Ideas:

- Ensure the UI is only rendered as necessary
- Optimize the way the GUI is rendered
- Built-in event system causes UI to be refreshed every time a new camera position is reported
- **The Deep End:**
    - Write a Unity plugin providing an alternate (configurable) event system
    - Modify or hook into the render pipeline to make it more Vulkan-friendly
    - Figure out how to patch that into an already compiled game

Problems:

- HARMONY PATCHES MY BELOATHED
- WHY DOES PROTON MAKE IT CRASH ITS SUPPOSED TO DO THE OPPOSITE OF THAT
- Not completely breaking something on accident
    - I've somehow made any player-built building outside of the Structure tab refuse to render. The graphic data is there it just won't actually display it.
- New update takes all of my work to Room 101
- **The Deep End:**
    - Something that invasive might be against Unity TOS
    - Steam workshop might not be able to be supported

Things I need:

- Enough stimulants to keep me sane
- Visual studio (C code)
- Whatever version of Unity Rimworld uses
- Knowledge of C++ if I want to edit Unity itself
- An NVMe drive so I don't die of old age from the load times
- GitHub repo for source control and file backup
- More free time than a college student has