Frame Rate Manager

Descripción

Files: CGFFrameRateManager.cs

Path: "CGF/Systems"

Description

Manager that allows the associated Gameobject to set the application's frame rate based on the target platform.

Reference

- **Android FPS** – Target FPS for Android devices.
- **Desktop FPS** – Target FPS for desktop platforms.
- **Only In Build** – Determines whether FPS settings apply only in build mode.
- **iOS FPS** – Target FPS for iOS devices.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.