

```
1 using TMPro;
2 using UnityEngine;
3
4 /// <summary>
5 /// FPSCounter displays the current frames-per-second to an assigned text  ↗
6   UI.
7 /// </summary>
8 public class FPSCounter : MonoBehaviour
9 {
10     /// <summary>
11     /// The text that displays the FPS.
12     /// </summary>
13     [SerializeField]
14     TextMeshProUGUI fpsText;
15
16     /// <summary>
17     /// The frames-per-second.
18     /// </summary>
19     private float fps;
20
21     // Calculates the FPS and writes it to fpsText.
22     private void Update()
23     {
24         fps = (int)(Time.timeScale / Time.smoothDeltaTime);
25         fpsText.text = "FPS: " + fps;
26     }
27 }
```