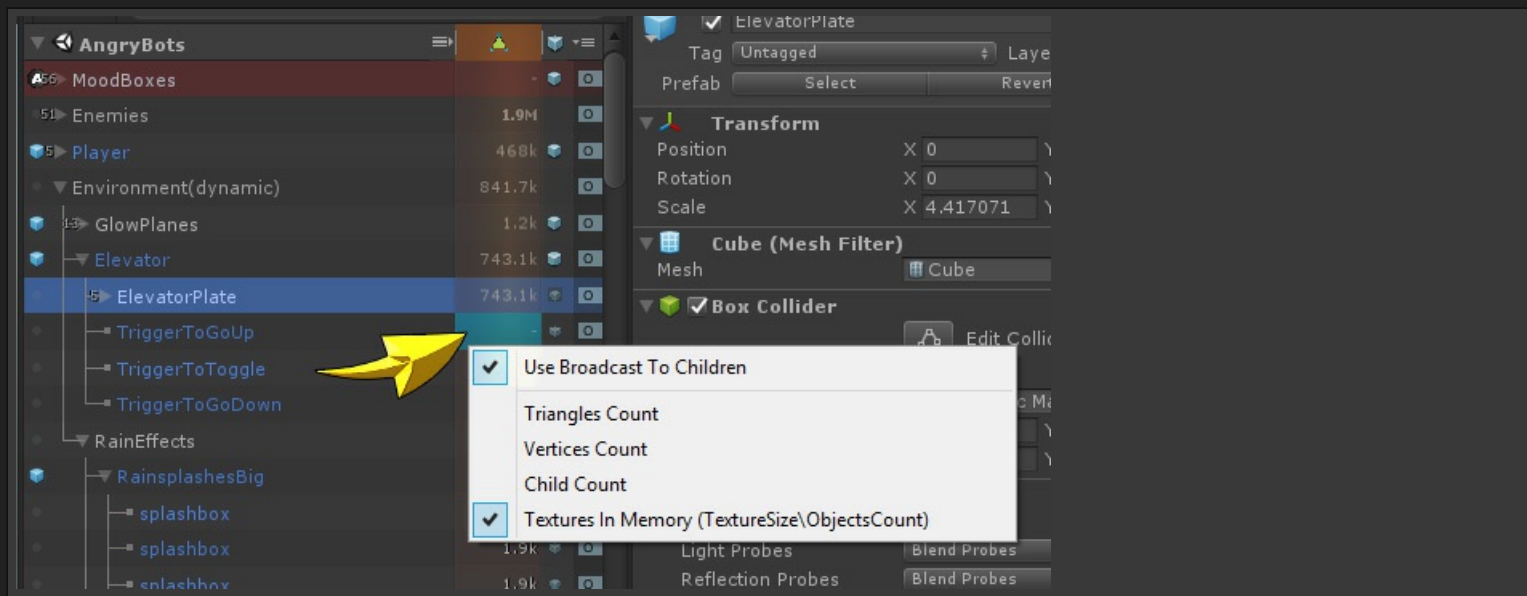This module will help you control your resources in the scene.

To change the information display, left-click on the field.

The main purpose of the module is to track the number polygons, but you can also track the memory that occupies textures or display the number of "children" using a recursive analysis.

Use Broadcast To Children	Toggle changes the way of analysis of objects - If Broadcast is off, the fields display information that relates only to the current object; - If Broadcast is on, each object gets its own data array containing information about all children objects enclosed in it. Not to slow down the workflow, the analysis takes place in the background. The performance of the analysis can be changed in settings (10% -90%) During the analysis, the fields are displayed as '...'
Triangles Count	The number of polygons on 3D models
Vertices Count	The number of vertices (vertices that have slice on UV wrap or different smooth groups are duplicated)
Child Count	The number of children for each object
Texture In Memory	In the normal mode, it displays the amount of memory occupied by the textures assigned to the object. In the Broadcast mode, it takes into account the distribution of textures between objects. If, for example, one texture is assigned to several objects, then the value divided by object count with same texture will be displayed, while all the parent objects will receive the values of their children. This way you can identify the irrational use of some textures.

If the object does not have a value, the field will be displayed as '-'.

If you work with sprites, you need to specify an atlas for the texture and assign it. Otherwise, you will see a red exclamation mark.
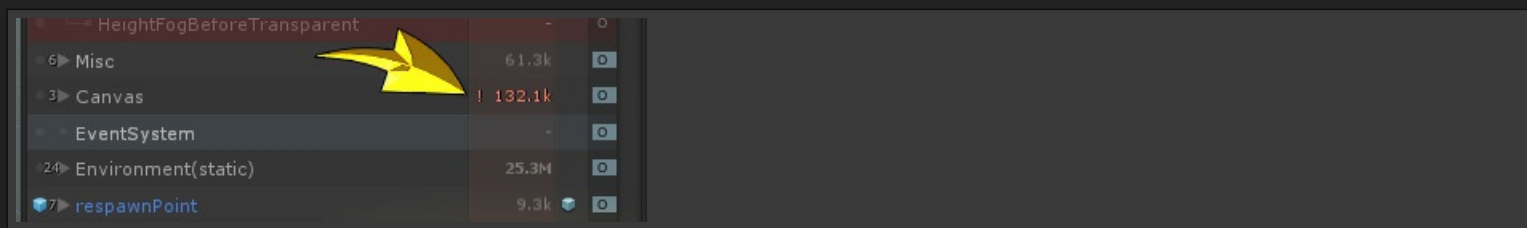
When you assign the atlas, the field will get a normal color, and the exclamation mark will be replaced by the 'A' letter.

To search for all memory values which are in the current scene, right-click on the name of the module or the empty field of the memory module.