

## How to monitor the display framerate

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When an animation is running on the display, the related framerate can be monitored from the [display driver](#) level thanks to the command:

```
Board $> (while true; do export fps=`cat /sys/kernel/debug/dri/0/state | grep fps -m1 | gr
```

The display framerate is then periodically output in the user console in "fps" (**f**rames **p**er **s**econd):

```
display 50fps  
display 50fps  
display 50fps
```

### Notes:

- Stop monitoring the framerate with the command "kill -9 `ps -o ppid= -C sleep`".
- Adjust the framerate update period by modifying the "sleep" value (4 seconds in the example).
- Use the command "dmesg -n8" to mix both user and kernel console outputs.
- [Debugfs](#) configuration needs to be enabled.