MC Mesh Combiner

The mesh combiner is a core component that should be used on the parent element whose child meshes you want to combine.

Configuration

On Updated

Callback that will be called after each baking.

Keys

This is a set of keywords used to determine which meshes are accepted by the **MC Combinable** component. The component will accept a mesh if the keyword set is empty or if the mesh contains the combinable key.

> Note: If you have a parent object with multiple combiners, only the first matching combiner (from top to bottom) will be used. This means that if first combiner doesn't have any keys specified, then only that component will be used.

Max Build Time

The baking process aims to limit the amount of time taken per frame. You can adjust this value to reduce lag during baking or increase it to speed up the baking process.

> Please note that currently, this setting only affects the preparation steps and does not apply to the mesh combining itself. As a result, when dealing with large meshes, you may still experience some temporary freezes. To mitigate this, it is advisable to use multiple combiners: one for dynamically added objects and another for static ones, or you can use **MC Chunk Combiner**.

Render Types

The "Render Types" setting defines which renderers can utilize the combiner, specifically the Skinned Mesh Renderer or the Mesh Renderer.

By default, the combiner will automatically select the best renderer based on certain criteria.

- If `Is Static` property is set to true, the combiner will prioritize `Skinned Mesh Renderer`.
- If `Is Static` property is set to false, the combiner will prioritize `Mesh Renderer`.

If preferred renderer is disabled, the combiner will fall back to the second available renderer. This allows you to force the rendering of animated combinables as a static mesh or static meshes as an animated mesh (in some cases it can reduce draw calls a little, but note that each static mesh will have it's own bone).

> It is important to note that if you enable both options, you may end up with at least two different renderers, which will increase the number of draw calls compared to using the Skinned Mesh Renderer only mode.

Bake Materials

The "Bake Materials" feature is an experimental option in the baker that allows the combination of materials into a single material. Currently, this feature only works with materials that do not have textures and use URP `lit` or `simple lit` shaders. Please see **Bake Materials** for more details.

Bake Mesh

You have the option to bake a mesh directly from the editor. This allows you to prebake large static objects, resulting in smoother runtime performance without any startup lags. By baking the mesh, you can optimize its rendering and avoid the need for real-time calculations during runtime.

You can also prebake prefabs and configure the baked mesh as **MC Combinable**. This is recommended if you have prefabs that contain numerous smaller meshes. By prebaking the prefabs and setting the baked mesh as **MC Combinable**, you can optimize performance and reduce overhead, particularly when dealing with a large number of individual meshes. This

approach allows for more efficient rendering and improved runtime performance.