P3dPixelCounter

This component will total up all RGBA channels in the specified texture every time it detects a texture update.

paintableTexture

This is the paintable texture whose pixels we will count.

downsampleSteps

Counting all the pixels of a texture can be slow, so you can pick how many times the texture is downsampled before it gets counted. One downsample = half width & height or 1/4 of the pixels. NOTE: The pixel totals will be multiplied to account for this downsampling.

threshold

The RGBA value must be higher than this for it to be counted.