Mesh Wireframe Renderer

Static mesh wireframe renderer. Supprots wireframe material selection.

StaticWireframeRenderer is main MonoBehaviour containing 4 methods.

InitializeOnDemand

Used to create and setup data to render - grab and catch all triangles

OnPreRender and OnPostRender

following http://docs.unity3d.com/ScriptReference/GL-wireframe.html

OnRenderObject

Main rendering method.