

Mesh Explorer Tool

Descripción

Files: [CGFMeshExplorerTool.cs](#)

Path: "CGF/Editor/Tools"

Menu: "CGF/Optimization and Analysis/Mesh Explorer"

Description

Tool that allows to custom window that show the vertexs/size info of all the objects of the scene.

Reference

- **Information**
 - **Camera Triangle Count**
 - **Camera Memory size**
 - **Camera Vertex Count**
 - **Camera Polygon Count**
 - **Total Triangle Count**
 - **Total Memory size**
 - **Total Vertex Count**
 - **Total Polygon Count**
 - **Selected Triangle Count**
 - **Selected Memory size**
 - **Selected Vertex Count**
 - **Selected Polygon Count**
- **Meshes**
 - **Filter by name** – Filter the mesh list by name.

Use

Open the tool from CGF/Optimization and Analysis/Mesh Explorer in the Unity editor. Use the controls listed in Reference to configure the window workflow.