Micro, it’s called.

Fps(Frame per Second) can be made by going on UI and finding text mesh pro click, importing materials, clicking on it in the text input at a number, and add on fps after it. You make a script folder Called FPSDisplay or Counter and then click on it to open it and make a public variable (public TextMeshProUGui and call it Fps text. You then add another float which will be a private, which you will call time, and you make a new line and create a private int called (frameCount).

Then go on void update and add time += (Time. delta Time). Underneath that, you add frameCount ++, which means add one.

Then you add an if statement(true or false). Time is >= 1f, the Fps text will show slowly how many fps are showing in your game, and then after that, you must restart the time and frameCount to zero so it can restart the process. Lastly, you add a #if(Unity\_Editor) called (Micro) all in caps at the very top of your code and the very end of your code. Add #endif, so the fps doesn’t show when you build your game. Only in the editor will it appear.

Please make a new private void start when you add Fps text enabled = true, which means that when you press play in the editor, it will tick the text mesh pro UI box. Don’t forget to untick the text in the inspector. So it works properly.