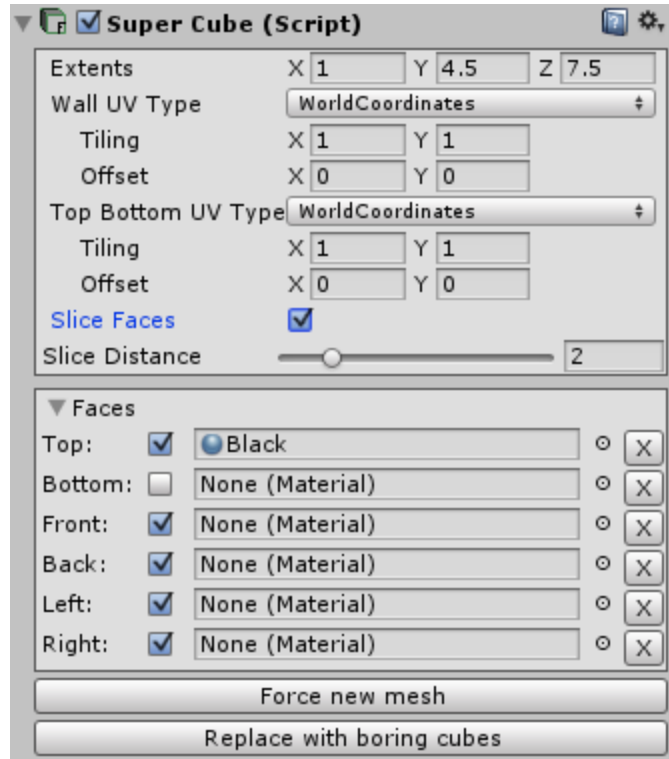


Ferr SuperCube Inspector Docs

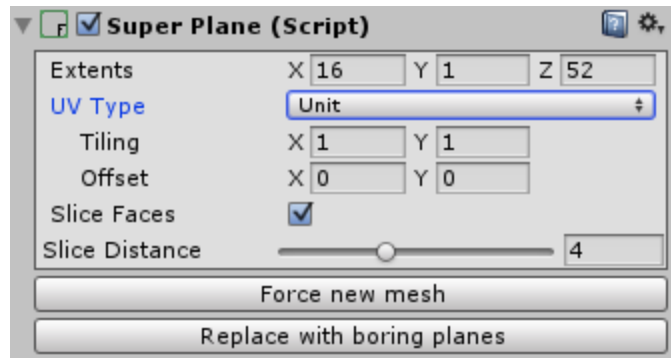
SuperCube

- **Extents**
 - Width, height and depth of the SuperCube.
- **Wall UV Type**
 - The type of UV calculations to use for the +X, -X, +Z, -Z faces.
- **Tiling**
 - Tiling multiplier for the SuperCube mesh's UV coordinates.
- **Offset**
 - Offset added to the SuperCube mesh's UV coordinates.
- **Top Bottom UV Type**
 - The type of UV calculations to use for the +Y, -Y faces.
- **Tiling**
 - Tiling multiplier for the SuperCube mesh's UV coordinates.
- **Offset**
 - Offset added to the SuperCube mesh's UV coordinates.
- **Slice Faces**
 - Toggles extra verts for face slicing on and off.
- **Slice Distance**
 - How far apart to try and place vertex slices on the faces.
 $\text{floor}(\text{size}/\text{sliceDistance})$
- **Faces**
 - Enable or disable the face, override the material for the face, and clear the material override.
- **Force new mesh**
 - SuperCube will rebuild its mesh from scratch, this will disconnect any mesh links that may exist.
- **Replace with boring cubes**
 - This will replace the SuperCube with a default Unity cube with the same transform and dimensions.



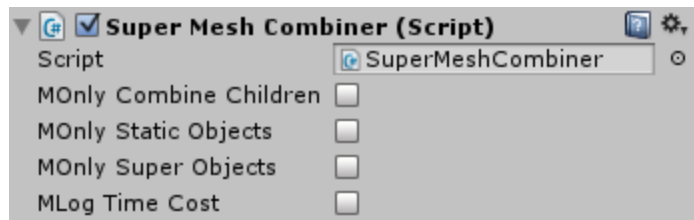
SuperPlane

- **Extents**
 - Width and height of the SuperPlane
- **UV Type**
 - The type of UV calculations to use for the plane.
- **Tiling**
 - Tiling multiplier for the SuperPlane mesh's UV coordinates.
- **Offset**
 - Offset added to the SuperPlane mesh's UV coordinates.
- **Slice Faces**
 - Toggles extra verts for face slicing on and off.
- **Slice Distance**
 - How far apart to try and place vertex slices on the faces.
 $\text{floor}(\text{size}/\text{sliceDistance})$
- **Force new mesh**
 - SuperPlane will rebuild its mesh from scratch, this will disconnect any mesh links that may exist.
- **Replace with boring cubes**
 - This will replace the SuperPlane with a default Unity cube with the same transform and dimensions.



SuperMeshCombiner

- **Only Combine Children**
 - This will only look for meshes within the child hierarchy of this GameObject. Includes this object.
- **Only Static Objects**
 - Unity 4.x only. Static objects are already batched by Unity 5 and 4.x pro. This will only include static meshes when combining.
- **Only Super Objects**
 - Limits combining to Super objects, or more specifically, objects with components that implement the IProceduralMesh interface. By default,



SuperMeshCombiner will combine any mesh, not just ones created by SuperCube or SuperPlane.

- **Log Time Cost**

- This will print debug information, duration and object counts to the log whenever the combiner runs.