FPS & STATS MONITOR – SIMPLE TO ADVANCED SYSTEM INFORMATION

Hi! This is documentation for FPS & STATS MONITOR.

You will see and learn about important points and public functions which will help you control the asset easily.

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<u>Things You Should Know</u>

*Create an empty object and attach the InfoGatherer script on it, or simply drag the InfoGatherer prefab to your scene.

*It has 13 Text component fields. If you leave a field empty, it just ignores it. If you drag a Text object to a field and click run, it will start updating it with correct info. That's all about the setup.

Functions

`void SetEnabled(InfoType type, bool enabled, Text text = null);`

Call this function to enable or disable a particular element. If you are enabling, you can pass an optional Text object which will be replaced with the elements default Text object you set in the editor.

`bool GetEnabled(InfoType type)`

Get the current state of a particular element.

`void SetFPSWarning(int limit, Color color)`

Use this function to modify the FPS warning settings at runtime. For FPS value below 'limit', color of FPS's Text object will turn into 'color'.

`void ResetFPSMin()`, `void ResetFPSMax()`, `void ResetFPSMax()`

As their names imply, these functions reset FPS min, max and avg data.

`void Show()`, `void Hide()`

They simply Show(Make visible) and Hide(Make unvisible) every Text object used for displaying information.

Thank you for purchasing
FPS & STATS MONITOR!

If you have any questions or request, feel free to contact me at

contact@dreamreaperstudios.com