

Polygon Counter operating manual

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Change tracker

1.0.0.0

- First release

Introduction

Developing good performing games, especially on mobile, can be tough. Sometimes you have shader problems, other times things aren't just batching as expected. But sometimes, it's the little things, like polygons! Sometimes the polygon count just rises and rises, without you knowing it.

Polygon counter will help you keep an eye on things.

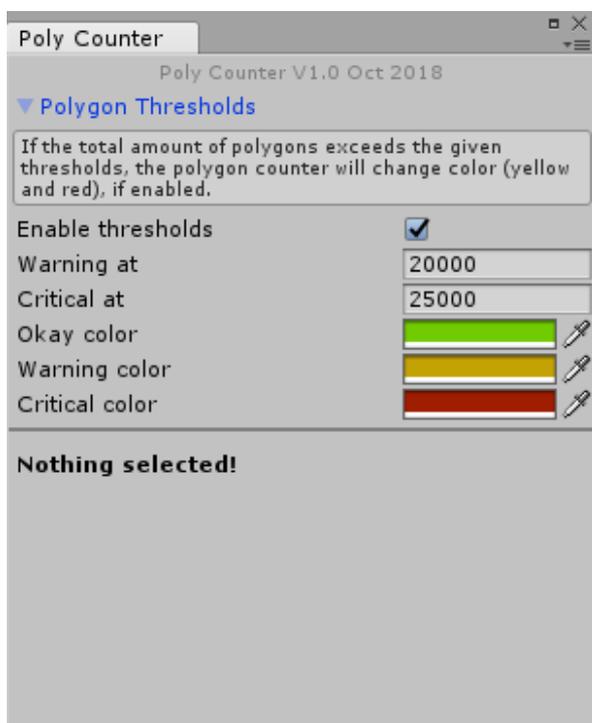
Installation

The provided DLL file should be placed in the Unity "Editor" folder. When Unity has loaded the file, a new menu item will appear in the "Tools" menu with the title "Polygon Counter".

How to use it?

The interface for Polygon Counter (PC) is straight forward. Press the "Polygon Thresholds" to setup your polygon warnings.

Thresholds



Enabling thresholds will color the polygon count text the selected color, or rather the background of the text, whenever the polygon count exceeds the threshold.

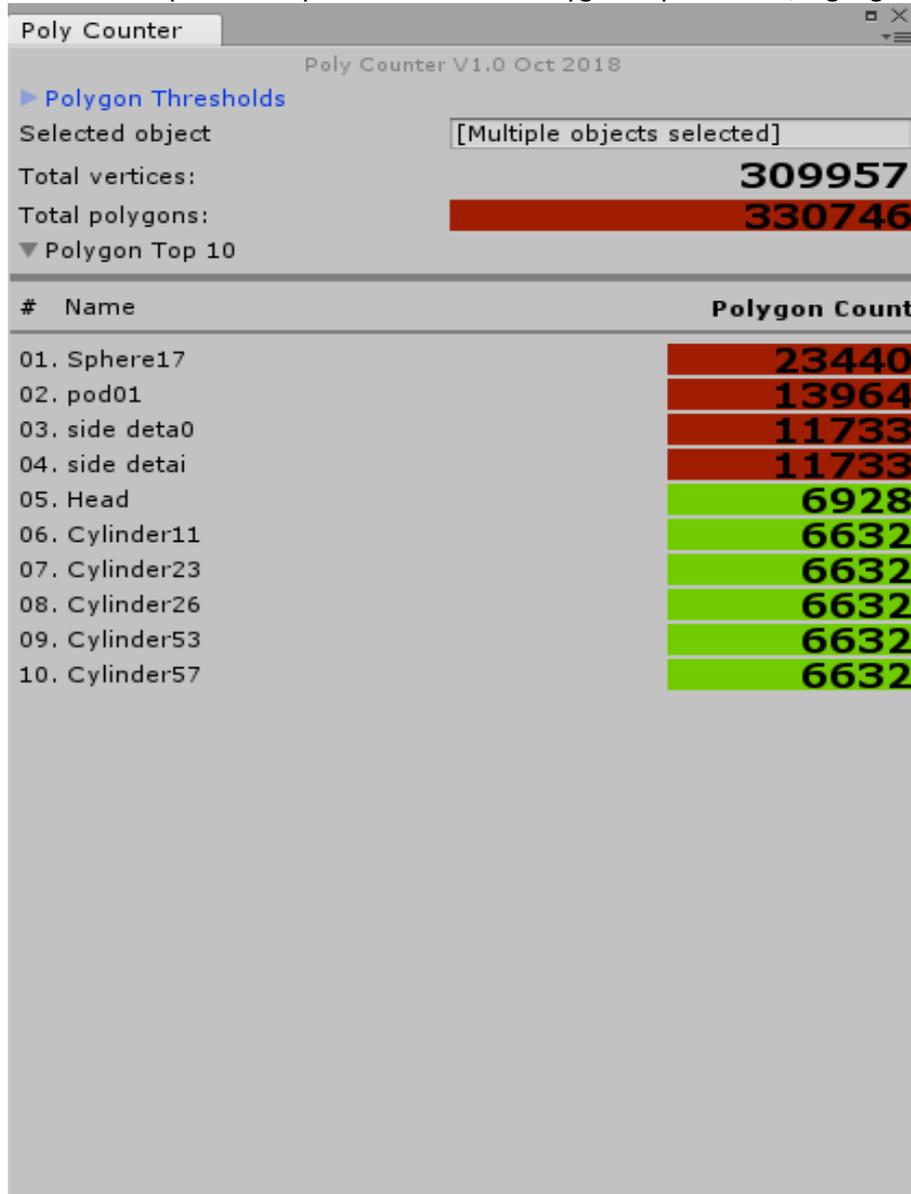
Feel free to find some colors that match your taste!

If you disable the thresholds, the polygon count will still show up, just without the colors.

Polygon Top 10

Polygon Counter builds a top 10 list of all the processed Game Objects and sorts them with the Game Object with the highest polygon count on top.

This list is only available you if click on the “Polygon Top 10” label, highlighted with blue here.



The screenshot shows the Poly Counter V1.0 Oct 2018 window. It displays a top 10 list of Game Objects sorted by polygon count. The window title is "Poly Counter" and the version is "Poly Counter V1.0 Oct 2018". The "Polygon Top 10" label is highlighted in blue. The "Total polygons" value is 330746, and the "Total vertices" value is 309957. The "Selected object" field shows "[Multiple objects selected]".

#	Name	Polygon Count
01.	Sphere17	23440
02.	pod01	13964
03.	side deta0	11733
04.	side detai	11733
05.	Head	6928
06.	Cylinder11	6632
07.	Cylinder23	6632
08.	Cylinder26	6632
09.	Cylinder53	6632
10.	Cylinder57	6632

Window placement

The polygon count window can be docked just like regular Unity windows – or keep it floating. I personally keep it at the top left corner, above the Hierarchy.