

# Robust Mesh Combiner

## Documentation

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## **Introduction:**

This is a Mesh Combination Tool. The goal is to easily and effectively create a new Mesh out of a number of separate meshes.

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## Technical details

- Easy to use. Just assign the objects you want to combine and with a click of a button you are done.
- **Supports all unity render pipelines and all unity versions.**
- **Supports mesh with multiple sub meshes and multiple materials!.**
- Has two different scripts to offer a variety of choices on how you want to assign your meshes. In the first script you assign directly the objects you want combined. In the second script you simply assign the parent of the objects you want to combine.
- It is very easy to expand upon, in order to mass combine your meshes with a bit of code tinkering.

## Instructions

### Use case 1:

In this case the script that will be used is the ManualMeshCombiner.cs. To work you simply need to assign the objects you wish to combine and click on the button.

**Step 1)** Create an empty Game Object in your scene. [Image 1]

**Step 2)** Add the ManualMeshCombiner.cs to the empty Game Object you created. [Image 1]

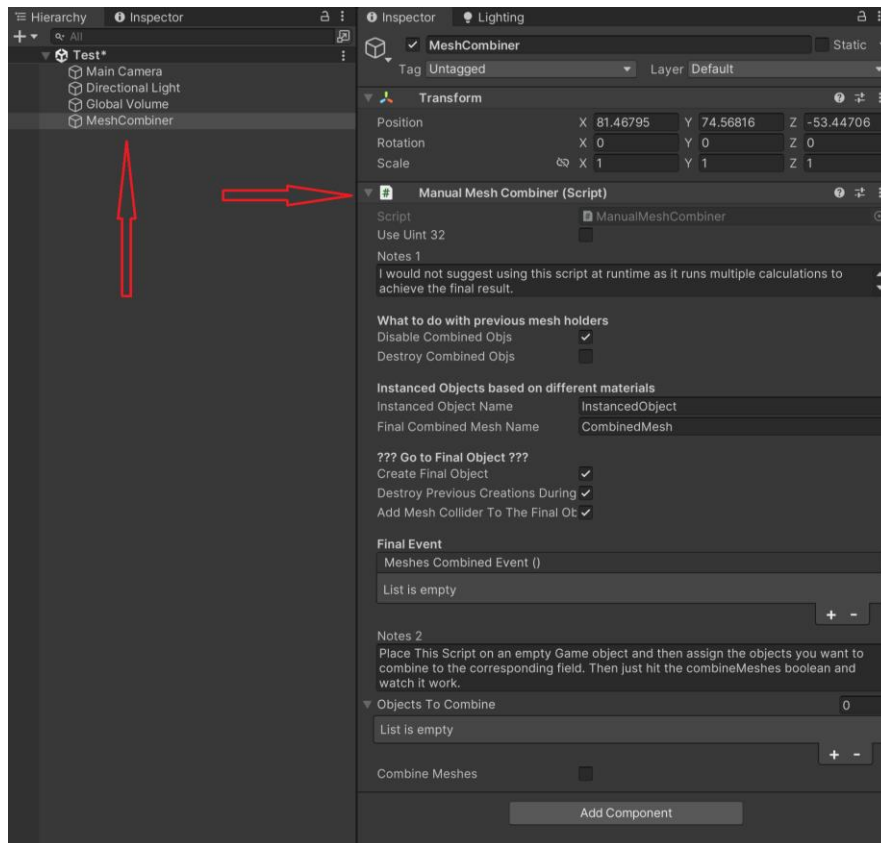


Image 1

**Step 3)** Assign the Game Objects you want to combine to the Objects To Combine List. (Note: the objects must have a material, and the default material does not count) [Image 2]

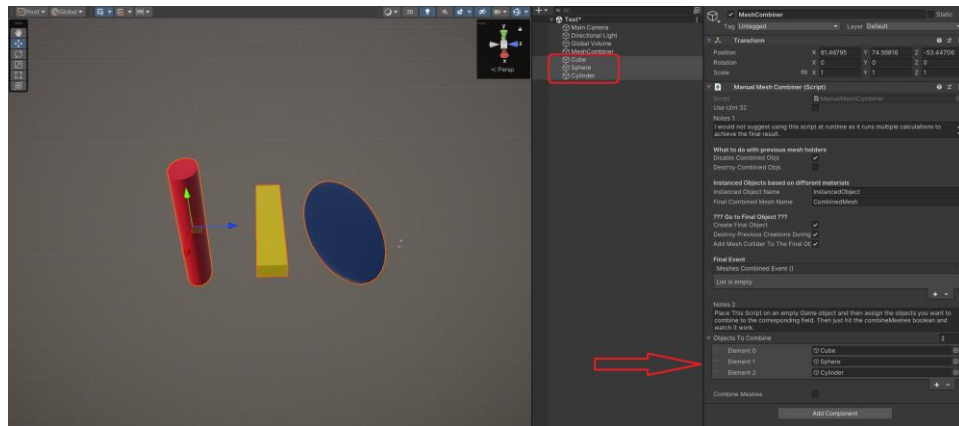


Image 2

**Step 4)** Simply click on the Combine Meshes box. [Image 3]

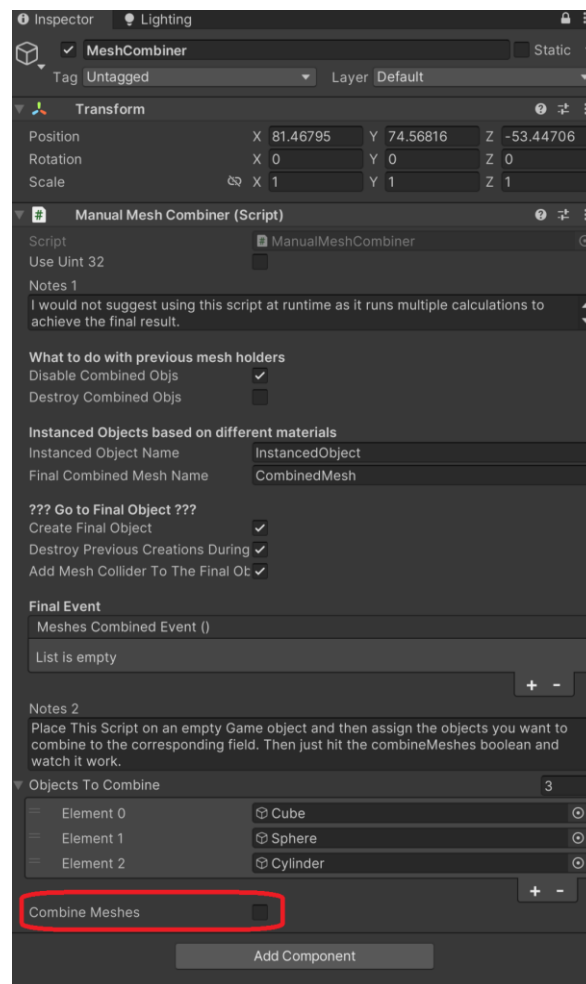


Image 3

**And... Done.** Now in your scene view there should be a Game Object with the combined meshes.

For the rest of the options provided in the inspector, the names are self-implying but you can also hover each option to see a detailed tooltip about that option's functionality

### Use case 2:

In this case the script that will be used is the ManualMeshCombiner\_Alternate\_1.cs. To work you simply need to assign the parent of the objects you wish to combine and click on the button.

**Step 1)** Create an empty Game Object in your scene. [Image 1]

**Step 2)** Add the ManualMeshCombiner\_Alternate\_1.cs to the empty Game Object you created.[Image 4]

**Step 3)** Assign the parent of the Game Objects you want to combine to the Objects To Combine Parent field. [Image 4]

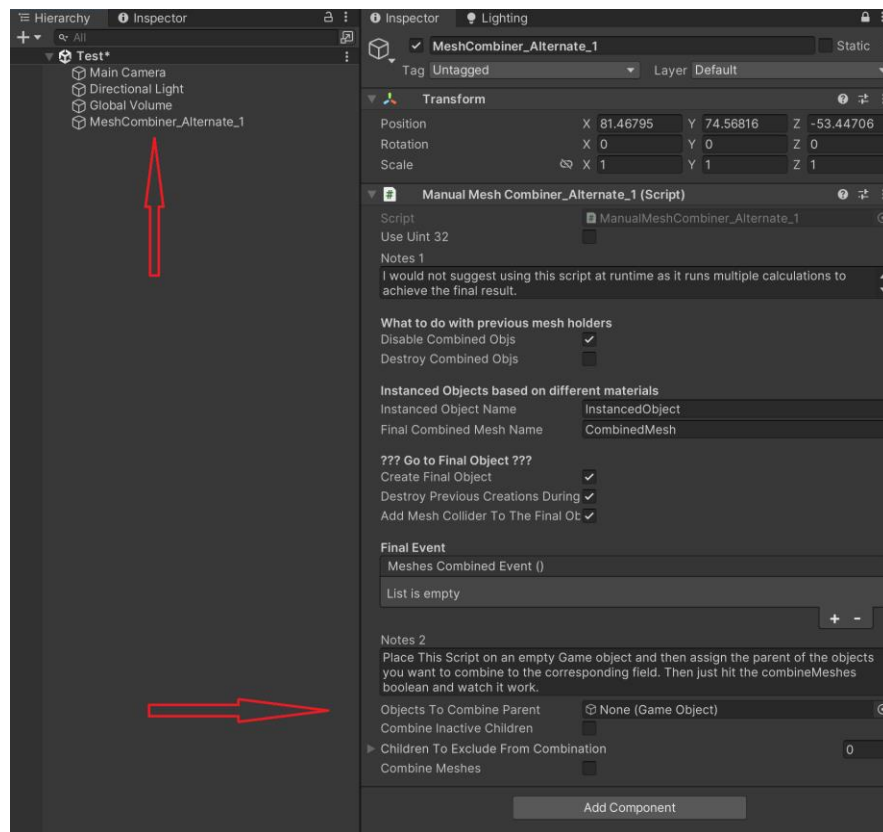


Image 4

**Step 4)** Simply click on the Combine Meshes box. [Image 5]

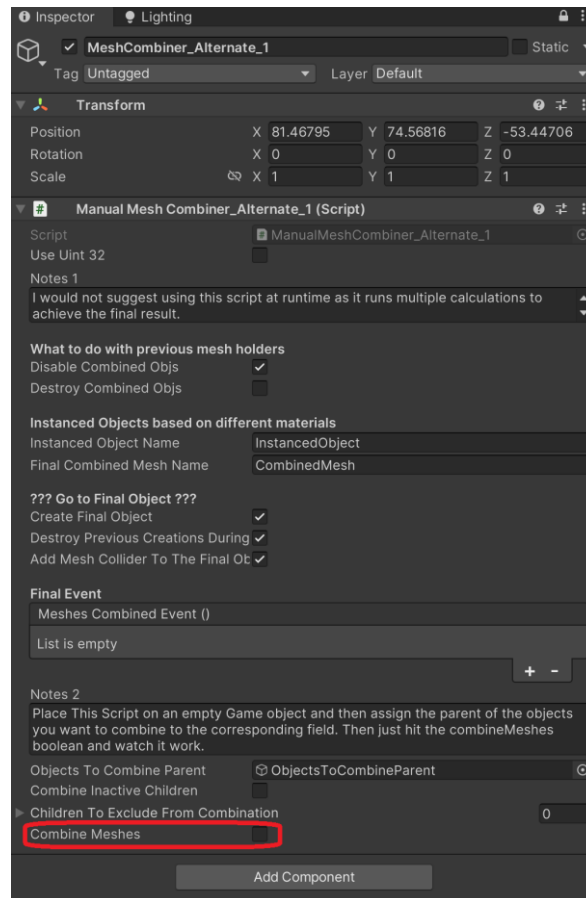


Image 5

**And... Done.** Now in your scene view there should be a Game Object with the combined meshes.

For the rest of the options provided in the inspector, the names are self-implying but you can also hover each option to see a detailed tooltip about that option's functionality