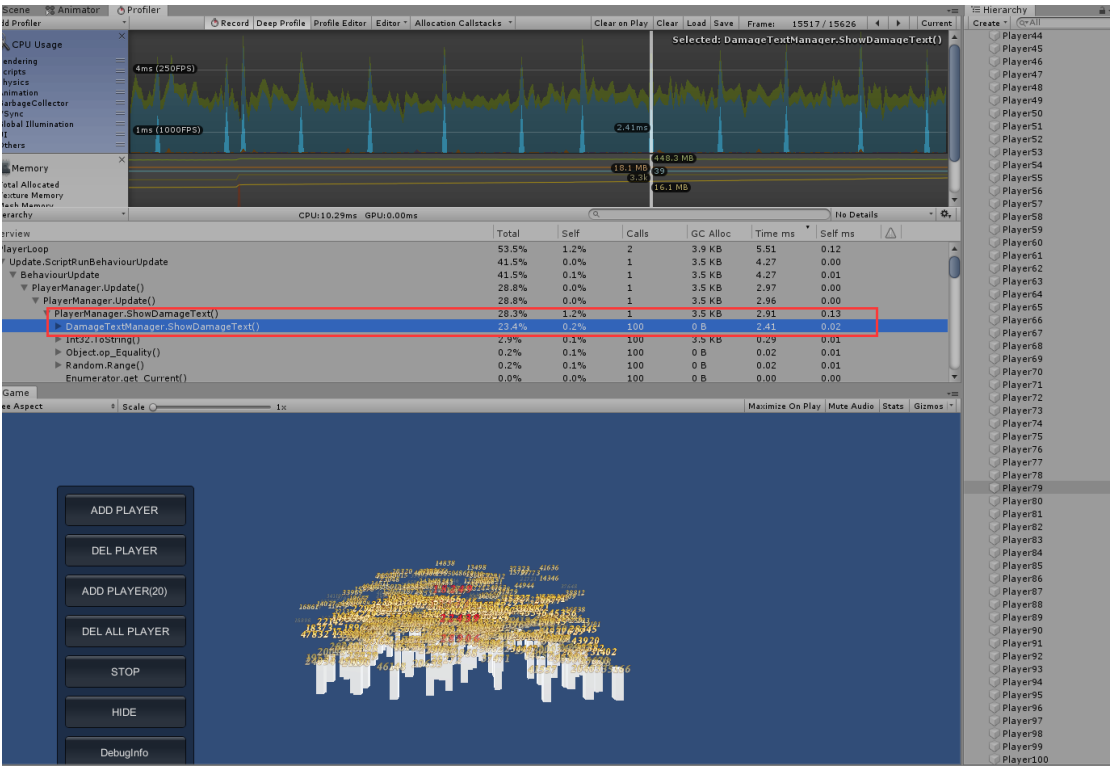


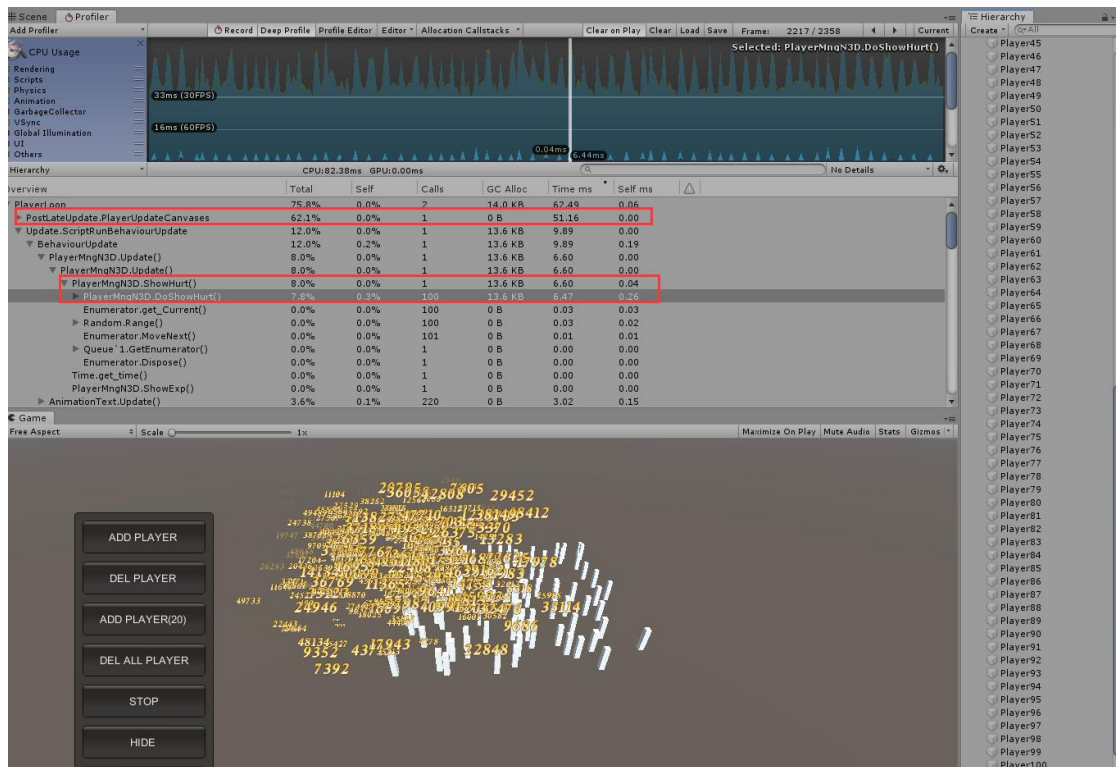
Performance Test(with UGUI)

Add 100 players and each player displays 100 damage text every 0.2 seconds with offset, alpha, scale animation.

show 100 damage text cpu cost

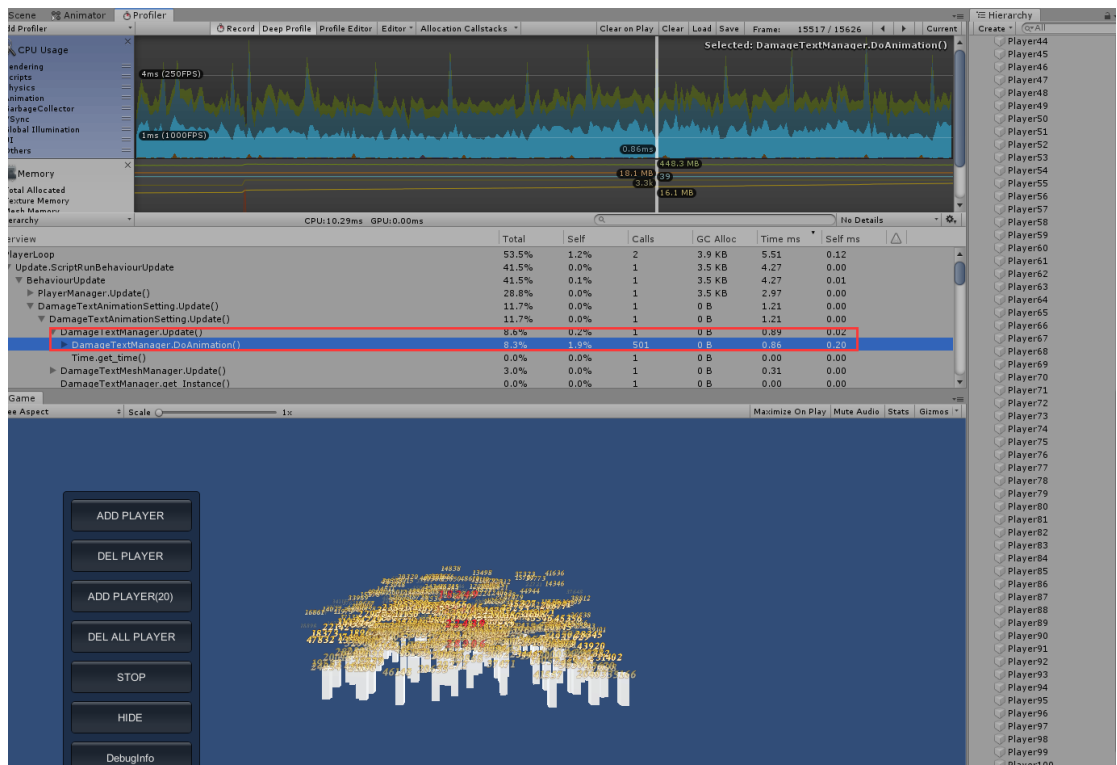


[HighPerformanceDamageText]

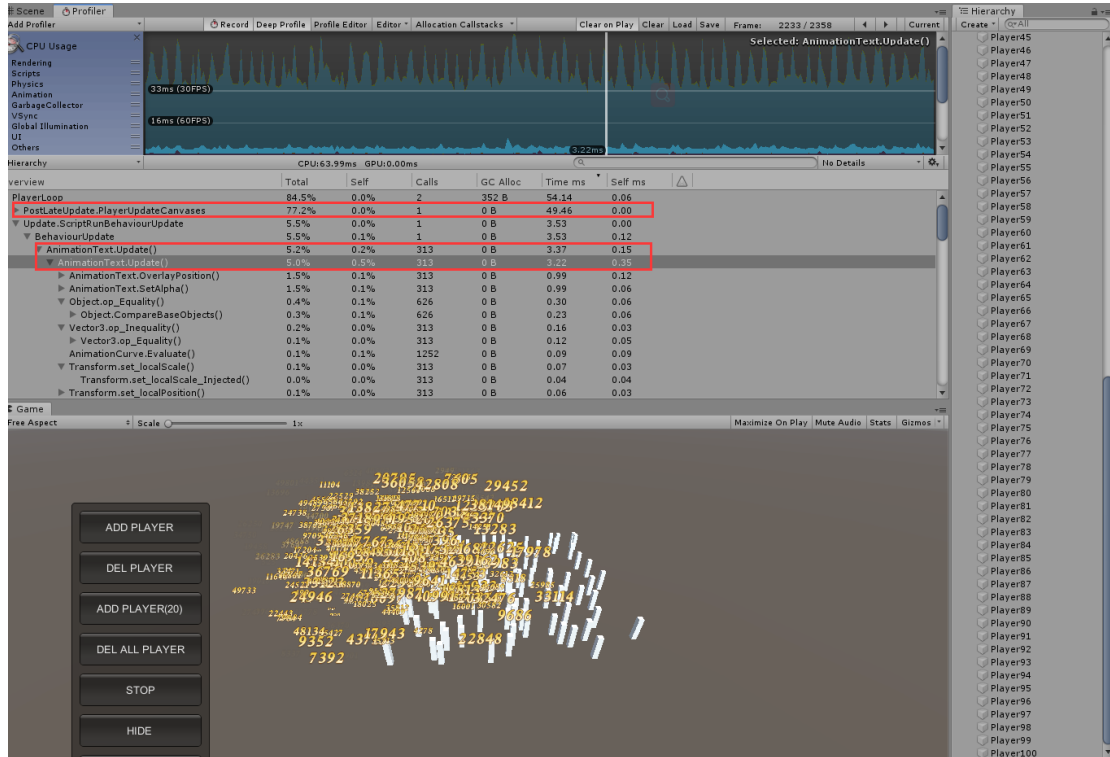


[UGUI]

Update damage text animation



[HighPerformanceDamageText]



[UGUI]