

## Hey there!

First of all, huge thanks for buying this tiny yet flexible **Advanced FPS Counter** unity plugin!

Current common features:

- flexible counters anchoring system with smart update
  - \* counters may be anchored to all 4 corners
  - \* labels are refreshed only when any containing counter's value changes
  - \* counters are got stacked in one label if their anchors are same, thus you may stack all counters in one corner (and one label) and they will be drawn with only 1 DC
- show frames per second counter
  - \* customizable update interval
  - \* option to show average FPS with optional reset on new scene load
  - \* customizable counter colors for three customizable FPS intervals (defaults are  $\geq 30$ , 10 - 29, 0 - 9)
- show memory usage counter
  - \* customizable update interval
  - \* Precise option to disable extra precision in memory values thus saving some system resources
  - \* optional mono and heap counters (heap available with profiler enabled only!)
  - \* customizable color
  - \* mono counter shows private memory size in Flash Player
- show device information counter
  - \* optional CPU information: model and max threads count
  - \* optional GPU information: model, shader model (if possible), total VRAM (if possible)
  - \* optional total RAM size
  - \* optional screen information: resolution with refresh rate and current screen size
  - \* customizable color
- all counters may be enabled / disabled at any time
- customizable global hot key to enable / disable plugin
- customizable font size for all counters
- Keep Alive option allows to avoid AFPS Counter destruction on new scene load
- Force FPS option allows to change current frame rate, which may help to test your game behavior on slow devices (selected frame rate is not guaranteed though)

Please, take a look at the ExampleScene (in the CodeStage\AdvancedFPSCounter\Examples) to see how to work with AFPS Counter from code.

Plugin has full API documentation as well: <http://codestage.ru/unity/fpscounter/api/>

Please note, you need to specify package CodeStage.AdvancedFPSCounter to be able to work with plugin from code.

AFPS Counter should work fine on all supported platforms, but I did tested it myself only on PC (both Win and Mac, both standalone and web), iOS, Android, and Flash. Feel free to send me any bug reports, suggestions and feature requests.

### SETUP (3 possible ways):

- Just use hotkey CTRL+ALT+SHIFT+F
- Use menu item GameObject => Create Other => Code Stage => Advanced FPS Counter
- Use AFPSCounter.Instance.\* and plugin will be automatically added to the scene.

### PROTIPS:

- You may easily tune counters (colors, intervals, etc.) in Play mode and save adjusted values using these steps:
  - Enter Play mode;
  - Tune AFPSCounter component settings in inspector;
  - Right-click on the AFPSCounter component's header and select "Copy Component";
  - Exit Play mode;
  - Right-click on the AFPSCounter component's header and select "Paste Component Values";



This technique works for any other components as well.

Plugin's links:

[Web Site](#)

*Best wishes,*

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<http://blog.codestage.ru/>

*P.S.: I wish to say huge thanks to [Daniele Giardini](#) ([HOTween](#), [HOTools](#), [Goscurry](#) and many other happiness generating things creator) for priceless feedback on this plugin!*