Diagnostic

FPS Display

The FPS Display Control provides a Text Node that displays the currently rendered frames per second, which allows to benchmark running applications.

Properties

Property Name	Type	Description
Render Target	RenderTargetType	The render target which FPS should be monitored.
Text Style	Candera::TextRendering::Style	The Style that will be set to the Text Node.
Text Color	Candera::Color	The color to set.
Text	String	Text that TextBehavior will change the Node to. Supports formatting for one variable that corresponds to the value TextProcessValueBehavior2D receives.
Blend Type	BlendType::Enum	The blend type that will be set.

FrameCounterDisplay

The Frame Counter Display Control provides a Text Node that displays how many frames were already rendered.

Properties

Property Name	Type	Description
Render Target	RenderTargetType	The render target which FPS should be monitored.
Text Style	Candera::TextRendering::Style	The Style that will be set to the Text Node.
Text Color	Candera::Color	The color to set.

Text	String	Text that TextBehavior will change the Node to. Supports formatting for one variable that corresponds to the value TextProcessValueBehavior2D receives.
Blend Type	BlendType::Enum	The blend type that will be set.

FrameTimeDisplay

The Frame Time Display Control provides a Text Node that displays the time it takes between frames to be rendered, which allows to benchmark running applications.

Properties

Property Name	Type	Description
Render Target	RenderTargetType	The render target which FPS should be monitored.
Text Style	Candera::TextRendering::Style	The Style that will be set to the Text Node.
Text Color	Candera::Color	The color to set.
Text	String	Text that TextBehavior will change the Node to. Supports formatting for one variable that corresponds to the value TextProcessValueBehavior2D receives.
Blend Type	BlendType::Enum	The blend type that will be set.

FPSDisplay3D

The FPS Display 3D Control provides a CanvasText that displays the currently rendered frames per second, which allows to benchmark running applications. This control is available for 3D scenes.

Properties

Property Name	Type	Description
Render Target	RenderTargetType	The render target which FPS should be monitored.
Text Style	Candera::TextRendering::Style	The Style that will be set to the Text Node.
Text Color	Candera::Color	The color to set.

Text	String	Text that TextBehavior will change the Node to. Supports formatting for one variable that corresponds to the value TextProcessValueBehavior2D receives.
Blend Type	BlendType::Enum	The blend type that will be set.

FrameCounterDisplay3D

The Frame Counter Display 3D Control provides a CanvasText that displays how many frames were already rendered. This control is available for 3D scenes.

Properties

Property Name	Type	Description
Render Target	RenderTargetType	The render target which FPS should be monitored.
Text Style	Candera::TextRendering::Style	The Style that will be set to the Text Node.
Text Color	Candera::Color	The color to set.
Text	String	Text that TextBehavior will change the Node to. Supports formatting for one variable that corresponds to the value TextProcessValueBehavior2D receives.
Blend Type	BlendType::Enum	The blend type that will be set.

FrameTimeDisplay3D

The Frame Time Display 3D Control provides a CanvasText that displays the time it takes between frames to be rendered, which allows to benchmark running applications. This control is available for 3D scenes.

Properties

Property Name	Type	Description
Render Target	RenderTargetType	The render target which FPS should be monitored.
Text Style	Candera::TextRendering::Style	The Style that will be set to the Text Node.
Text Color	Candera::Color	The color to set.

Text	String	Text that TextBehavior will change the Node to. Supports formatting for one variable that corresponds to the value TextProcessValueBehavior2D receives.
Blend Type	BlendType::Enum	The blend type that will be set.

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