



== Overview ==

FPS-Meter (Frames Per Second) v2.0 is very simple but extremely useful component for Adobe Flash Lite v1.1, 2.0 and 2.1. It will help you in optimizing Flash Lite animations for smooth playback. I released first version of this component on [my blog](#) sometime ago.

Here you will find full source-code of this component and compiled .MXP (Adobe Extension Manager Package) file.



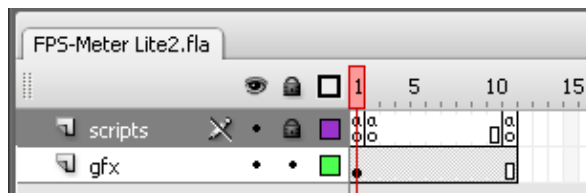
Sources

Click the filename below to download.

[Media:FPS-Meter_v2.zip](#)

The Code

- Create a MovieClip with 11 frames and make KeyFrames on frame numbers 1, 2 and 11.



- On 1st KeyFrame initialize timer variable.

```
var timer:Number = 0;
```

- On 2nd KeyFrame, calculate the FPS (Frames Per Second) value and display it.

```
txtFPS = Math.round(10 / ((getTimer() - timer) / 1000));  
timer = getTimer();
```

- On 3rd KeyFrame, make a jump to KeyFrame number 2 to make it continuous loop

```
gotoAndPlay(2);
```

End Notes

You can also use same frame-based timers for doing other tasks, such as timely updating Battery Meter, Network Signal Strength Meter or reloading data from Internet.

Source-code for Flash Lite v1.1 is also included in the download and it is done in similar manner.

I hope this little piece of code will be helpful to you in your daily Flash Lite development.

--[chall3ng3r](#) 23:59, 31 May 2007 (UTC)