I started the third brief, called the frame per second (FPS) counter. I changed the name to the FPS display, which tells you how long each frame takes to go up or down per second, so you know when playing the game to keep track of fps. It doesn’t appear when you build your game. Only when you use the editor will the fps show in the game.

Fps(Frame per Second) can be made by going on UI and finding text mesh pro, clicking on it and importing materials, clicking in the text input, add 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, add a (Micro) #if (Unity Editor) all in caps at the top of your code. Add #endif at the end of your code, 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. Below is an example of how to make an FPS counter.

Text

Description automatically generated