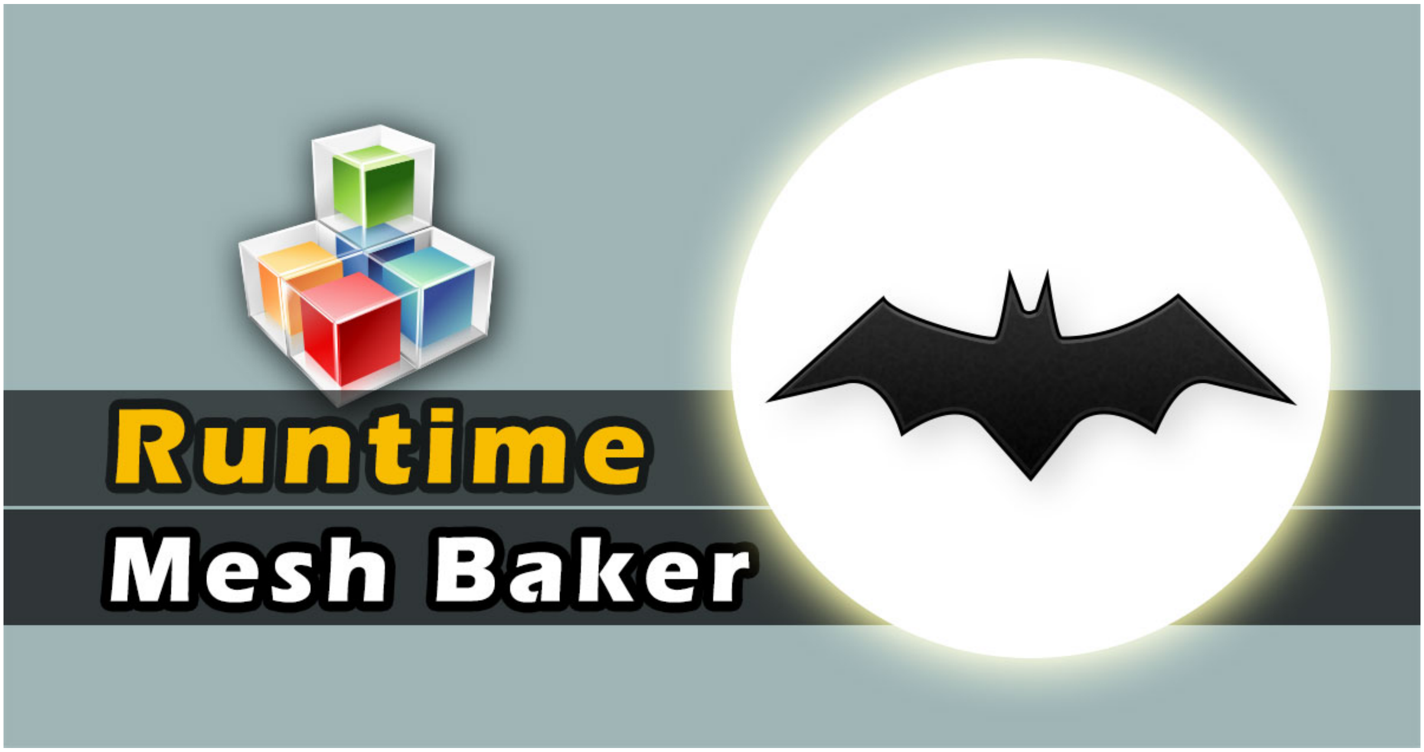
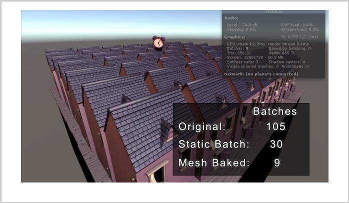
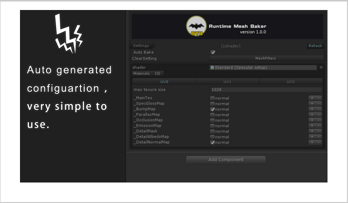
Runtime Mesh Baker Manual





	Batches
Original:	105
Static Batch:	30
Mesh Baked:	9



Auto generated configuartion , very simple to use.

Auto merge everything, free and effective

Introduction:

Help you to combine meshes 、 materials and textures to reduce draw calls in runtime！ Got less draw calls than static and dynamic batching. Got more resource saving than non-runtime baking.

- Very simple to use, learn in 1 minutes
- Works with any material and shader
- The most effective solution of combination
- Automaticly chek and configure the shaders
- Runtime combine quickly
- Runtime auto garbage recyling.
- Undo Supported, friendly UIs.

Version: v1.0.0
Home Page:http://www.lonelywalker.cn
Support Mail: mailoflonelywalker@qq.com

Usage:

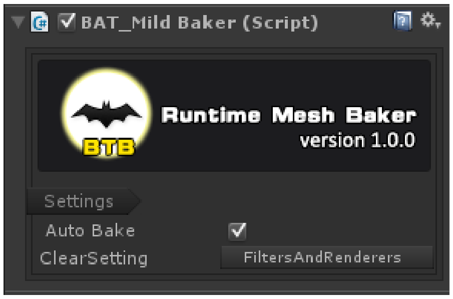
1. Get your GameObjects ready for baking, just put them into one tree nodes, all GameObjects have the same top parent.
2. Select the top parent,then select the menu "Window/Rumtime Mesh Baker/Add MildBaker" or "Window/Rumtime Mesh Baker/Add DeepBaker".

At runtime,you can do it in you code:

```
gameObject.AddComponent<BAT_DeepBaker>();
//or
gameObject.AddComponent<BAT_DeepBaker>();
```

3. It's ok. let's run it. Auto baking would be excuted.

Mild Baking:

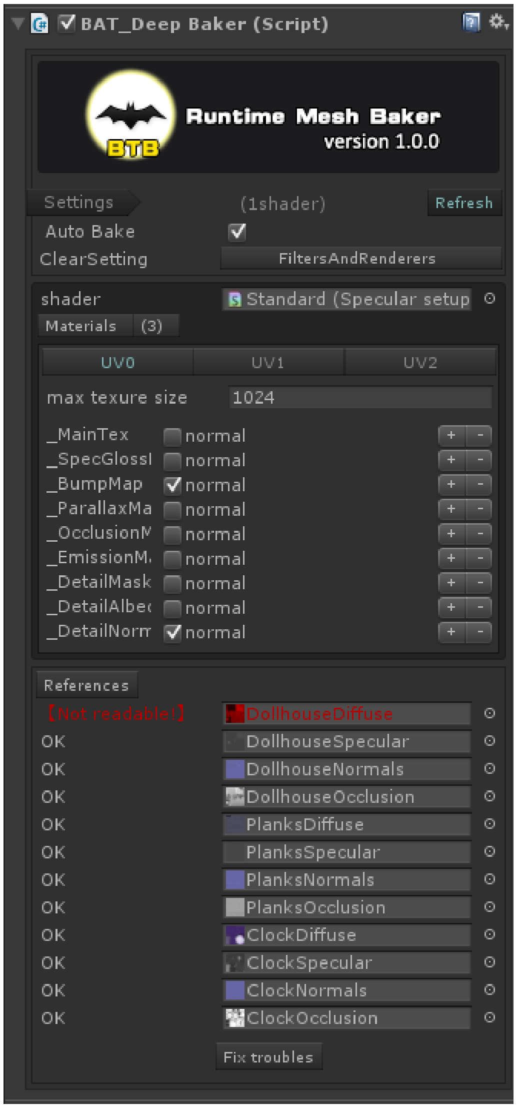


Auto Bake ☑

ClearSetting FiltersAndRenderers

- Auto Bake: wheter do baking automatically
- ClearSetting: after baking, it would do some clearing operation.

Deep Baking:



Auto Bake ☑

ClearSetting FiltersAndRenderers

shader Standard (Specular setup

max texure size 1024

_MainTex	☐ normal	+ -
_SpecGlossI	☐ normal	+ -
_BumpMap	☑ normal	+ -
_ParallaxMa	☐ normal	+ -
_OcclusionM	☐ normal	+ -
_EmissionM	☐ normal	+ -
_DetailMask	☐ normal	+ -
_DetailAlbe	☐ normal	+ -
_DetailNorm	☑ normal	+ -

(Not readable!)	DollhouseDiffuse
OK	DollhouseSpecular
OK	DollhouseNormals
OK	DollhouseOcclusion
OK	PlanksDiffuse
OK	PlanksSpecular
OK	PlanksNormals
OK	PlanksOcclusion
OK	ClockDiffuse
OK	ClockSpecular
OK	ClockNormals
OK	ClockOcclusion

- Auto Bake: wheter do baking automatically
- ClearSetting: after baking, it would do some clearing operation.
- Refresh button: refresh the configurations of baking.
- Shader: the group basis of meshes is the shader.
- Materials: materials use the same shader.
- UV configure- max texture size: max texture size could be when baking.
- UV configure- texture items: list all texture varient names of current shader to combine.you don't need to modify the items by default.
- References: list all the textures referenced. If any red item is shown,you can fix them by the "Fix troubles" button on the bottom.

Baking Process:

1. Search the target gameobject, check all MeshFilters and MeshRenderers.
2. Find out all meshes and materials, and seperate the meshes into diffrent groups by materials(Mild Baking) or Shaders(Deep Baking) .
3. Deep baking need to combine textures and generate new material.Mild baking will just use the original material.
4. Create a new baking node and start mesh baking by groups,if group's mesh vertex count is overflow, then bake to new one mesh.
5. Set the MeshFilters by new created mesh,and set MeshRenderers by the material of current group.
6. Do clearing,it would remove the original MeshFilters and MeshRenderers by default.

Diffrence of two baking method:

	Basis	Texture Combination	Mesh Combination	Draw calls
Mild	material	not needed	needed	less
Deep	shader	needed	needed	least

Troubleshooting

If Baking error eccours,check these items:

1. Make sure your Game Objects are not set static flags when deep baking.
2. The texutes should be readable and set the right format when deep baking.You can fix this by "Fix troubles" button.
3. If your material has set Tiling parameters(not 1), then the material can't not do deep baking.You could seperate these GameObject out of the baking tree.

Future Version

- to support skinned meshes
- to deal with tiling textures
- to support lightmapping