

MeshTools Cleaner PRO - User Guide

By TEAM VICTOR & BORIS - www.blinformatique.fr

Introduction

MeshTools Cleaner PRO is a Unity Editor extension designed to scan and clean duplicated vertices from any mesh inside your project.

With a clean and simple UI, the tool offers both a Quick mode and an Advanced mode to help artists and developers keep their models clean and optimized.

Simple Mode

In Simple Mode, you only need to:

1. Select the target GameObject with a MeshFilter.
2. Set the distance threshold (recommended: 0.001).
3. Click 'Scan for Duplicates' to detect doubled vertices.
4. Choose a save folder.
5. Click 'Fix & Replace Automatically'.

A new mesh will be generated and saved in the selected folder.

Advanced Mode

Enable the 'Advanced Options' foldout to access advanced filters:

- Preserve Normals: avoid merging across sharp angles.
- Normal Angle Threshold: max angle between normals to merge.
- Preserve UV Islands: don't merge across UV seams.
- Preserve Submeshes: maintain submesh integrity.

Use these filters if your model uses smoothing groups, unique UV shells or multiple materials.

Save Folder & Tips

- The folder must be inside 'Assets/'. Use the button 'Choose Save Folder' to select it.
- The mesh name will be auto-filled using the current mesh.
- A progress bar will show during the cleaning process.

- Gizmos highlight suspicious vertices in the scene view (via MeshDuplicateGizmoTarget).

TEAM VICTOR & BORIS

Based on: <https://www.blinformatique.fr>

Contact: meshtoolscleaner@blinformatique.fr