Mesh Explorer Tool

Descripción

Files: CGFMeshExplorerTool.cs

Path: "CGF/Editor/Tools"

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

Description

Tool thats 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.