



Mesh Together


Version - 1.0.0 Date: 27/10/2022

TABLE OF CONTENTS

Getting Help & Contact Info	1
Overview	2
Script	3
Public Properties	3
Public Method	3
Patch	4

Getting Help & Contact Info

Online Documentation

 Mesh_Together_Documentation

Please feel free to email me:

info@lkhgames.com

Or contact me through Twitter:

<https://twitter.com/LKHGames>

Overview

Mesh Together is a Mesh Combine Optimization Tool.

By reducing batches, draw calls & shadow casters.

##

The currently Released version in Asset Store is an incomplete version.

A more robust version will be released along with my upcoming nature asset, which aim to optimize massive nature environments.

##

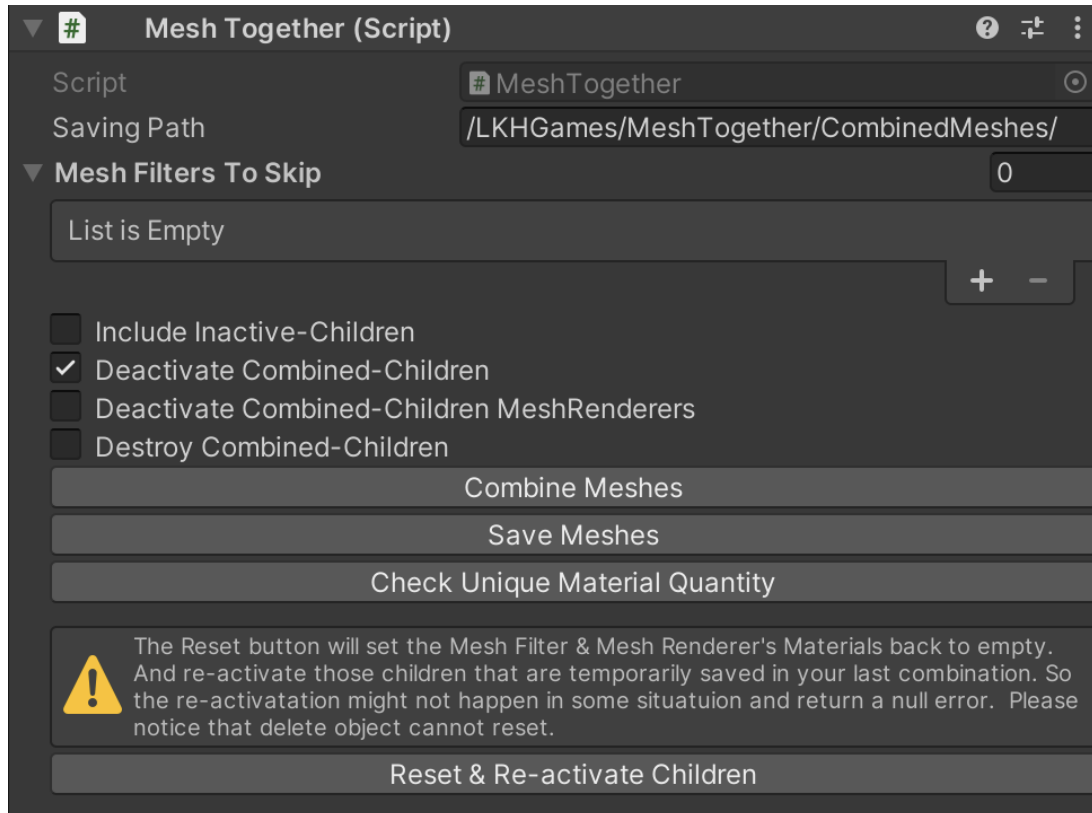
Feature:

- Lightweight
- Simple to use

Cons:

- Slightly increase the poly count of combined object when casting shadows

Script



Public Properties

bool - includeInactiveChildren
bool - deactivateCombinedChildren
bool - deactivateCombinedChildrenMeshRenderers
bool - destroyCombinedChildren

Public Method

CombineFunction()
SaveMeshToAsset()
CheckUniqueMaterial()
ResetToEmpty()

👉 Call these methods via your own script.

Tips: ✓ deactivateCombinedChildrenMeshRenderers Only to keep all colliders in realtime.

Patch

v0.3.4 - Release patch

