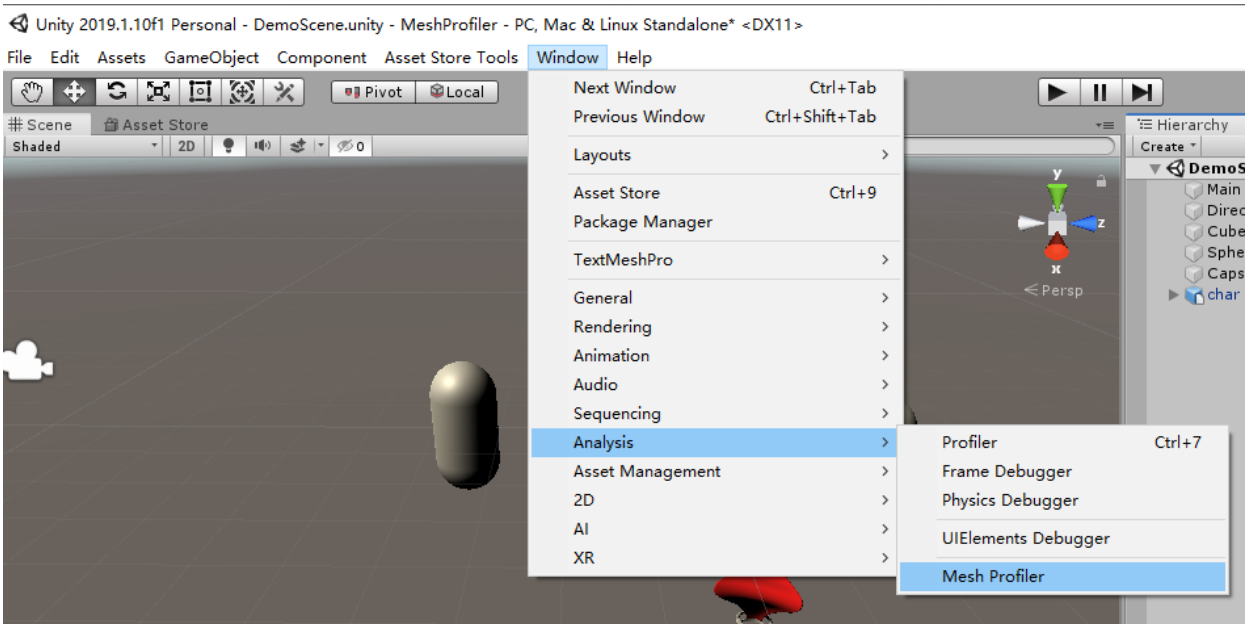
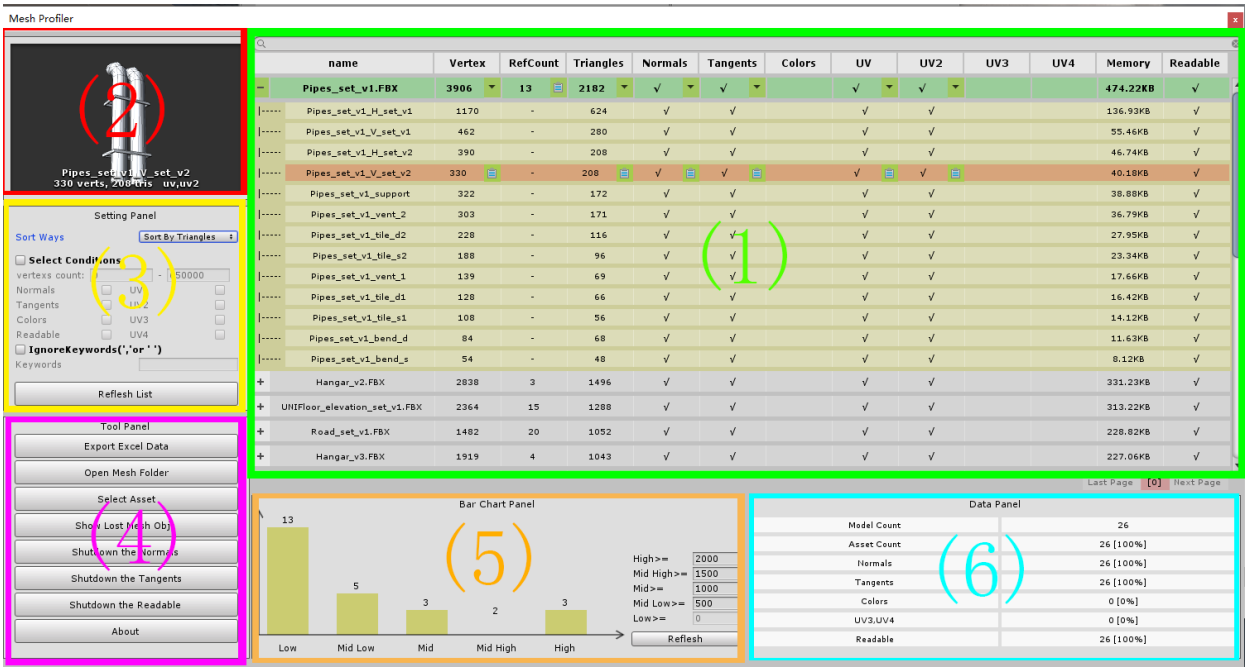
Read Me

1.Path：

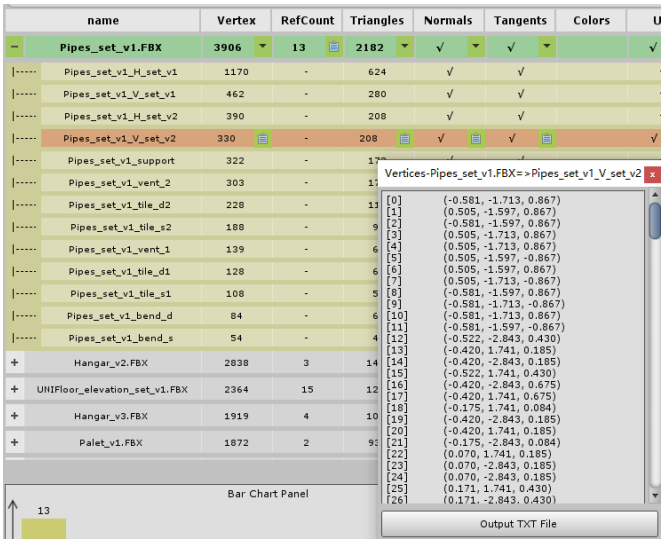
window->Analysis->Mesh Profiler.



2.Module introduction

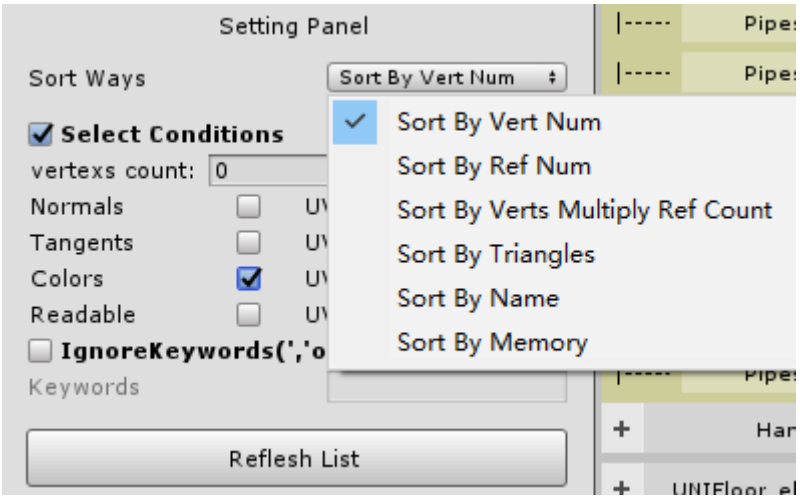


（1）Information list box: the active model file in the scene is displayed in the list box, through which you can view Mesh information, such as Vertex coordinates or UV information.

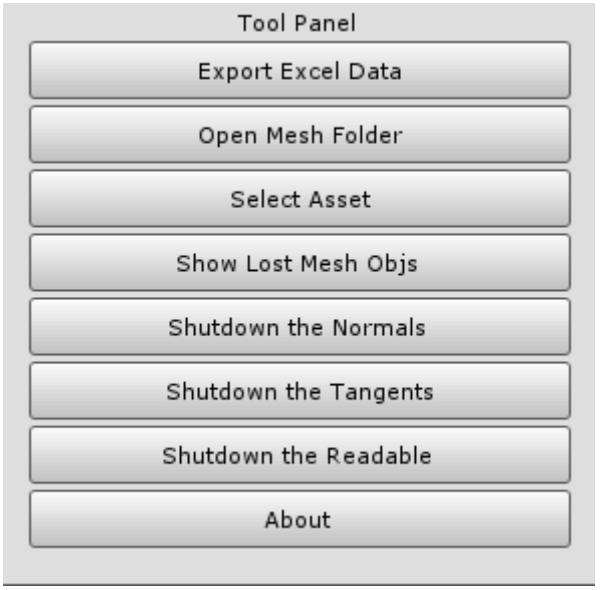


（2）Preview box: displays a preview of the currently selected model and adjusts the angle of view.

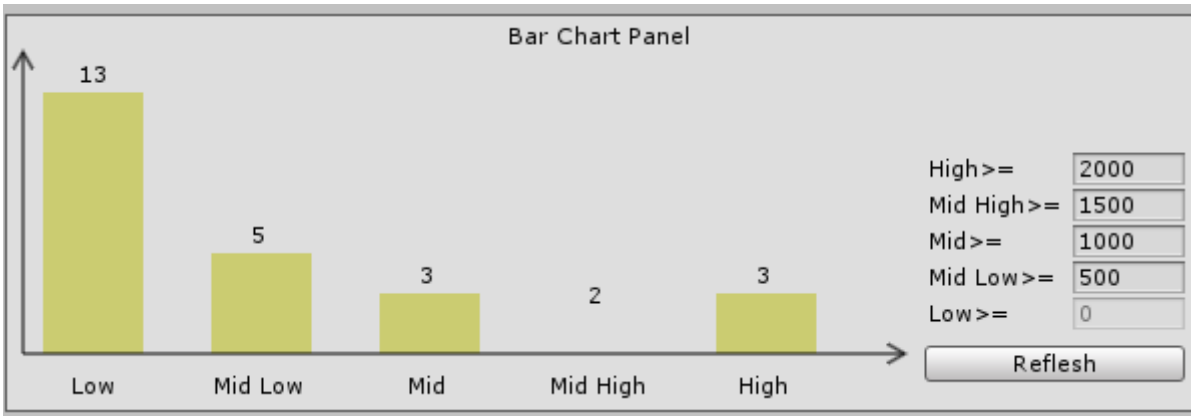
（3）Setting Panel: the list sorting method can be set, the target model with a certain attribute can be filtered, and the keyword filtering function can be provided at the same time.



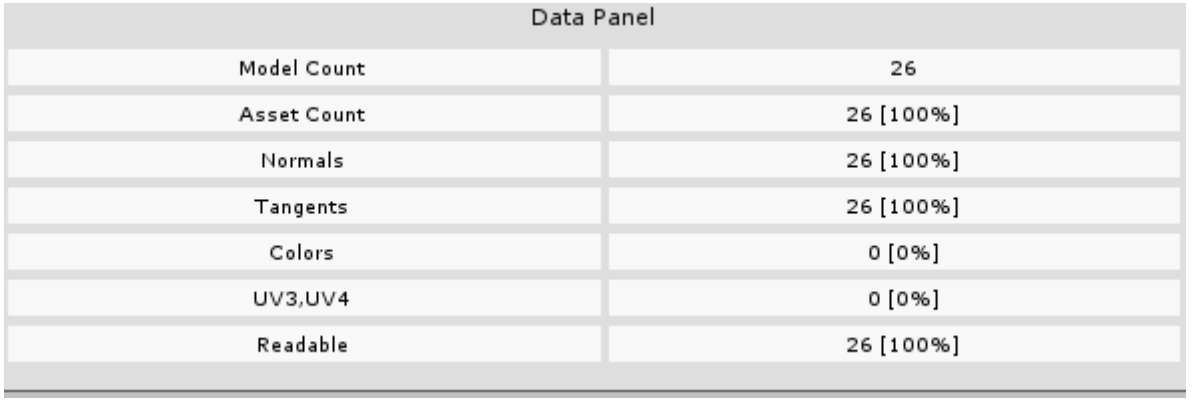
（4）Tool Panel: provides several commonly used tools, such as exporting Excel tables, opening model file directories, controlling model properties and so on.



(5) Bar Chart Panel: you can set the corresponding threshold of the number of nodes of the model for data analysis, change the threshold and click Reflesh to refresh.



(6) Data Panel: statistics of the model data and display on the panel.



This is a brief introduction, and now you can start using this tool to evaluate the performance of the scene model.

About:

MeshProfilter 1.1- made by unseenstone;
Mesh Profiler is a tool for optimizing mesh performance, which makes it easier for developers to optimize the model.If you find the bug, Please send it and example demo to unseenstone@outlook.com