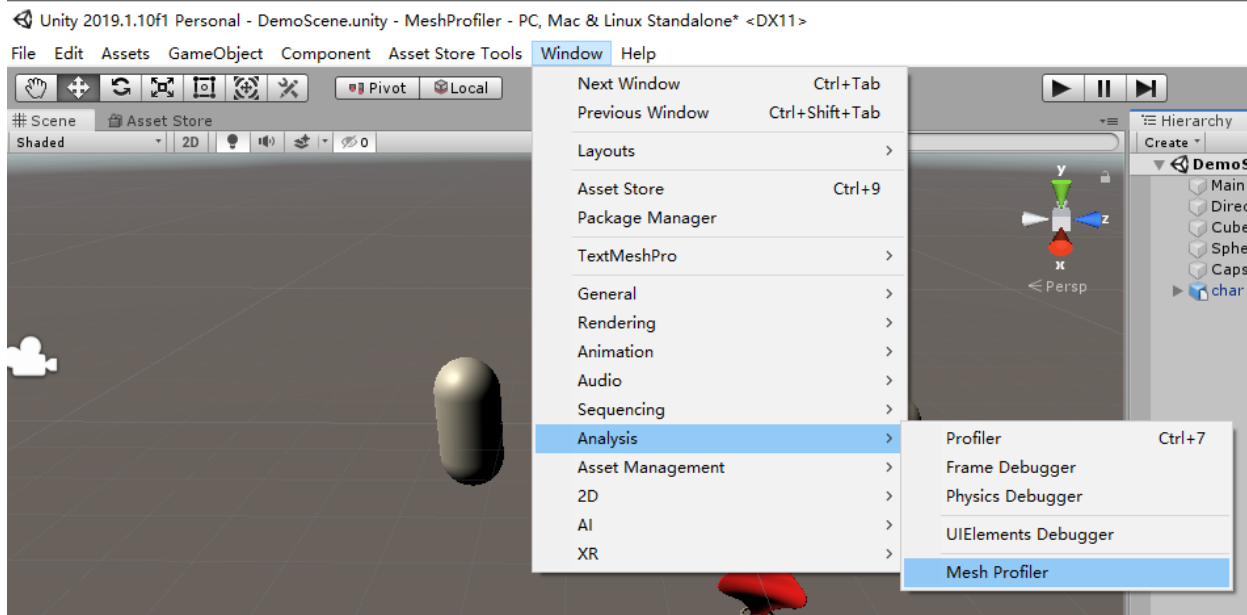


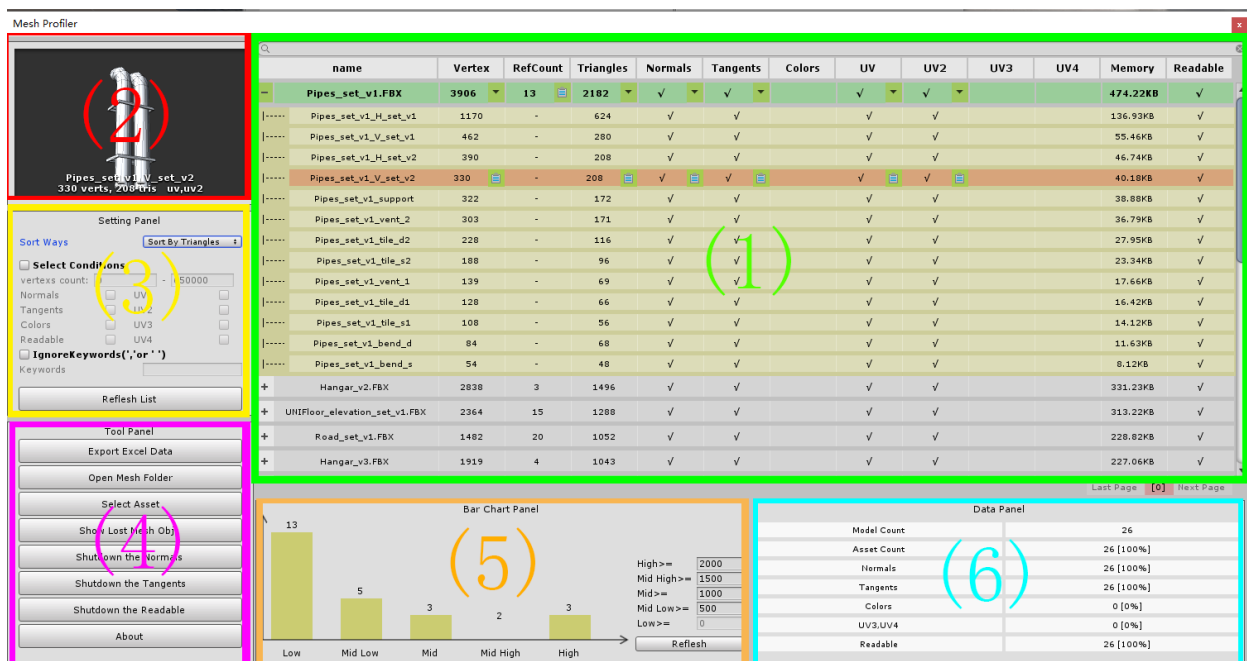
Read Me

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.

name	Vertex	RefCount	Triangles	Normals	Tangents	Colors	U
Pipes_set_v1.FBX	3906	13	2182	✓	✓	✓	✓
Pipes_set_v1_H_set_v1	1170	-	624	✓	✓		
Pipes_set_v1_V_set_v1	462	-	280	✓	✓		
Pipes_set_v1_H_set_v2	390	-	208	✓	✓		
Pipes_set_v1_V_set_v2	330	-	208	✓	✓	✓	✓
Pipes_set_v1_support	322	-	176				
Pipes_set_v1_vent_2	303	-	176				
Pipes_set_v1_tile_d2	228	-	112				
Pipes_set_v1_tile_s2	188	-	96				
Pipes_set_v1_vent_1	139	-	64				
Pipes_set_v1_tile_d1	128	-	64				
Pipes_set_v1_tile_s1	108	-	56				
Pipes_set_v1_bend_d	84	-	48				
Pipes_set_v1_bend_s	54	-	28				
Hangar_v2.FBX	2838	3	1418				
UHIFloor_elevation_set_v1.FBX	2364	15	1212				
Hangar_v3.FBX	1919	4	1010				
Palet_v1.FBX	1872	2	936				

Vertices-Pipes_set_v1.FBX->Pipes_set_v1_V_set_v2

[0] (-0.581, -1.713, 0.867)

[1] (0.505, -1.597, 0.867)

[2] (-0.581, -1.597, 0.867)

[3] (0.505, -1.713, 0.867)

[4] (0.505, -1.713, 0.867)

[5] (0.505, -1.597, -0.867)

[6] (0.505, -1.597, 0.867)

[7] (0.505, -1.713, -0.867)

[8] (-0.581, -1.597, -0.867)

[9] (-0.581, -1.713, -0.867)

[10] (-0.581, -1.713, 0.867)

[11] (-0.581, -1.597, 0.867)

[12] (-0.522, -2.843, 0.430)

[13] (-0.420, 1.741, 0.185)

[14] (-0.420, -2.843, 0.185)

[15] (-0.522, 1.741, 0.430)

[16] (-0.420, -2.843, 0.675)

[17] (-0.420, 1.741, 0.675)

[18] (-0.175, 1.741, 0.084)

[19] (-0.420, -2.843, 0.185)

[20] (-0.420, 1.741, 0.185)

[21] (-0.175, -2.843, 0.084)

[22] (0.070, 1.741, 0.185)

[23] (0.070, -2.843, 0.185)

[24] (0.070, -2.843, 0.185)

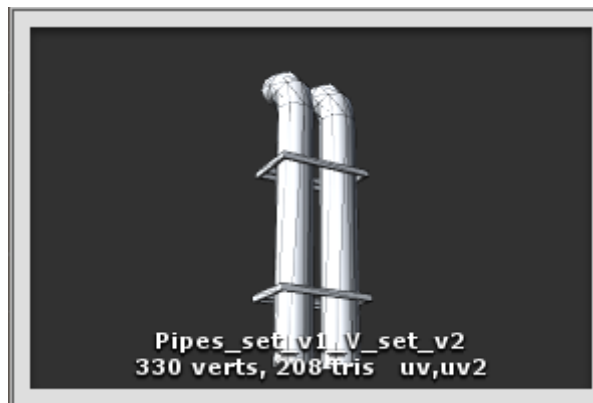
[25] (0.171, 1.741, 0.430)

[26] (0.171, -2.843, 0.430)

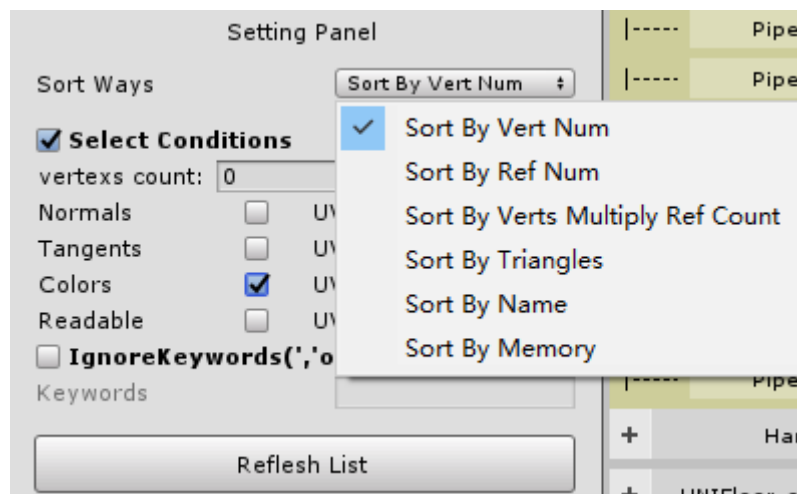
Bar Chart Panel

Output TXT File

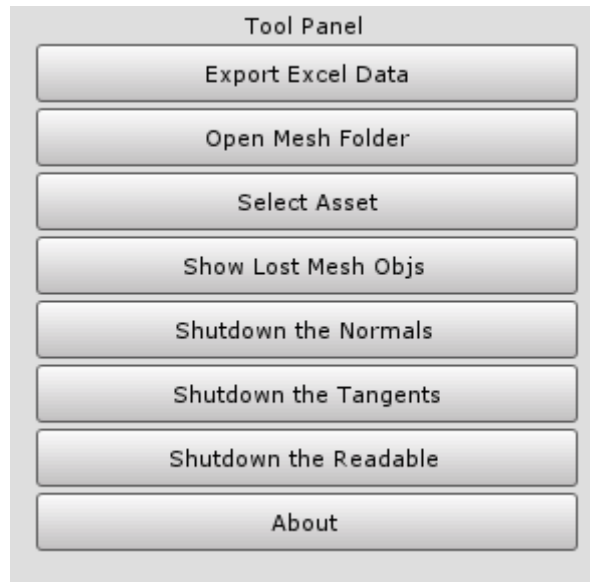
(2) Preview box: displays a preview of the currently selected model and adjusts the angle of view.



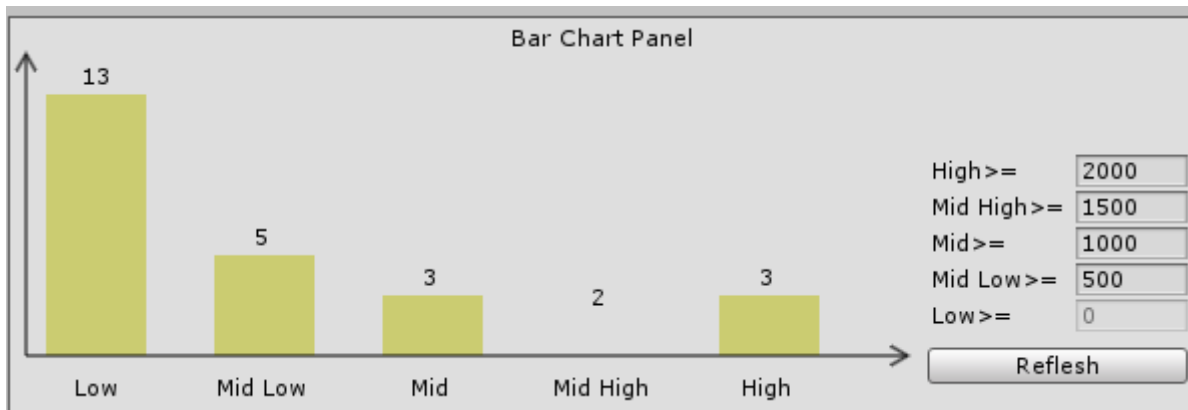
(3) Setting Panel: the list sorting method can be set, the target model with a certain attribute can be filtered, and the keyword filtering function can be provided at the same time.



(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 Refresh to refresh.



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

Data Panel	
Model Count	26
Asset Count	26 [100%]
Normals	26 [100%]
Tangents	26 [100%]
Colors	0 [0%]
UV3,UV4	0 [0%]
Readable	26 [100%]

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

About:

MeshProfiler 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