

# Polygon Counter operating manual

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# Change tracker

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## 1.0.0.0

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- First release

## Introduction

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Developing good performing games, especially on mobile, can be though. Sometimes you have shader problems, other times things aren't just batching as expected. But sometimes, it's the little things, like polygons! Sometimes the polygon count just rises and rises, without you knowing it.

Polygon counter will help you keep an eye on things.

## Installation

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The provided DLL file should be placed in the Unity "Editor" folder. When Unity has loaded the file, a new menu item will appear in the "Tools" menu with the title "Polygon Counter".

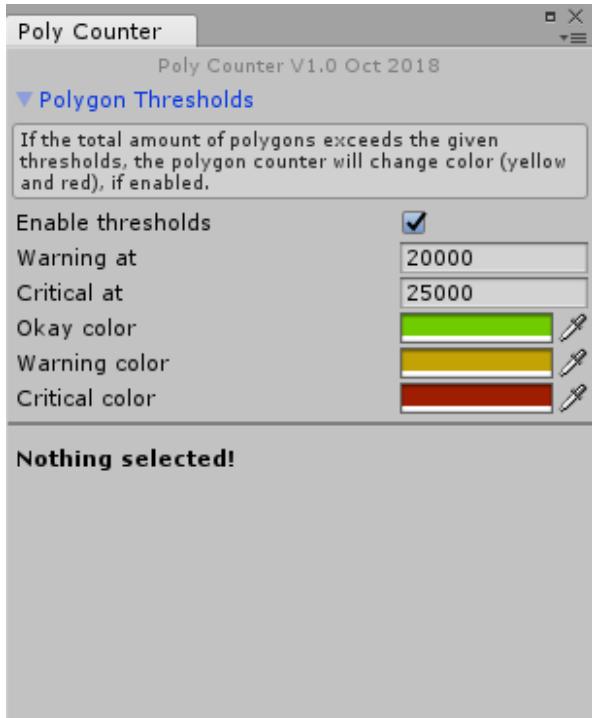
## How to use it?

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The interface for Polygon Counter (PC) is straight forward. Press the "Polygon Thresholds" to setup your polygon warnings.

### Thresholds

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Enabling thresholds will color the polygon count text the selected color, or rather the background of the text, whenever the polygon count exceeds the threshold.

Feel free to find some colors that match your taste!

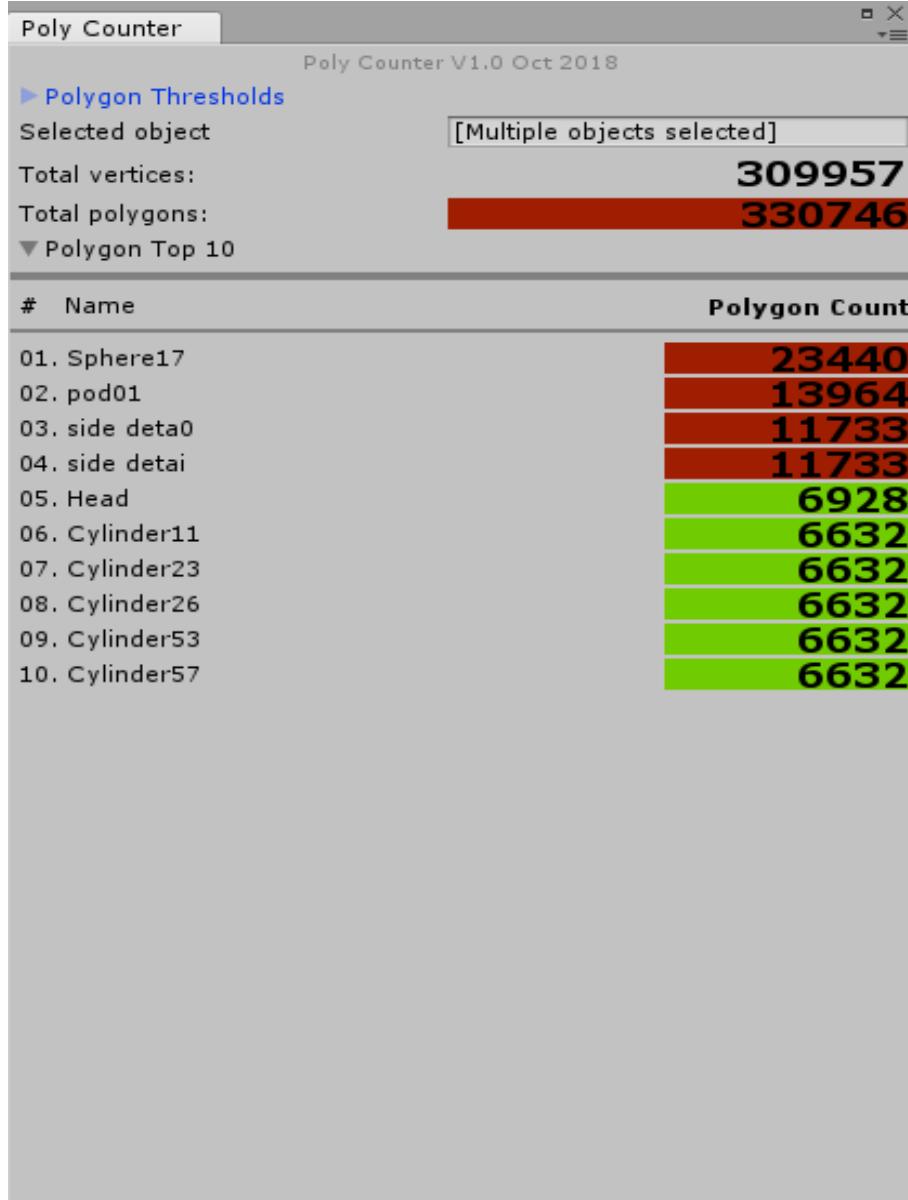
If you disable the thresholds, the polygon count will still show up, just without the colors.

## Polygon Top 10

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Polygon Counter builds a top 10 list of all the processed Game Objects and sorts them with the Game Object with the highest polygon count on top.

This list is only available you if click on the “Polygon Top 10” label, highlighted with blue here.



## Window placement

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The polygon count window can be docked just like regular Unity windows – or keep it floating. I personally keep it at the top left corner, above the Hierarchy.