

## FPS Script explanation

This script will display the frames per second in the scene, as you can see by the script the script uses a text component to show of the Fps, therefore to use this you must have a text Ui to introduce the frames per second onto the screen for the player to be able to see. The script uses a counter to work out the number of frames that happen per second and then displays it with a decimal point.

To use this place the script onto a Ui panel and then attach the Textbox to the script via the inspector panel.