Automatic Quality FPS
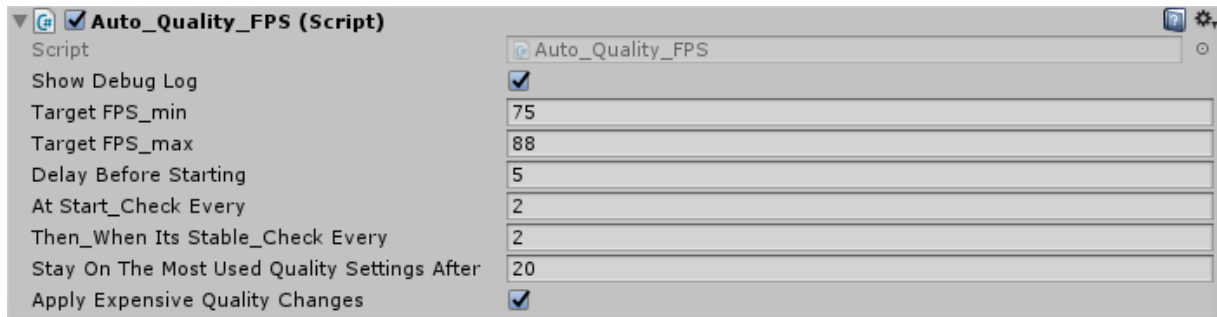

- HOW TO USE -

1) Drag and drop the "Auto_Quality_FPS" prefab in your scene.

2) Select the prefab and configure it:

- Show debug log:

> If checked, it will write information in the console. If unchecked, it won't.

- Target FPS min:

> Below that target (in frames per second), the quality will automatically decrease.

- Target FPS max:

> Over that target (in frames per second), the quality will automatically increase.

- Delay before starting:

> Time to wait before FPS is more stable (in seconds).

- At start, check every:

> While we're under min FPS or over max FPS, check FPS and quality every __ seconds.

- Then, when it's stable, check every:

> If the perfect quality and FPS is reached, we now check FPS and quality every __ seconds.
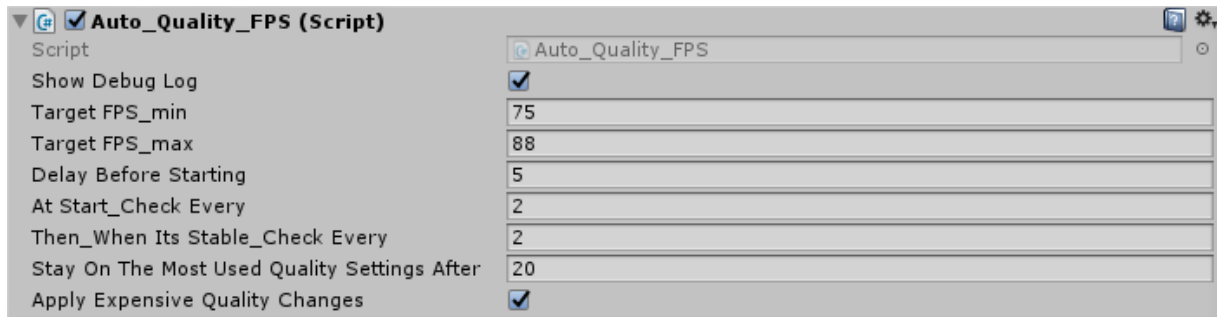
- Stay on the most used quality settings after:

> If > 0, the most used quality settings will be chosen after __ seconds. If = 0, quality settings will continue to adapt itself to the current rendered scene.

Apply expensive quality changes:

> Should expensive quality changes be applied? Like anti-aliasing etc..

Automatic Quality FPS

- EXAMPLE -

The default prefab can be read like that:

- Show debug log is <u>checked</u>:

We want to see the script information in the console (*like the current framerate, the current quality and the most used quality settings*).

- Target FPS <u>min</u>:

If framerate is below 75 FPS, the quality will automatically decrease.

- Target FPS <u>max</u>:

If framerate is over 88 FPS, the quality will automatically increase.

- Delay <u>before starting</u>:

Script will wait 5 seconds, after the application as started, to calculate the framerate.

- <u>At start</u>, check every:

While the perfect quality settings has not been reached yet, script will do calculations every 2 seconds.

- <u>Then, when it's stable</u>, check every:

The perfect quality settings is reached! Script will now do calculations every 2 seconds (yes it's the same than above in that case).

- Stay on the <u>most used quality</u> settings after:

The most used quality settings will be chosen after 20 seconds.

Apply expensive quality changes:

We want expensive quality changes to be applied.