

# Android FPS Meter - Installation Guide

## Overview

This guide explains how to install, set up, and use the Android FPS Meter application to display real-time frame rate (FPS) over any app or game such as BGMI.

## Requirements

- Android 5.0 (API 21) or higher
- Overlay permission (Display over other apps)
- For Android 13+: Notification permission

## Installation Methods

### A. APK Installation (Recommended)

1. Download the latest APK from the repository releases.
2. On your phone, enable "Install unknown apps" for your browser/file manager.
3. Tap the APK to install.
4. Open the app.

### B. Build from Source (Android Studio)

1. Clone the repository.
2. Open the project in Android Studio.
3. Allow Gradle sync to finish.
4. Build and run on your device.

## First Launch & Permissions

1. Open the app.
2. Tap "Grant Permission" when prompted.
3. In system settings, enable "Display over other apps" for FPS Meter.
4. Return to the app; it should show "Ready to start FPS monitoring".

## **Start/Stop FPS Monitoring**

- Start: Tap "Start FPS Meter" in the app. An overlay FPS counter appears.
- Stop: Return to the app and tap "Stop FPS Meter" to remove the overlay.

## **Interpreting the Overlay**

- Green:  $\geq 55$  FPS (excellent)
- Yellow: 30–54 FPS (good)
- Red:  $< 30$  FPS (poor)

## **Troubleshooting**

- Overlay not showing: Ensure overlay permission is granted; disable battery optimizations for the app.
- Service stops: Exempt the app from battery optimization/power saving modes.
- Inaccurate FPS: The app reads system frame callbacks; some games cap FPS.

## **Support**

Open an issue with device model, Android version, and steps to reproduce any problems.