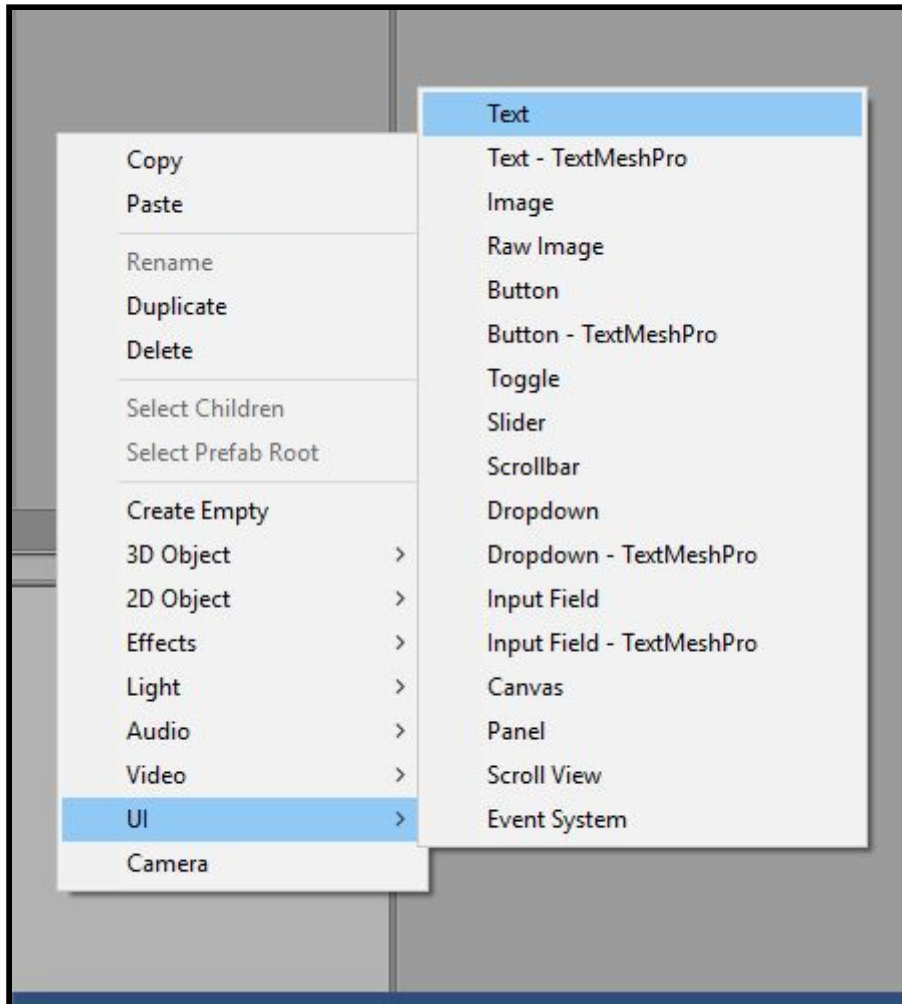
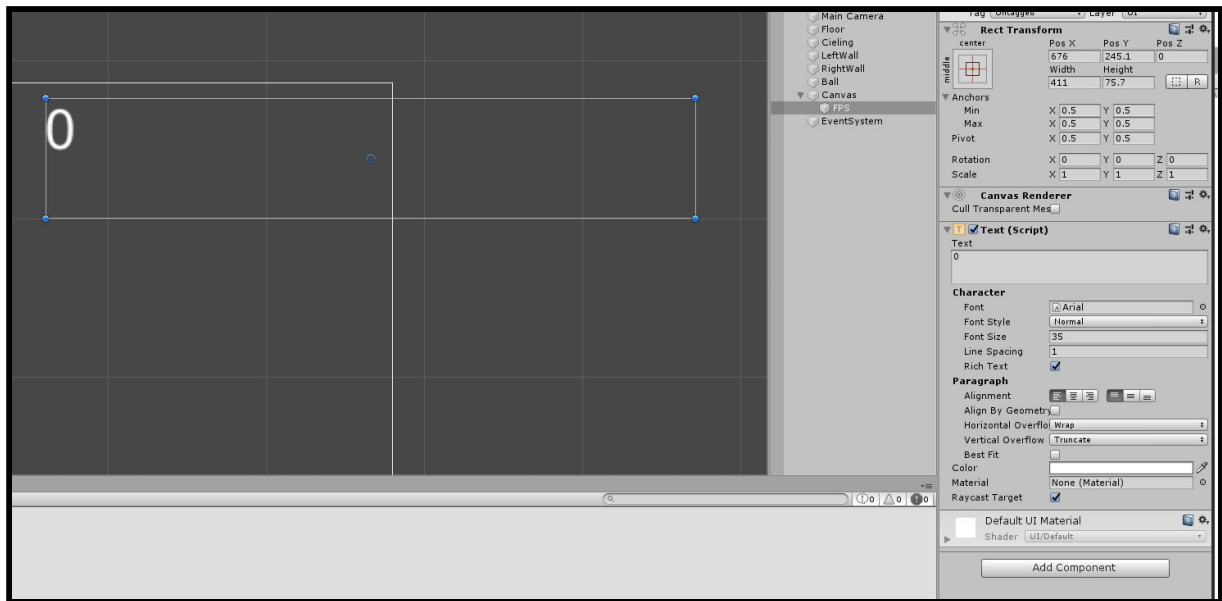


FPS Counter - Connor Howard

This package is very simple and easy to set up, start by right clicking in the hierarchy panel and select, UI - Text.



Select the text gameobject and hover your mouse over the scene view, hit the “F” key to change the view to show your text gameobject within the scene view. You may want to adjust the size, font, font colour and font size that will be displayed on screen which you can all do using the inspector on the right side of the screen.



Once done add the “FPS_Counter.cs” script to the Canvas parent gameobject created when you created the UI Text gameobject. Once attached all you need to do is simply drag the Text gameobject and drop it within the “FPS text” variable on the script in the inspector and set the “Hud Refresh Rate” variable to 0.1, now when you click play you should have the FPS displayed on screen.

