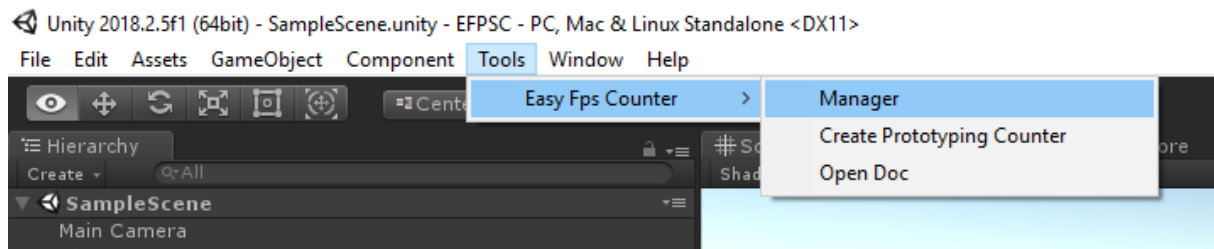


Easy FPS Counter

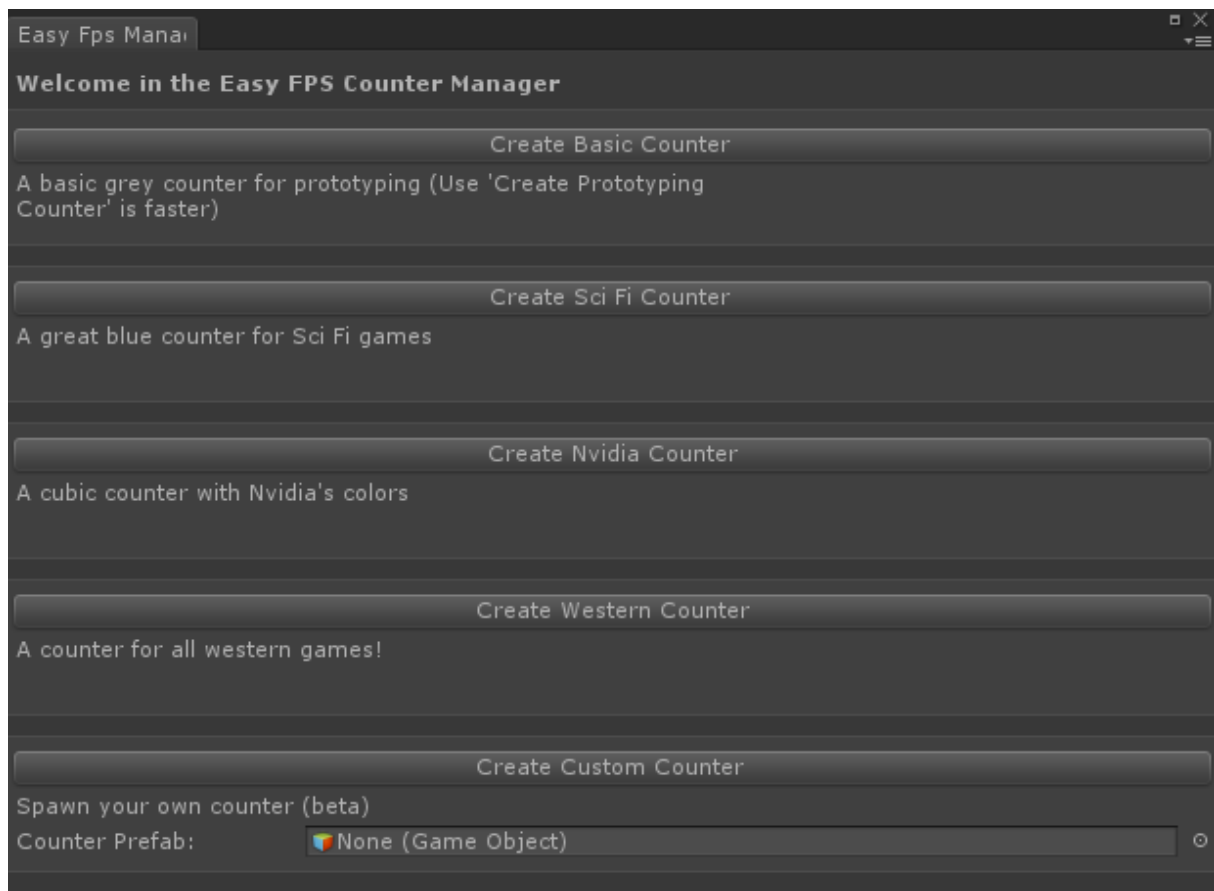
Easy FPS Counter Documentation

1. [Setup](#)
2. [Access from code](#)
3. [Custom Counter](#)
4. [Text Mesh pro integration](#)
5. [Commercialization](#)
6. [A problem? Contact us](#)

Setup

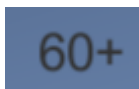


Click « Manager » to open the Manager window.



Select the style you want (it will spawn configured):

1. Basic Counter



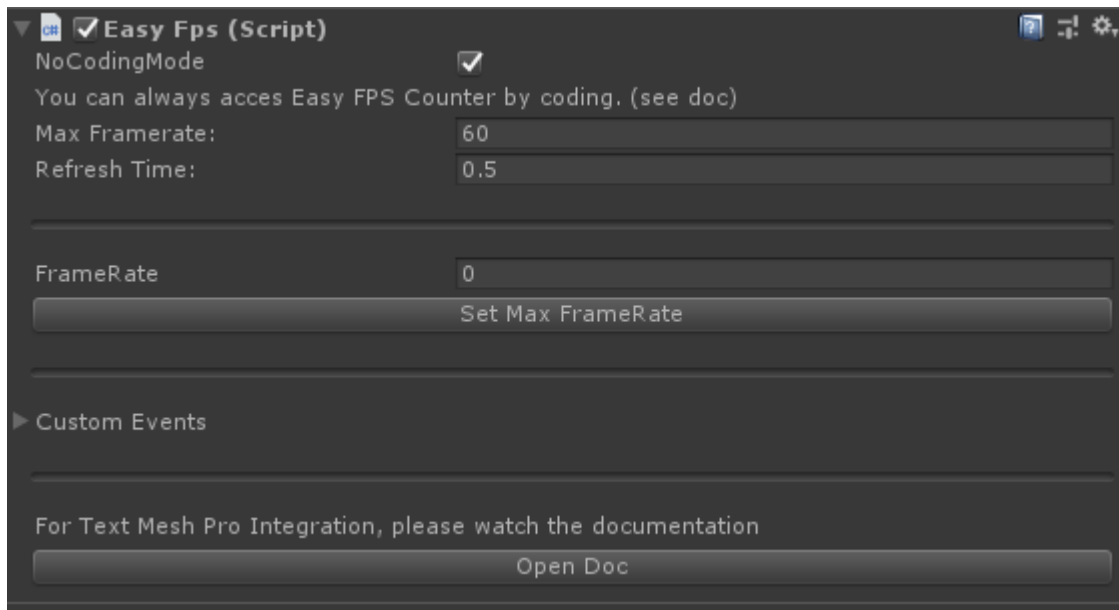
2. Sci Fi Counter



3. Nvidia Counter



4. Western Counter



Setup Parameters:

NoCodingMode (recommended):

Set MaxFrameRate directly in inspector.

Set Refresh Time between each fps detection directly in inspector.

Set Max FrameRate:

Use this button to set the Max Framerate at runtime

(At runtime ONLY!)

Use this for tests.

Custom Events:

This asset invokes some events that you can use to win time.



When FPS is less than 10:

It invokes it when the FPS go under 10 FPS.

It sends only 1 time.

When FPS is less than 30:

It invokes it when the FPS go under 30 FPS.

It sends only 1 time.

When FPS is less than 60:

It invokes it when the FPS go under 60 FPS.

It sends only 1 time.

When FPS is less than 120:

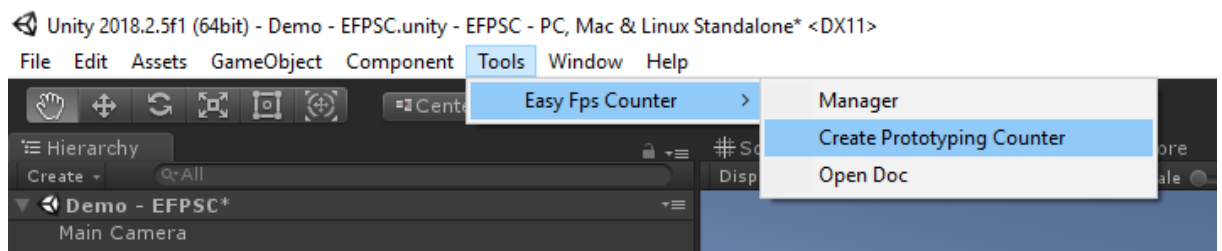
It invokes it when the FPS go under 120 FPS.

It sends only 1 time.

When FPS is more than Max FrameRate:

It invokes it when the FPS reach the Max FrameRate variable
(because if Max Framerate is set to 60, your computer will up to
61 FPS)

It sends only 1 time.



Create Prototyping Counter:

Use this to create a basic counter in 1 click for testing your game.

Access From Code

```
EasyFpsCounter.EasyFps.FPS (get)
EasyFpsCounter.EasyFps.MaxFrameRate (get,set)
EasyFpsCounter.EasyFps.RefreshTime (get,set)
EasyFpsCounter.EasyFps.ShowFps()
EasyFpsCounter.EasyFps.HideFps()
```

EasyFpsCounter.EasyFps.FPS (get)

Get last FPS

EasyFpsCounter.EasyFps.MaxFrameRate (get,set)

Get or set FrameRate

EasyFpsCounter.EasyFps.RefreshTime (get,set)

Get or set refresh time between fps detection

EasyFpsCounter.EasyFps.ShowFps()

Show FPS in top right corner

EasyFpsCounter.EasyFps.HideFps();

Hide FPS in top right corner (code will continue to detect FPS so you can always access it by code)

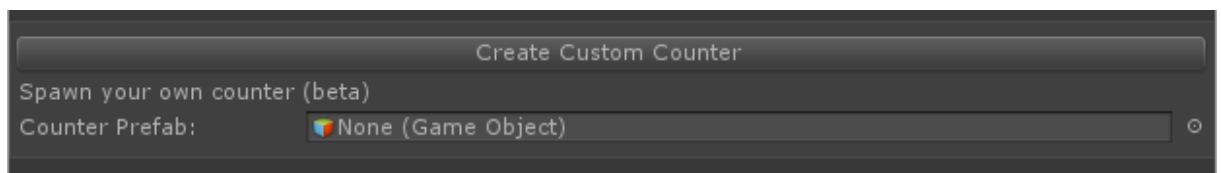
Please do not use what is not shown above

You could break the asset

Custom Counter

This feature is currently in beta

1. Duplicate Basic Counter
2. Change the name
3. Customize the Text
4. Put it in the “Custom Prefab” field



5. Click on “Create Custom Counter”

Text Mesh Pro integration

Open the EasyFps.cs script and:

Comment lines 34;56

Uncomment lines 35;57

```
34 Text txt; // COMMENT THIS LINE
35 //TMPPro.TextMeshPro txt; // UNCOMMENT THIS LINE
36 [SerializeField]
37 public float FPS
38 {
39     get { return lastFramerate; }
40 }
41 [SerializeField]
42 public float RefreshTime
43 {
44     get { return refresht; }
45     set { refresht = value; }
46 }
47 int mx = 60;
48 public int MaxFrameRate
49 {
50     get { return mx; }
51     set { mx = value; Application.targetFrameRate = value; }
52 }
53
54 void Start () {
55
56     txt = transform.Find("Text").GetComponent<Text>(); // COMMENT THIS LINE
57     //txt = transform.Find("Text").GetComponent<TMPPro.TextMeshPro>(); // UNCOMMENT THIS LINE
58 }
```


Commercialization

You can use this asset in a commercial project without credit.

batmfa__.ttf : No information:

<https://www.dafont.com/fr/batman-forever.font?text=60%2B>

Carnevalee Freakshow.ttf: Free for personal use.

Square.ttf: 100% Free

A problem? Contact us

Contact us at: assets@onlymegame.com