

1. Way to use

- 1.1. Attach the MeshMerger component to any GameObject on scene.
- 1.2. In the MergeObjects array, set the object or objects to be merged. (You can set the parent object, since the script reads the object itself and its children, it also automatically checks for the MeshFilter component on the objects).
- 1.3. Set in the MeshPivot field an object that will be the center of the generated mesh.
- 1.4. If you want to save the mesh as an asset, check the SaveMesh box, enter the name of the object and write the path to the file. (If the folder is not found it will be generated automatically).
- 1.5. Click on button “Merge”.

Contact with me:

razrobs@yandex.ru

razrobs.assets@gmail.com