

# Editor Scripts

## Renew Mesh Renderer Editor Script

This script is provided because I found that I didn't want to soak up too much texture space with static props needing a lot of UV space in lightmaps.

My work-around is to not have the props (currently the barrel and crate) generate a second set of UVs for lightmaps. But I **DO** flag them as static and throwing shadows so that their shadows are baked into the level lightmaps. However I have found that the mesh renderer component for the props after a lightmap bake become corrupt in some way and are over-bright, ignoring normal maps etc.

My solution is to delete the corrupt mesh renderer component in the inspector and add a fresh one, then re-apply the original material. This script does that automatically (saving quite a lot of clicking if you have many props) when selected from the editor 'tools' menu.

### METHOD:

1. Make sure all your props are on a layer called 'Props'. If you don't have one just make one. I include this as a failsafe. since you don't want to do this to anything except props.
2. Select all your props that need a fresh Mesh Renderer component.
3. Choose Tools/Renew Mesh Renderer from the editor 'Tools' menu.
4. That's it! Check to see it worked.