Ignition / Timing

Namespace **Playniax.Ignition**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts (MonoBehaviour)/Timing.cs**

Class Timing

Description

Timing initiator to set the targetFrameRate, timeScale, vSyncCount of a scene.

Public fields	Description
`int targetFrameRate = -1`	Instructs the game to try to render at a specified frame rate.
`float timeScale = 1`	The scale at which time passes.
`int vSyncCount`	The VSync Count.
`KeyCode pauseKey = KeyCode.None`	Runtime pause key for debugging (editor mode only).