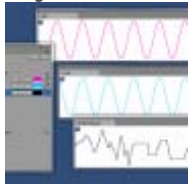


# Graphical Object Profiler

ObjectProfiler is a very usefull debugging tool.



Have you ever been confused with the amount of data you can follow in your game during debug ?

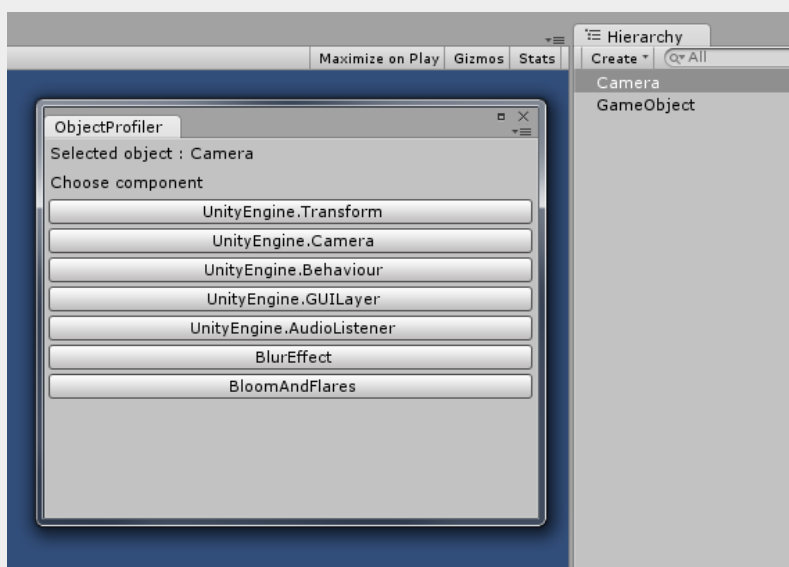
Object Profiler is an easy way to profile any properties in all components of an object.

No need to add scripts for profiling, just select object in hierarchy panel and let ObjectProfiler scan it.

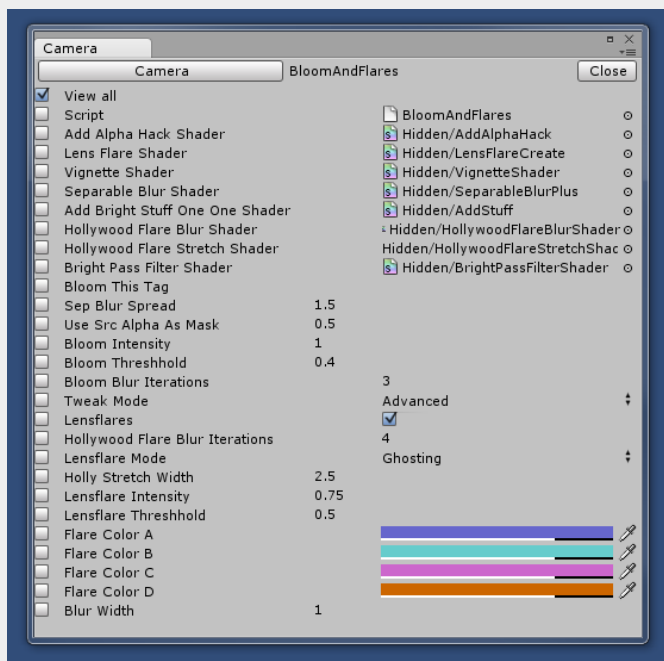
You can easily profile many objects at the same time, edit values like in inspector panel or draw curves.

All windows are dockable in your editor, in order to allow you to set your layout as you wish.

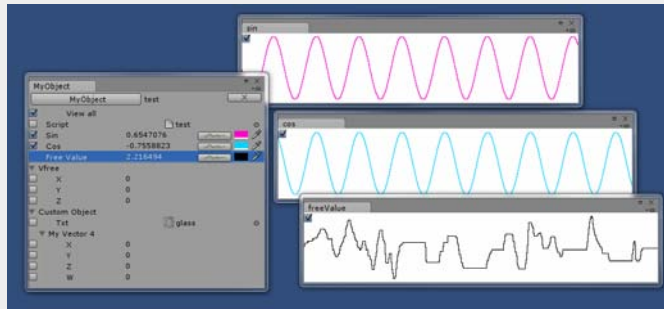
ObjectProfiler works with Unity 3 free & Pro.



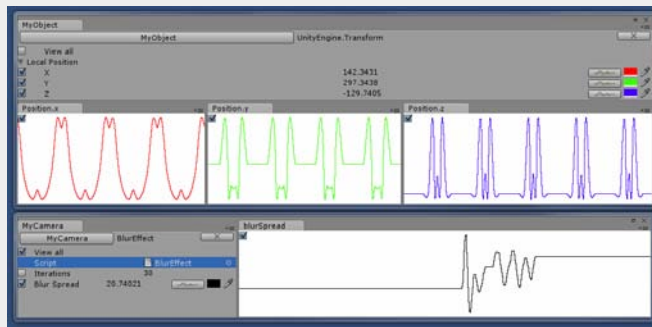
Open ObjectProfiler from Window menu, select an object in Hierarchy and choose the component to profile.



Edit all properties of the component, object don't need to be selected in Hierarchy.



Draw any curves you want from selected properties.



Open many ObjectProfilers and dock them as you want.