using System;

using UnityEngine;

namespace UnityStandardAssets.Utility

{

[RequireComponent(typeof (GUIText))]

public class FPSCounter : MonoBehaviour

{

const float fpsMeasurePeriod = 0.5f;

private int m\_FpsAccumulator = 0;

private float m\_FpsNextPeriod = 0;

private int m\_CurrentFps;

const string display = "{0} FPS";

private GUIText m\_GuiText;

private void Start()

{

m\_FpsNextPeriod = Time.realtimeSinceStartup + fpsMeasurePeriod;

m\_GuiText = GetComponent<GUIText>();

}

private void Update()

{

// measure average frames per second

m\_FpsAccumulator++;

if (Time.realtimeSinceStartup > m\_FpsNextPeriod)

{

m\_CurrentFps = (int) (m\_FpsAccumulator/fpsMeasurePeriod);

m\_FpsAccumulator = 0;

m\_FpsNextPeriod += fpsMeasurePeriod;

m\_GuiText.text = string.Format(display, m\_CurrentFps);

}

}

}

}