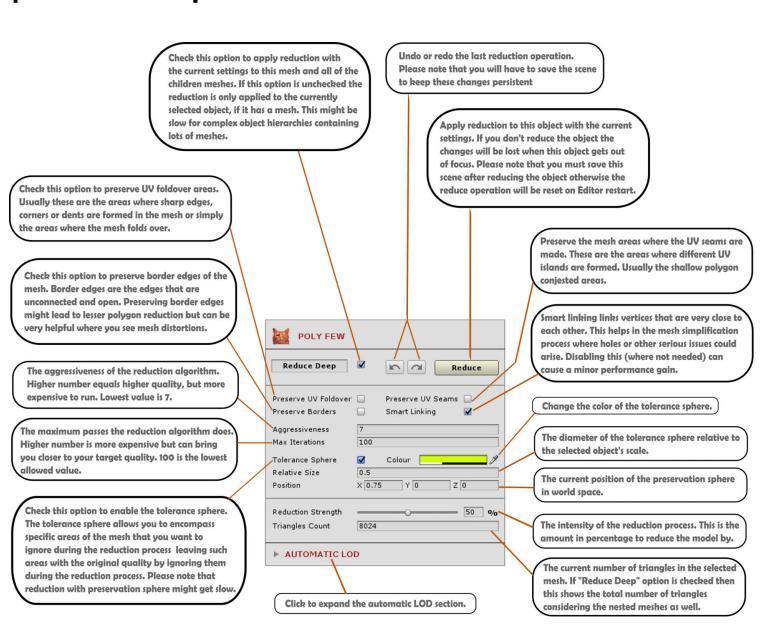
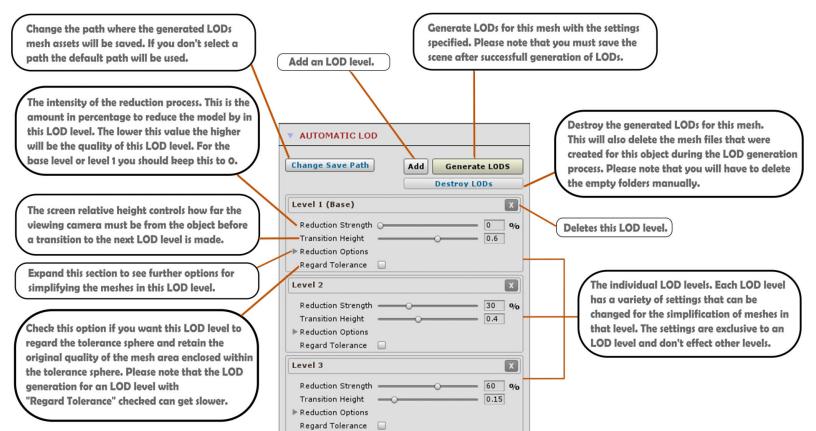
This document describes the setup procedure, usage and various options of this tool. This document is not intended to describe the purpose of this tool. Please read the description on the asset store to understand what this tool does.

Installation procedure:

- >> Download and import the package from the asset store. Make sure you import everything in the package.
- >> Make sure you don't delete or modify anything that is newly imported and related to the package.
- >> Click on any game object. You will see the PolyFew inspector in the bottom of the components hierarchy.

Options Description:





NOTES:

- >> To ensure proper functionality of this tool please don't modify the package contents in any way.
- >> As stated in the tool requirements on the asset store, this asset requires unity version 2017 and above. Otherwise the tool won't work as expected.
- >> Currently PolyFew is incompatible with AssetDatabase V2. Therefore, In Unity 2019.2 and above please make sure that AssetDatabase version 2 is not chosen. You can switch to version1 by going to ProjectSettings > Editor > Asset Pipeline and change the mode to version 1.
- >> PolyFew requires that the gizmos from the scene view are enabled, and have the Transform gizmos checked.
- >> There are various operations that will prompt you to save the scene after completion. If the scene is not saved in such cases before exiting the Unity Editor the changes might get lost.
- >> If you don't see the PolyFew panel in the inspector after selecting a GameObject then verify the following for the selected GameObject:
 - * It is not a connected prefab instance (highlighted blue). In this case you can disconnect/Unpack the prefab instance by right-clicking on it in the Hierarchy and selecting Unpack Prefab. Depending on your unity version you might not see the option to unpack prefab in which case you can select the prefab instance, go to GameObject menu -> Break Prefab Instance.
 - * It is active and if it is parented to any GameObject then the parent should also be active.
 - * It has a Mesh Renderer component attached.
 - * It has a Mesh Filter attached.
 - * You have enabled Gizmos in the scene view, particularly the Transform gizmo.

THIRD PARTY CREDITS:

Special thanks to Mattias Edlund for his work on Unity Mesh Simplifier project. Poly few would not have been possible without his existing work.

https://github.com/Whinarn/UnityMeshSimplifier

Thanks to gpvigano and all other people involved in the development of for Asynchronous Importer and run-time Loader for Unity. The runtime API for importing wavefront OBJ files is based on top of this project.

https://github.com/gpvigano/AsImpL

Thanks to Dummiesman for Scene OBJ Exporter for Unity.

The runtime API for exporting wavefront OBJ files is based on top of his work.

https://assetstore.unity.com/packages/tools/utilities/scene-obj-exporter-22250

Thanks to Silvano Junior for his great artwork on the Cave Troll. The asset's introduction video made use of this 3D model for demonstration purposes.

https://assetstore.unity.com/packages/3d/characters/creatures/creature-cave-troll-115707

Thanks to AdvancedSkeleton for his great piece of art the Barbarian Warrior. The asset's WebGL demo makes use of this 3D Model.

https://assetstore.unity.com/packages/3d/characters/humanoids/barbarian-warrior-75519

Thanks to Unity Technologies Japan for sharing their skills in the form of a cute looking anime girl, the Unity Chan Model is used in the asset's demonstration video.

https://assetstore.unity.com/packages/3d/characters/unity-chan-model-18705

If you have any problems or queries you can contact me at:

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