

Mini Profiler Free

Thank you for using Mini Profiler tool. A simple tool that will help you in your journey to create a great game. With this tool you can watch frame rate and memory usage following their values over time.

You can get more help clicking on the "?" icon on any Mini Profiler component inside Unity Editor inspector or going to complete documentation at: <https://gitlab.com/kleber.swf/mini-profiler/-/wikis/Mini-Profiler-Free>

Package Content

- Base behaviour scripts
- Example scene to view the Mini Profiler in action at no time
- 2 Prefabs containing ready to use Frame rate and Memory watchers to help you to start right away

Features

- **Watch frame rate and memory usage.** The package contains the FPS (frame rate) and memory watcher prefabs for you. You can start to watch these variables in no time.
- **Add panels even easily with a menu.** Even more useful then prefabs, right click on the scene or go to `Game Object > UI > Mini Profiler` and add a ready to use Frame rate and Memory Watcher panels.
- **Minimum impact.** The performance impact of the panels is minimal: only 2 draw calls and a small 256x64 texture into the memory for each panel. Of course the final performance depends on what is being watched and how often the variable is being read. So keep this in mind when you create your custom Value Provider.
- **Works on any device.** PC, OSX, Android, iOS, Web Player, WebGL and all the platforms Unity can build.
- **Customize the interval which the variable is read.** Some variables need to be watched every frame, some every second, some every minute. Mini Profiler let you configure how often the variable.
- **Position, scale and rotate as you wish.** The panel is covering some important part? Move it in another place. The panel is too small or too large? Scale it as you wish. If none helps, you can set the graphic transparency too.

- **Create/destroy, enable/disable panels programmatically.** You can instantiate, destroy, enable, disable, scale, position panels as you wish programmatically through the MiniProfiler classes

Watching Frame Rate and Memory Usage

To watch the frame rate (fps) and the memory usage, you can just grab one of the Prefabs that come with the package inside "Mini Profiler/Prefabs" folder.

Creating Panels by Code

You can either instantiate one of the given prefabs or you can create a new panel like this:

```
GameObject go = new GameObject("Framerate Watcher");
go.AddComponent<FramerateValueProvider>();
go.AddComponent<MiniProfiler>();
```

Note that the order is important since the MiniProfiler behaviour depends on a value provider to work properly.

Further Words

The intention of this extension is to watch frame rate and memory usage. I use it daily in my professional and personal projects. It was created trying be simple, flexible, easy to use and have as less impact as possible in the game.

- More information: <https://klebersilva.dev/tools/mini-profiler>
- Complete documentation: <https://gitlab.com/kleber.swf/mini-profiler/-/wikis/Mini-Profiler-Free>
- Bugs and requests: <https://gitlab.com/kleber.swf/mini-profiler/-/issues>

If you need more features like watch any numeric variable, color schemes, dynamically adjust the position of panels, minimization, feature extension and keyboard shortcuts checkout the Mini Profiler Pro version at:

<https://assetstore.unity.com/packages/slug/65997>

THANK YOU FOR USING MINI PROFILE!