1.

插件安装好后，点击上方这里
After Install the plugin， Click here.
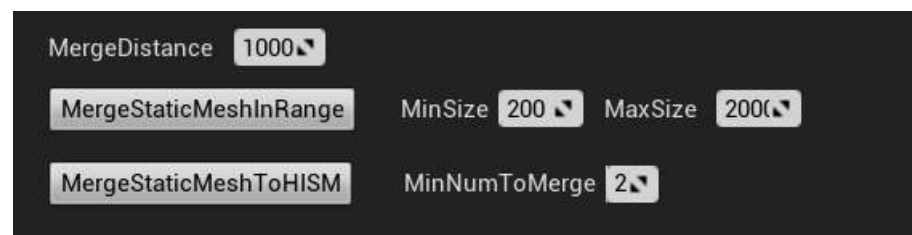

2.

[MergeSelectedToStaticMesh]

可以将选中的 SkeletalMesh， SplineMesh, 蓝图， Landscape 等合并成一个 StaticMesh
Merge seleceted SkeletalMeshes, SplineMeshes, Blueprints that contain staticmesh or Landscape etc to one staticmesh.

[Convert XXX to StaticMesh]

可以将所有选中的单独转换成 StaticMesh
Convert all the selected to staticmesh, one by one.

## [MergeStaticMeshInRange]

将地图中所有的 StaticMesh 按照 MergeDistance 作为距离分别合并，只会合并 MinSize-MaxSize 大小的 StaticMesh
Merge all staticmeshes in the map by MergeDistance，that means the two staticmeshes between distance less than MergeDistance will be merged as one group. This only merge size between MinSize-MaxSize.

[MergeStaticMeshToHISM]

将地图中所有的 StaticMesh 按照 MergeDistance 作为距离合并成 HierarchicalInstancedStaticMesh，只有模型和材质一样的 StaticMesh 才会被合并，但是如果相同的数量少于 MinNumToMerge 将不会被合并
This will convert all the same staticmeshes to HierarchicalInstancedStaticMesh,which will decrease drawcall and cpu compute.Only staticmeshes in MergeDistance and the same count more than MinNumToMerge will be converted
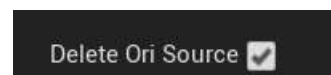
Delete Ori Source ☑
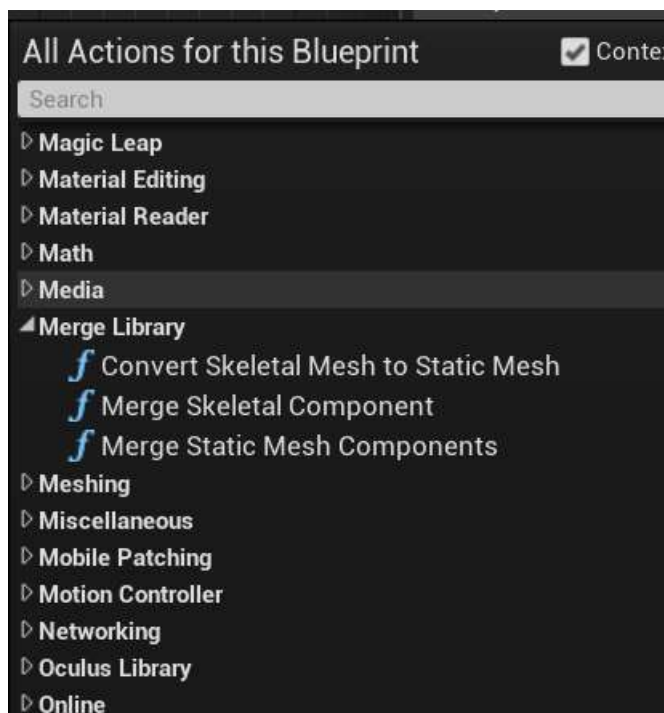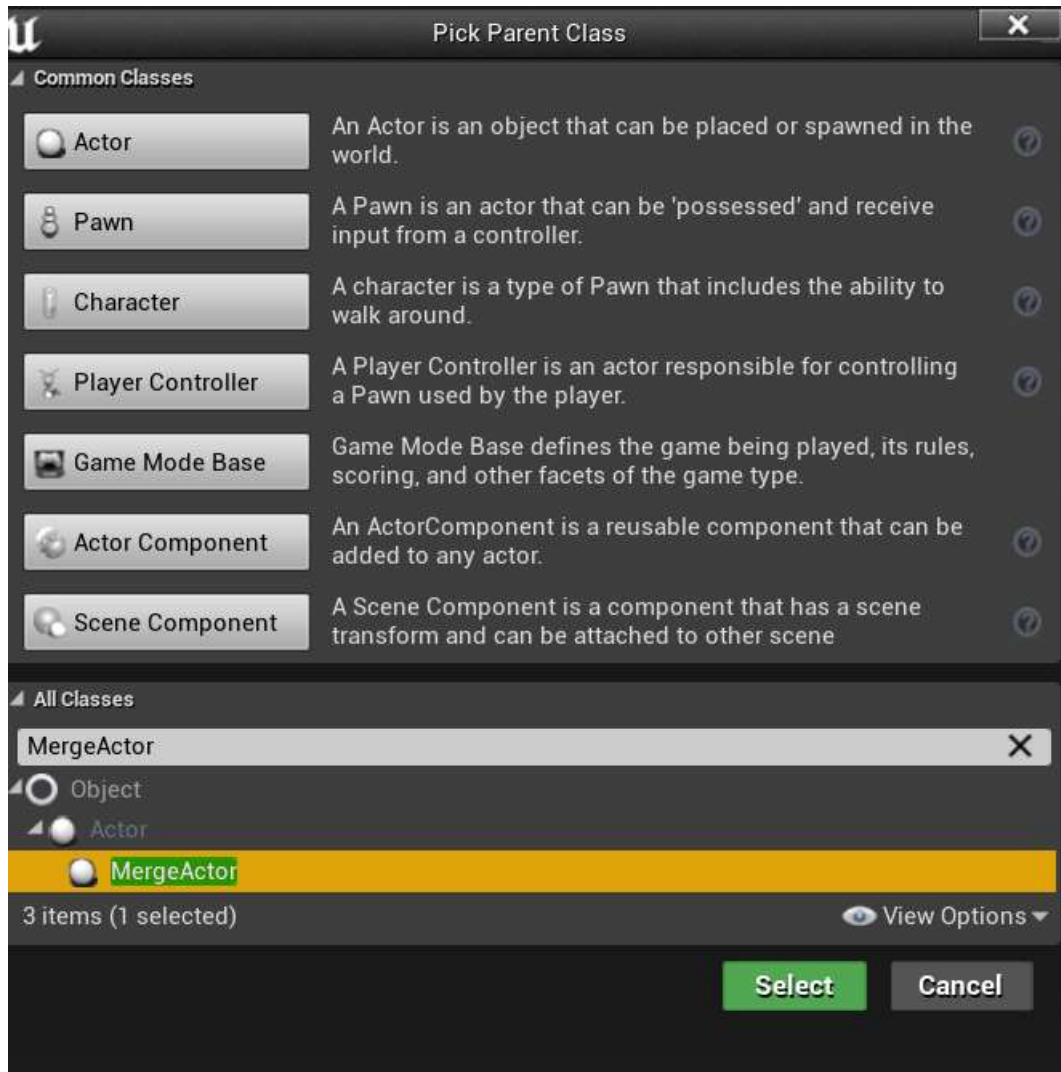
如果去掉 DeleteOriSource 的勾选，将不会自动删除地图中原有资源
Check on DeleteOriSource will delete the orinal assets.

[在蓝图中使用]
[Use in blueprint]

创建一个继承自 MergeActor 的蓝图,打开后右键可以看到这些函数:
Create a blueprint extends by MergeActor， then open it and right click:

Pick Parent Class

Common Classes

Actor	An Actor is an object that can be placed or spawned in the world.	
Pawn	A Pawn is an actor that can be 'possessed' and receive input from a controller.	
Character	A character is a type of Pawn that includes the ability to walk around.	
Player Controller	A Player Controller is an actor responsible for controlling a Pawn used by the player.	
Game Mode Base	Game Mode Base defines the game being played, its rules, scoring, and other facets of the game type.	
Actor Component	An ActorComponent is a reusable component that can be added to any actor.	
Scene Component	A Scene Component is a component that has a scene transform and can be attached to other scene	

All Classes

MergeActor ✕

▲ ○ Object
  ▲ ● Actor
      ○ MergeActor

3 items (1 selected)   👁 View Options ▾

Select   Cancel

All Actions for this Blueprint   ☑ Conte

Search

▷ Magic Leap
▷ Material Editing
▷ Material Reader
▷ Math
▷ Media
▲ Merge Library
      f Convert Skeletal Mesh to Static Mesh
      f Merge Skeletal Component
      f Merge Static Mesh Components
▷ Meshing
▷ Miscellaneous
▷ Mobile Patching
▷ Motion Controller
▷ Networking
▷ Oculus Library
▷ Online

MergeSkeletal now is only available in runtime.