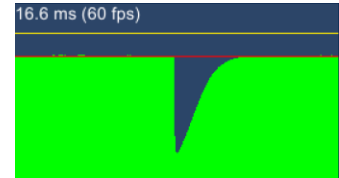


TECHNICAL DESIGN DOCUMENT

OVERVIEW

Title: Fps Graph Analyzer
Platform: PC Standalone + iOS & Android
Target: Unity developers
Release date: February, 2017
Publisher: Kateryna Levshova



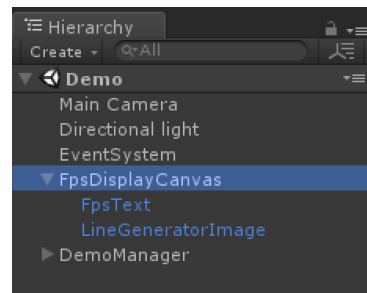
Fps Graph is a valuable component for tracking performance of your app on any device. It shows an accurate graph depending on the frame rate of a scene over period of time. Fps means frames per second.

FEATURES

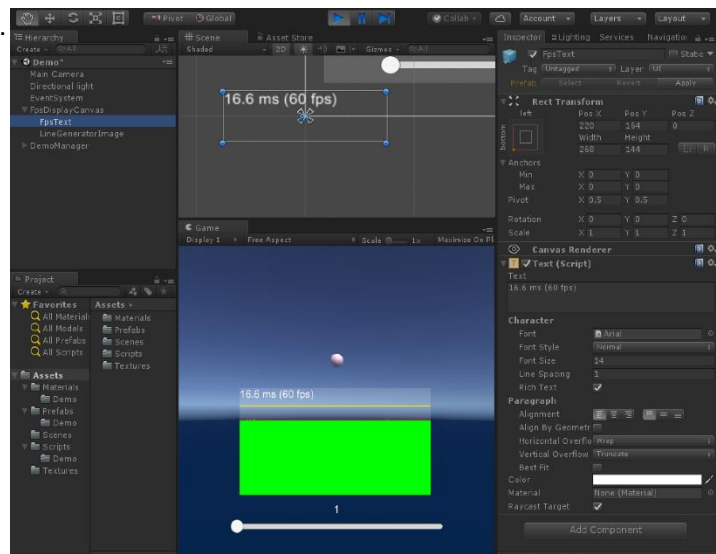
Multiplatform
 Configuration possibilities: changing position, size and color of the graph's elements
 Easy to use

HOW TO USE

1. From the **Assets** folder import **FpsDisplayCanvas** prefab, **LineTexture** and **LineGenerator** script.
2. Drag **FpsDisplayCanvas** from the **Project** window on to the **Hierarchy** window.
3. Unfold **FpsDisplayCanvas** object to see its structure.



4. Leave **FpsText** object without any changes.
5. After clicking *Play* button you will see it on the left top corner of the graph area.



6. Select **LineGeneratorImage** object .

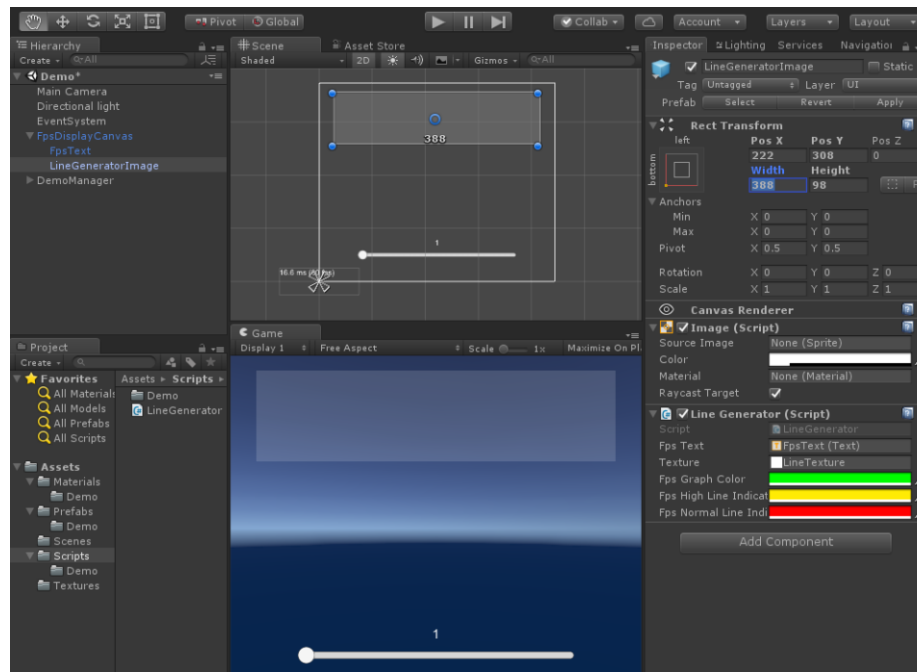
SCALING AND POSITIONING IN EDITOR MODE

You can change size of the Fps Graph on the Scene using **Width** and **Height** properties of **Rect Transform** component of **LineGeneratorImage** object in Editor mode.

To change positions you can use **Pos X** and **Pos Y** properties of **Rect Transform** component.

The same you can simply do with your mouse on the Scene in Editor.

Do not change any other properties of **Rect Transform**.

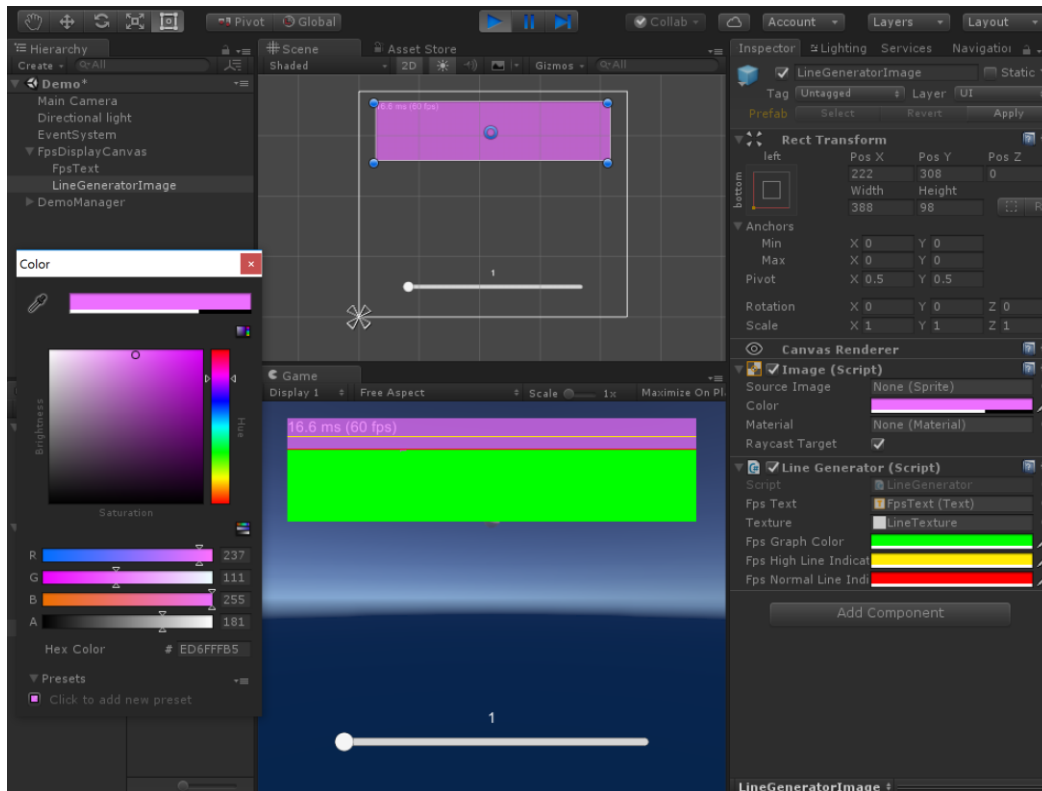


To test changes hit **Play** and switch to Game mode.

CHANGING COLORS

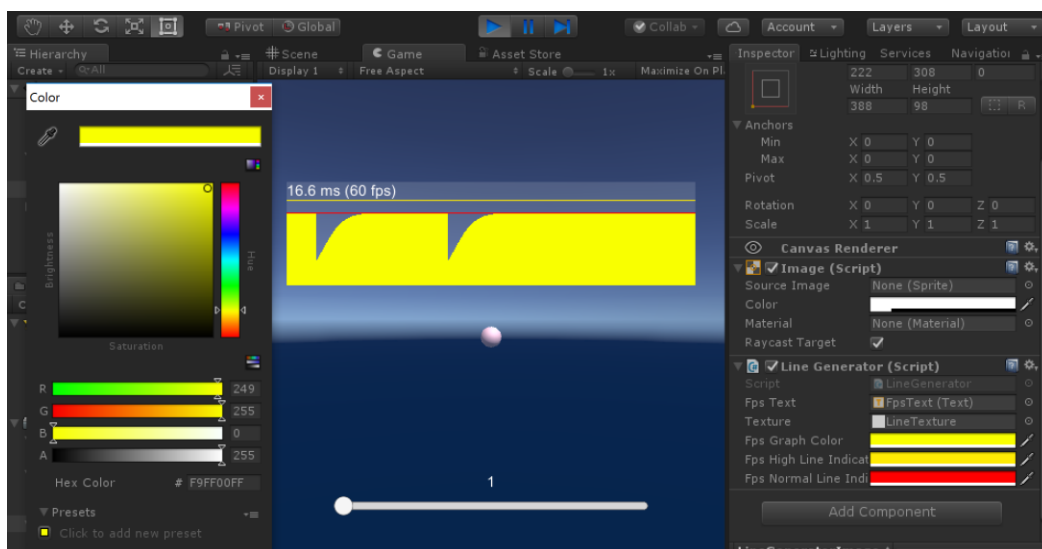
BACKGROUND COLOR AND TRANSPARENCY

To change the background color and transparency of the Fps Graph use **Color** property of **Image component** of the **LineGeneratorImage** object in the Inspector window. You can do this in both Editor and Game modes.



GRAPH COLOR

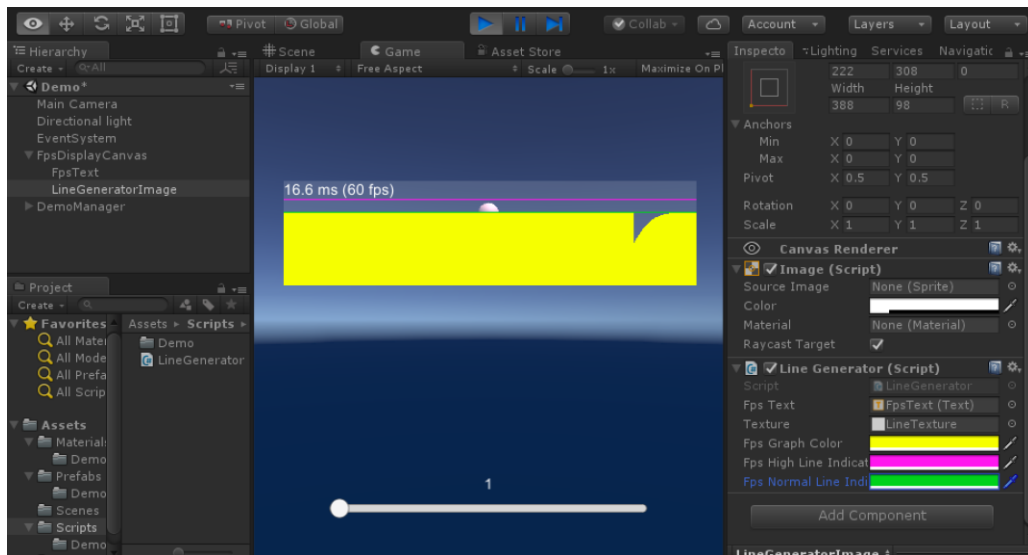
To change Fps Graph main color go to **Line Generator** component of **LineGeneratorImage** object in Inspector window. Change **Fps Graph Color** property. You can do this in both Edit and Game modes. Remember if you want to save this color permanently you need to do this in Edit mode and click **Apply** button in the top of Inspector window to save the setting in prefab.



LINE INDICATORS COLOR

At this moment there are 2 indicators in Fps Graph – indicator line for Normal level of fps and for High. **Normal** value is **60 fps** (you can change it in LineGenerator Script if you want). Everything what is greater than 60 fps is considered to be a high level of fps. Graph won't go higher than High Line indicator.

Go to **Line Generator** component of **LineGeneratorImage**. Mouse hover on **Fps High Line Indicator Color** or **Fps Normal Line Indicator Color** to see description in the Tooltip in Edit mode. You can change colors of the lines in both Edit and Game modes.



On the image above **Normal Line Indicator Color** is green, **High Line Indicator Color** is fuchsia.

DEMO

1. Import all from **Assets** folder.
2. Repeat set up instructions for positioning, scaling and changing colors of **FpsDisplayCanvas** described in section ["HOW TO USE"](#) if necessary.
3. Hit **Play** button and switch to Game mode.
4. Use slider to add or remove Balls on the Scene.
5. Watch how this affects the Fps Graph.

