

RACE TRACK GENERATOR



Optimization for Mobile

You can get 30 Draw Calls average if you disable shadows and the "Camera-BigScreens" object in the hierarchy

To get the best performance on mobile devices, especially Low-End, you can:

A) Disable "Big Screens"

The use of the Big Screens requires an additional camera in the game. An additional camera means more draw calls.

On low-end mobile devices it is recommended to disable "Camera-BigScreens" in the hierarchy

Camera-BigScreens ON



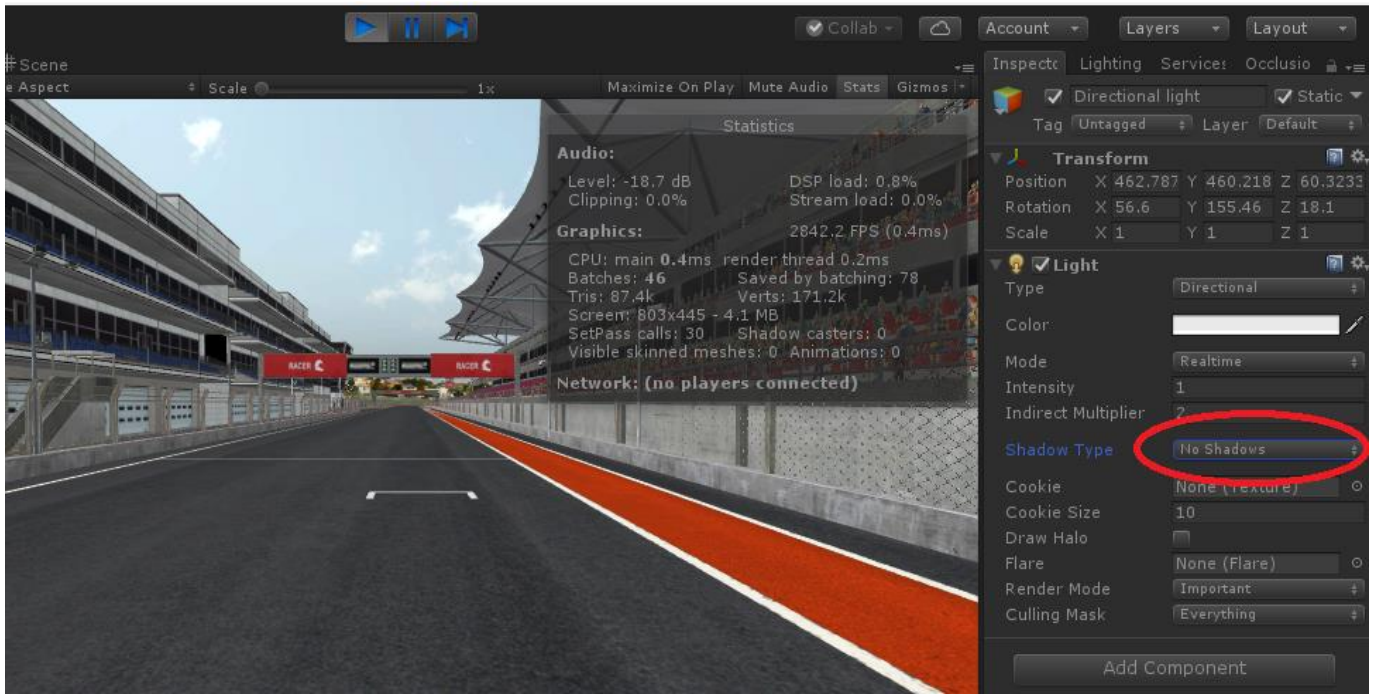
Camera-BigScreens OFF



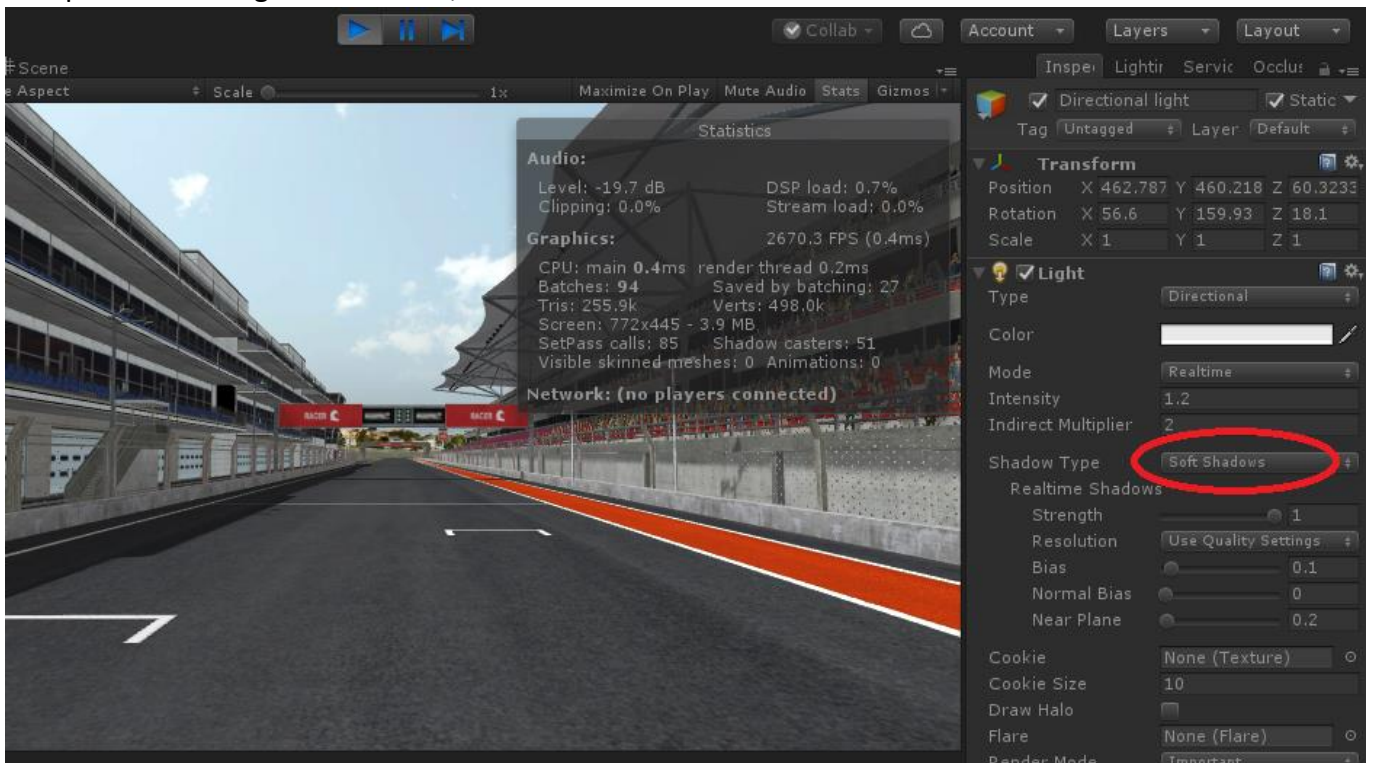
B) Baked lighting or disable Shadows

Real-time shadows cause an increase in the count of triangles and Draw Calls

See an image of the scene, with shadows off:



Compare to an image of the scene, with shadows on:

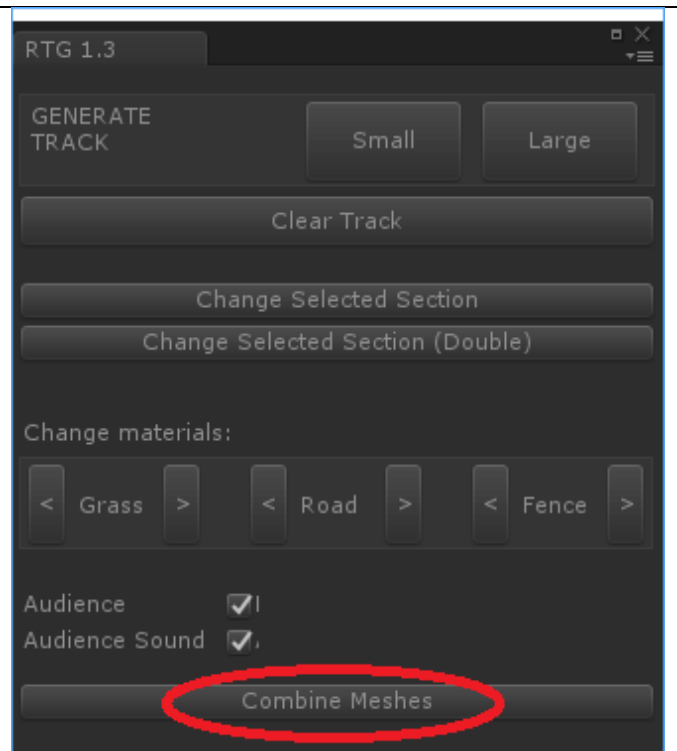


C) Mesh Combine

RTG now includes Mesh Combine

When the race track is ready, use the Combine mesh to decrease the Draw Calls

The resultant meshes will be ready with lightmaps



D) The Folder named "AutoDisabledOnMobile"

Trees, Grandstands, buildings, light poles, posters, and other items are placed in folders named "Objects". Inside the "Objects", make a folder named "AutoDisabledOnMobile". All objects that are placed in the "AutoDisabledOnMobile" folder will not exist on Android or iOS at run time. Place in the "AutoDisabledOnMobile" folder objects that you want to exist in Desktop, but not in mobile.

See video tutorials at: <http://masterpixel3d.com>