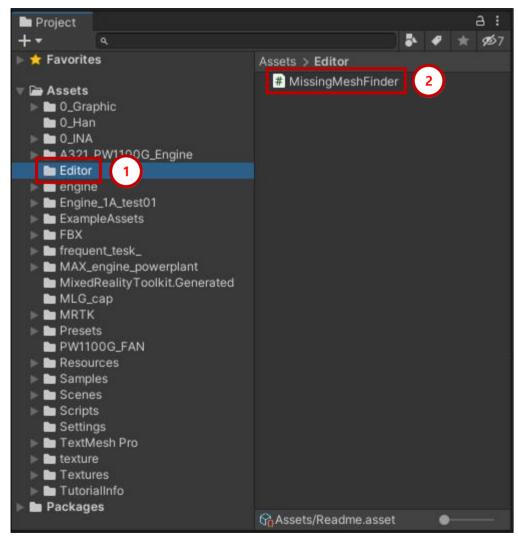
## Find Missing Meshes 사용법

2025-02-16

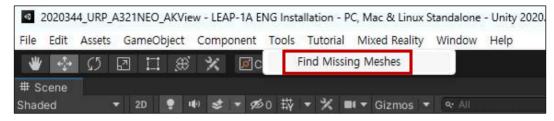
작성자 : 윤이나

## 1. Unity 프로젝트에 tool 적용 방법

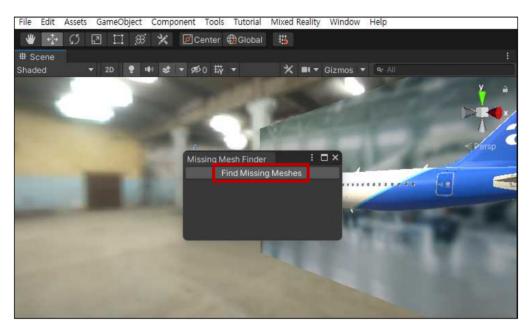


- ① Asset -> Editor 선택 (Editor 폴더가 없다면 생성)
- ② Editor 폴더에 MissingMeshFinder.cs 코드 추가

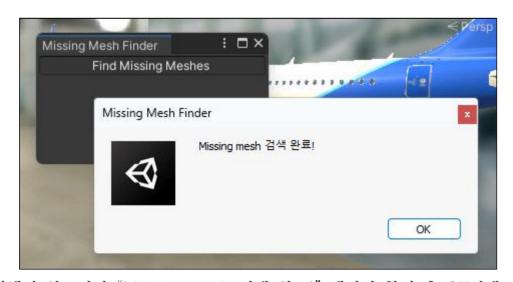
## 2. Find Missing Meshes 사용법



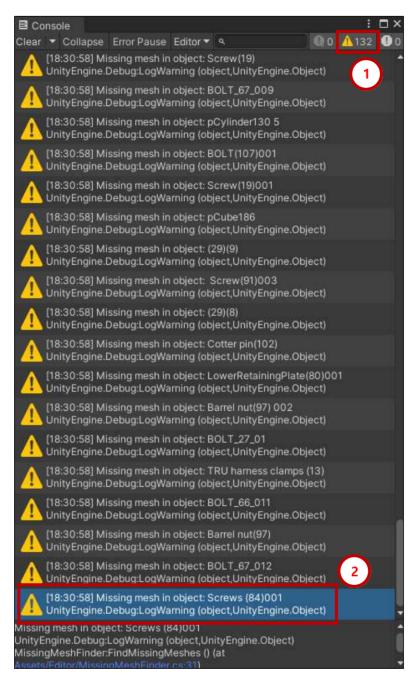
- Tools -> Find Missing Meshes 선택



- Find Missing Meshes 선택



- 검색이 완료되면 "Missing mesh 검색 완료!" 메시지 확인 후 OK선택



- ① 콘솔창에 mesh가 Missing된 컴포넌트 수 확인
- ② 콘솔창의 메시지 선택 시 Hierachy창에서 mesh가 Missing된 해당 오브젝트 확인 가능

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De LowerfketainingPlate(80)

Forward_Engine_Mount_88A009

Forward_Engine_Mount_88A008

PoplySurface7435

PoplySurface7437

PoplySurface7438

PoplySurface7438

PoplySurface7439

PoplySurface7438

A 162

B .45.R098

B .45.R098

B .45.R104

PoplySurface7442

PoplySurface7442

B .45.R104

PoplySurface7442

B .45.R106

A .167

B .45.R106

A .160

A .161

A .163

A .163

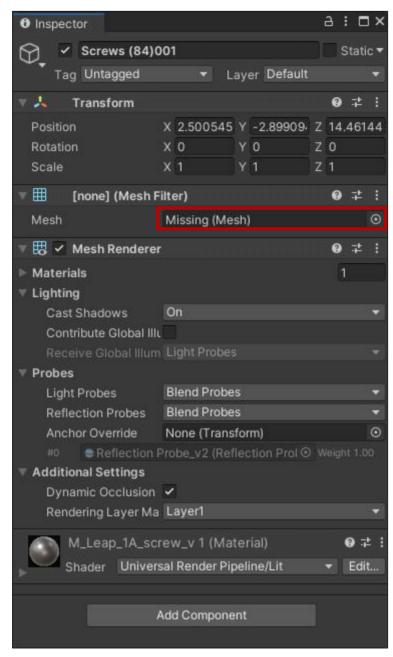
A .164

D A.165

A .165

A .166
                           Screws (84)001
```

- Hierachy창에서 해당 오브젝트를 선택



- Mesh Filter의 Mesh를 알맞은 항목 선택 후 적용