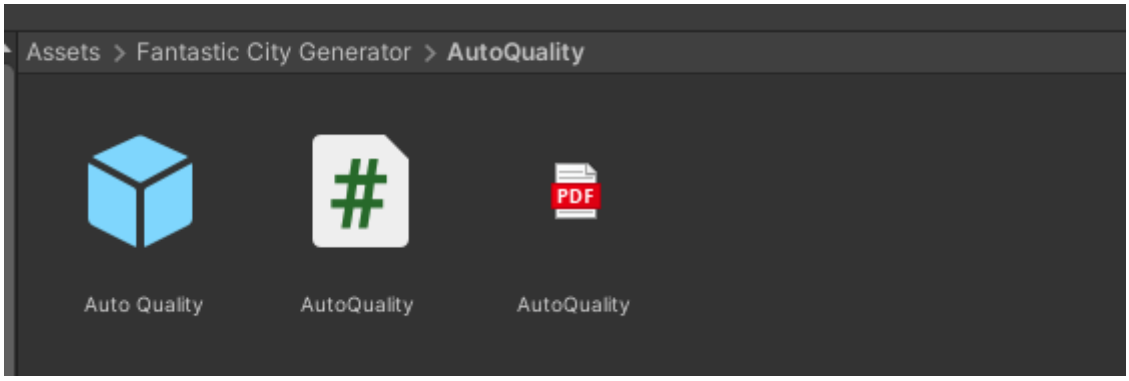
AutoQuality – Quick Guide

Introduction

AutoQuality is a simple plug-and-play Unity system that automatically adjusts your game's graphic quality level in real time based on the current **Frames Per Second (FPS)**.
It also displays FPS and quality level on the screen, with performance-based color feedback.

👉 Just **drag the prefab into your scene** – and you're done!



How to Use

1. In your Project window, go to:
   Assets \ Fantastic City Generator \ Auto Quality \
2. Drag the AutoQuality prefab into your scene.
3. *(Optional)* Select the prefab in the scene and adjust its Inspector options:
   - Show FPS
   - Show Quality Level
   - Post-Processing GameObject

✅ That's it – AutoQuality will automatically manage quality and display performance stats at runtime.

Features

■ **Dynamic Quality Adjustment**

- FPS < 28 → Quality Level **decreases**
- FPS > 50 → Quality Level **increases**

■ **On-Screen Display**

- Shows FPS and Quality Level (if enabled)
- Text color changes based on performance:
  - 🟢 Green: FPS ≥ 30
  - 🟡 Yellow: FPS 11–29
  - 🔴 Red: FPS ≤ 10

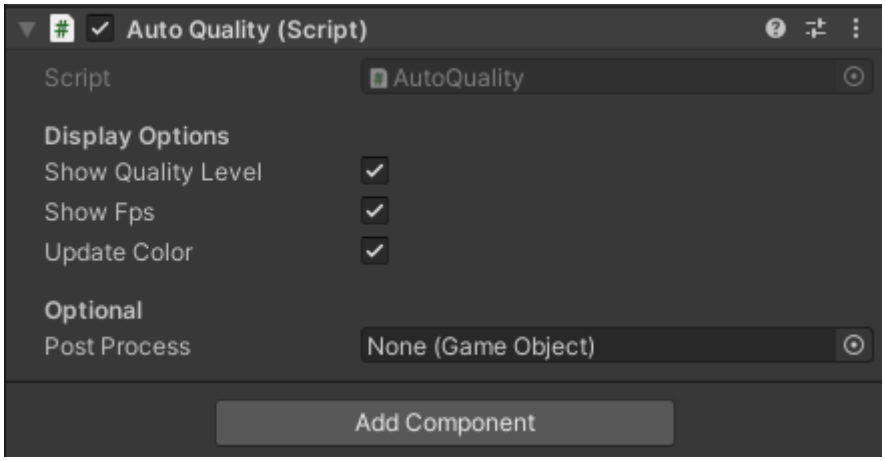
■ **Automatic UI Creation**

- No need to create any UI manually
- Canvas and Text are created at runtime

■ **Post-Processing Toggle**

- If a GameObject is assigned to the **postProcess** field, it will be:
  - ✅ **Enabled** when the quality reaches the **highest level**
  - ❌ **Disabled** at lower quality levels to improve performance

Inspector Options



Option	Description
Show Quality Level	Displays the current quality level on screen
Show FPS	Displays the current Frames Per Second
Update Color	Changes text color based on FPS (green/yellow/red)
postProcess (GameObject)	*(Optional)* Assign the GameObject with your Post-Processing Volume or effects. It will be automatically enabled or disabled depending on the quality level

Example Use Case

1. Add the **Auto Quality.prefab** to your scene.
2. Enable **Show FPS** and **Show Quality Level**.
3. If you're using post-processing, drag the corresponding GameObject to the **postProcess** field.

🟢 **At runtime**:

- FPS and Quality Level will appear at the top of the screen.
- Quality automatically adjusts to maintain performance.
- Colors help you quickly assess system load.

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