

zFPS – Measure FPS and Ticks

©COPYRIGHT DIGITAL SOFTWARE/JOHAN 'ZARKOW' MUNKESTAM

Version: 1.1 (Unity 6.3 LTS, 6000.3 and newer)

Introduction

This drag-and-drop component gives you instant information about frames per second – at a configurable interval – and the amount of Ticks done inbetween each frame.

Getting Started

- 1) Open the 'DemoScene' scene under 'Assets\DigitalSoftware\zFPS\DemoScene\'
- 2) Press Play
- 3) Click the checkmark to start quickly spawning in boxes that shall make performance drop the more boxes that is added – add depending on your systems propaganda

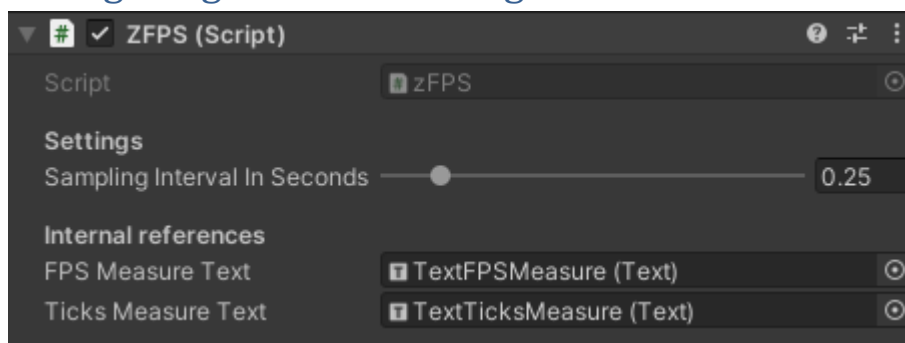
Using zFPS in a project

This is a very easy to use component – drag-drop the '*zFPS_MeasureFpsAndTicks*' prefab into a scene or another prefab to quickly add the Frames and Ticks measurement and displaying it in the UI.

The UI canvas is set to be auto-adjustable, on a 4K canvas.

This means it maintains the aspect ratio even for normal HD (1920x1080) and other resolutions. Only if using the solution on a mobile phone with an unusual aspect ratio, or a very modern fine-detail display, could there be a need to adjust the text size – this can be done by editing the prefab to your needs.

Configuring the zFPS Settings



On the prefab '*zFPS_MeasureFpsAndTicks*' there is one setting;

Sampling Interval in Seconds – this setting defines how long time-span we should segment each interval for averaging the FPS value at. Set a very low value to show instant indication of frame-drops, set a higher value for a more stable view of average frame count. Default value is 0.25, giving an update of 4 times per second. This is a good medium for most situations.

Further support

Head over to official support forums at <https://community.digitalsoftware.se/> or the Discord at <https://discord.gg/fyqtxZt>