

```
Unity Explorer
Assembly-CSharp
SimpleMesh.cs
public class SimpleMesh : MonoBehaviour
{
    [Range(3, 255)]
    public int N = 8;
    public float Radius = 1.0f;

    private float TAU = 2 * Mathf.PI;

    private void GenerateMesh()
    {
        Mesh mesh = new Mesh();
        // Circular Mesh
        List<Vector3> verts = new List<Vector3>();
        Vector3 v = Vector3.up * Radius;
        // Add the center point of the "circle"
        verts.Add(v); // Add the first (zeroeth) vertex, which is just upwards
        for (int i = 0; i < N; i++)
        {
            float theta = TAU * i / N; // angle of current iteration
            Debug.Log("Angle: " + theta + ", which in deg is: " + 360f * theta / TAU);
            Vector3 v = new Vector3(Mathf.Cos(theta), Mathf.Sin(theta), 0);
            verts.Add(v * Radius);
        }
        mesh.SetVertices(verts);
        List<int> tri_indices = new List<int>();
        for (int i = 1; i < N; i++)
        {
            tri_indices.Add(0);
            tri_indices.Add(i);
            tri_indices.Add(i + 1);
        }
        tri_indices.Add(0);
        tri_indices.Add(N);
        tri_indices.Add(1);
        mesh.SetTriangles(tri_indices, 0);
        mesh.RecalculateNormals();

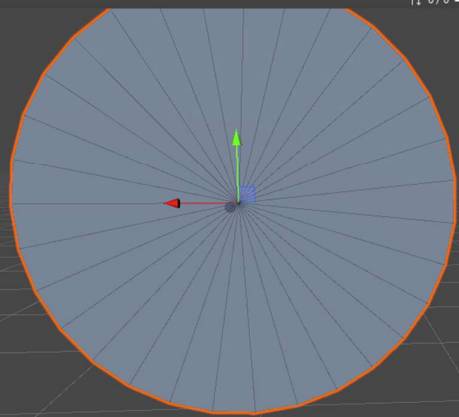
        GetComponent<MeshFilter>().sharedMesh = mesh;

        /*
        Vector3[] verts = {
            new Vector3(-1f, 1f, 0f),
            new Vector3(1f, 1f, 0f),
            new Vector3(-1f, -1f, 0f),
            new Vector3(1f, -1f, 0f),
        };
        int[] tri_indices = {
            2, 1, 0,
            2, 3, 1
        };
        mesh.vertices = verts;
        mesh.SetTriangles(tri_indices, 0);
        mesh.RecalculateNormals();
        GetComponent<MeshFilter>().sharedMesh = mesh;
        */
    }

    void Start()
    {
        GenerateMesh();
    }

    private void OnValidate()
    {
        GenerateMesh();
    }
}

Output
No issues found
```



Inspector

MeshGenerator

Tag Untagged Layer Default

Transform

Position X -0.901 Y 0.9358 Z 1.9025

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Simple Mesh (Script)

Script SimpleMesh

N 31

Radius 1

(Mesh Filter)

Mesh

Mesh Renderer

Materials 1

Element 0 Default-Material

Lighting

Probes

Additional Settings

Motion Vectors Per Object Motion

Dynamic Occlusion

Default-Material (Material)

Shader Standard

Add Component

Project Console

Clear Collapse Error Pause Editor

[15:18:35] Angle: 5.675135, which in deg is: 325.1613
UnityEngine.Debug.Log (object)

[15:18:35] Angle: 5.877819, which in deg is: 336.7742
UnityEngine.Debug.Log (object)

[15:18:35] Angle: 6.080502, which in deg is: 348.3871
UnityEngine.Debug.Log (object)

[15:18:35] SendMessage cannot be called during Awake, CheckConsistency, or OnValidate (MeshGenerator: OnMeshFilterChanged)
UnityEngine.StackTraceUtility.ExtractStackTrace ()

SendMessage cannot be called during Awake, CheckConsistency, or OnValidate (MeshGenerator: OnMeshFilterChanged)