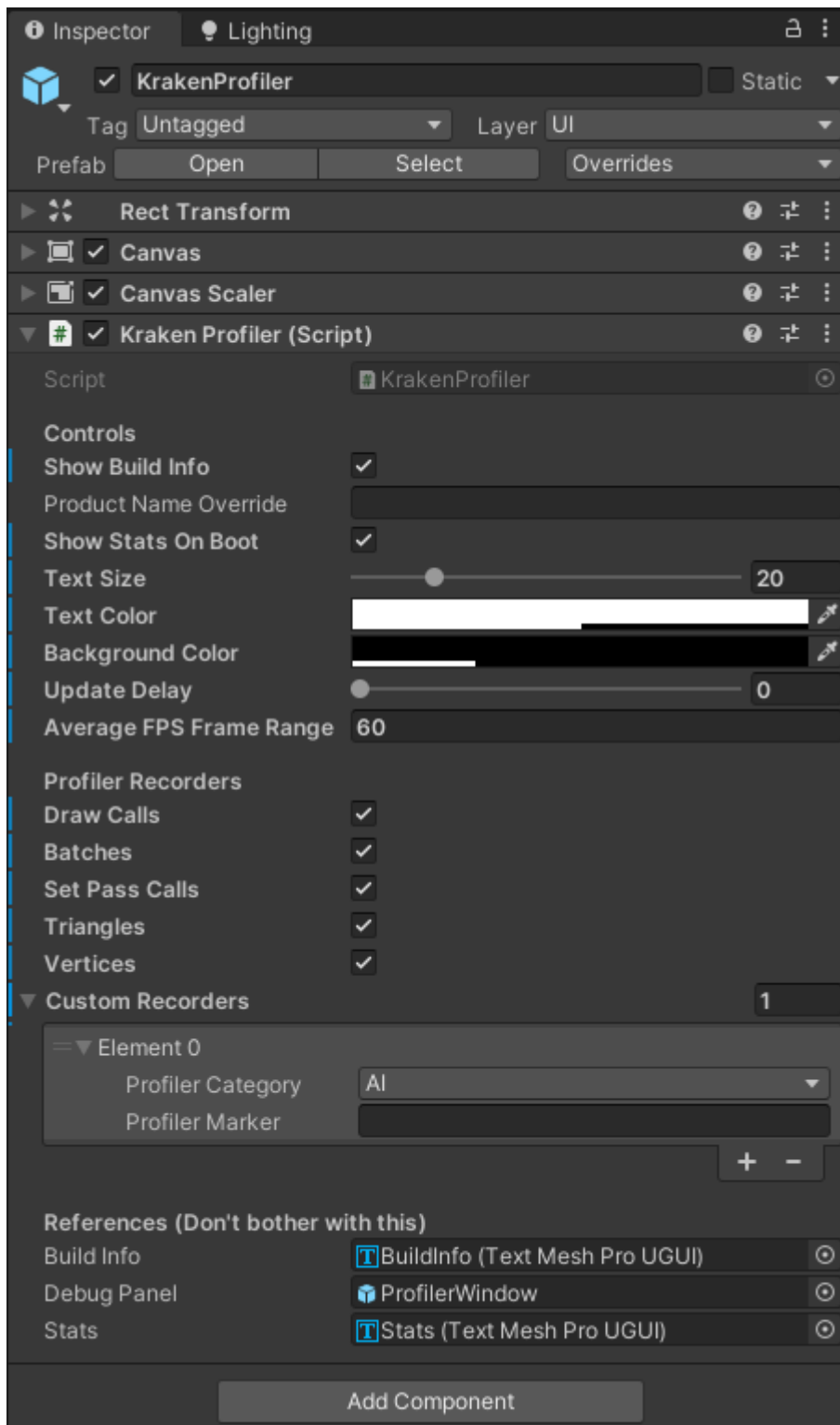
The Repository hosts 2 types of packages. A clean one and one with the demo. Run the "Menu" Scene in demo to check out the profiler. To remove the demo you can simply remove the "Demo" folder inside Assets/KrakenProfiler/.

## Scripting Reference

There's only one public function accessible to enable or disable the profiler. This will allow you to toggle the profiler on or off on the go. This function may be used as:

```
FindObjectOfType<Himan.KrakenProfiler>().Show(true);    //enable profiler window  
FindObjectOfType<Himan.KrakenProfiler>().Show(false);  //disable profiler window
```

## UI Guide



## Controls

Fields	Type	Description
Show Build Info	Bool/Toggle	Enable or disable the build info that always shows on the screen
Product Name Override	String	Override the product name in Build Info. If empty it will use the name in your project settings
Show Stats on Boot	Bool/Toggle	Shows the stats on the startup of the application
Text Size	Ranged Float/Slider	Size of the text in profiler and build info
Text Color	Color	Color of the text. It won't affect the FPS since it always changes its colors based on the value
Background Color	Color	Text background color of the profiler
UpdateDelay	Ranged Float/Slider	Delay(in seconds) updates of the profiler. Leave 0 to update every frame
Average FPS Range	Unsigned Integer	Buffer of Framerate data stored to calculate the average framerate

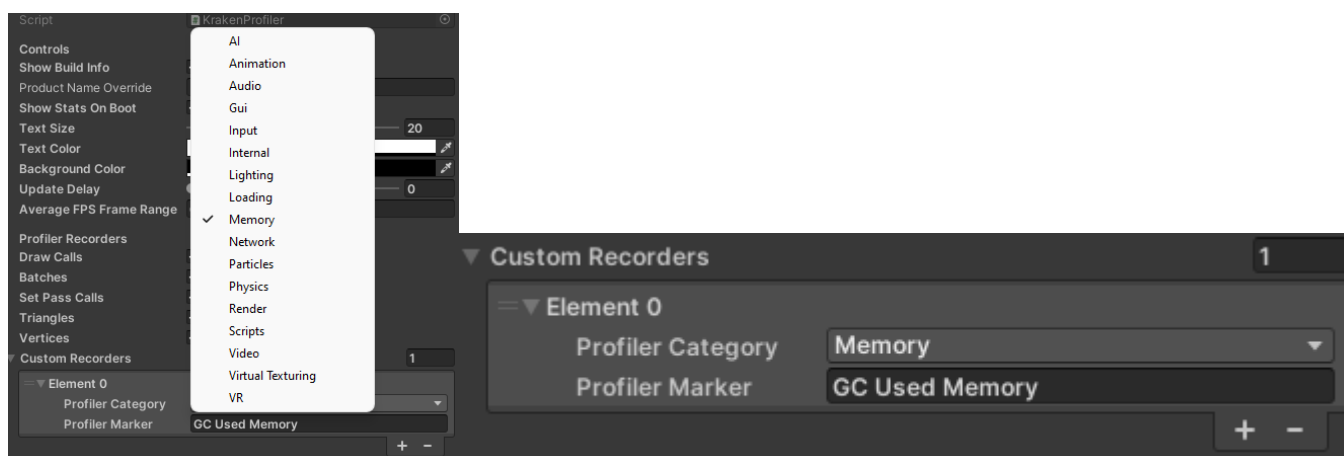
## Profiler Recorders

The software provides some common profilers by default. They are:

- ➔ Draw Calls
- ➔ Batches
- ➔ SetPass Calls
- ➔ Triangles
- ➔ Vertices

Alternatively, you can have your own custom profilers! Simply create a new entry in the Custom Recorders list and provide it with:

- ➔ Profiler Category: Select the Category from the drop down.
- ➔ Profiler Marker: Input the string identifier of the stat you would like to track.
- ➔ For more information check the unity documentation on profiler recorders.



## Contribution

You can fork this repository and modify it anyway you want to. If you would like to contribute you may share those changes as pull requests. If it's absolutely a necessity for this tool and is written in a clean and tidy way, I'll accept the changes after we have a quick chat and add your name to the contributor's list.