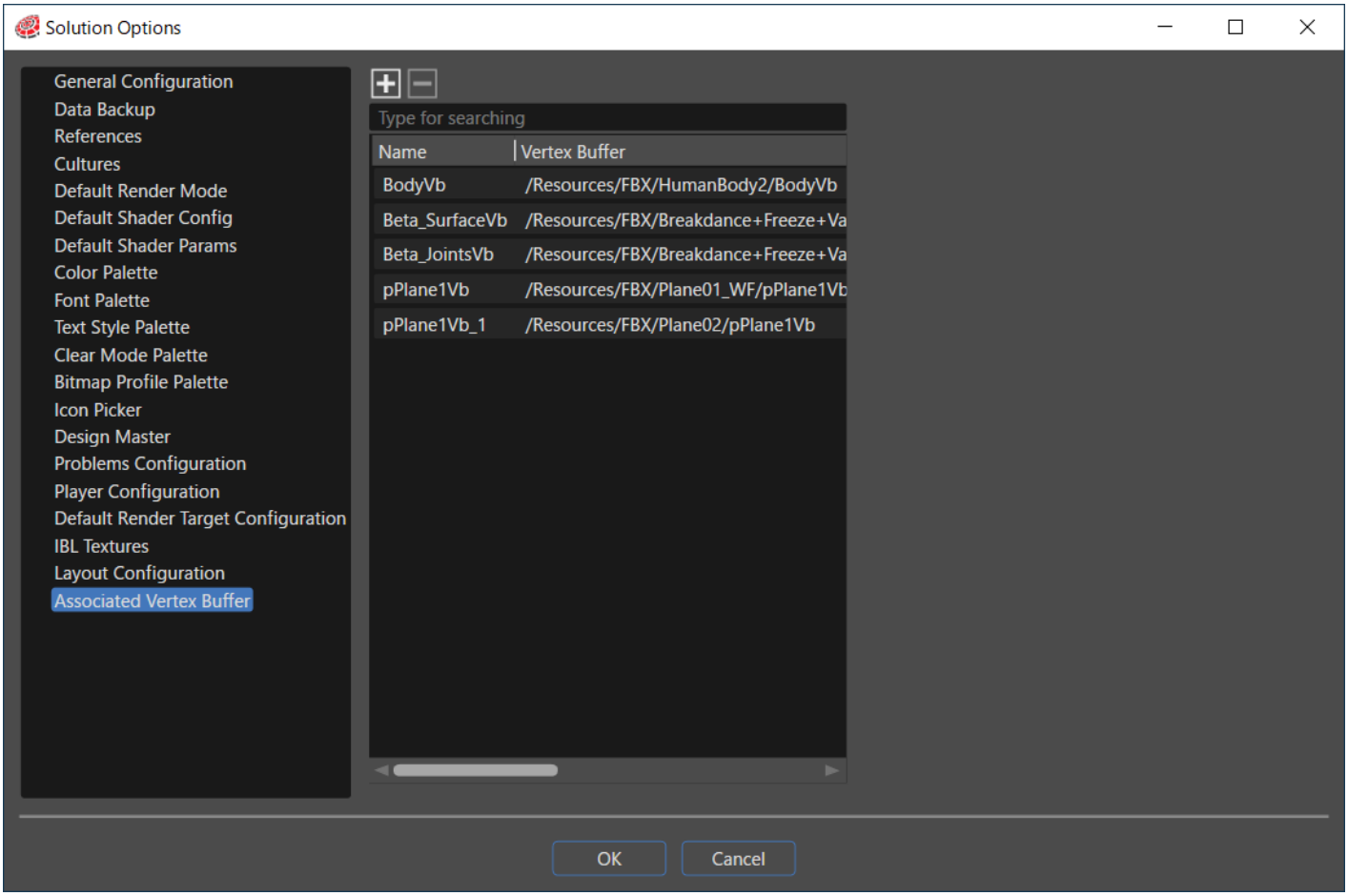
Associated Vertex Buffer

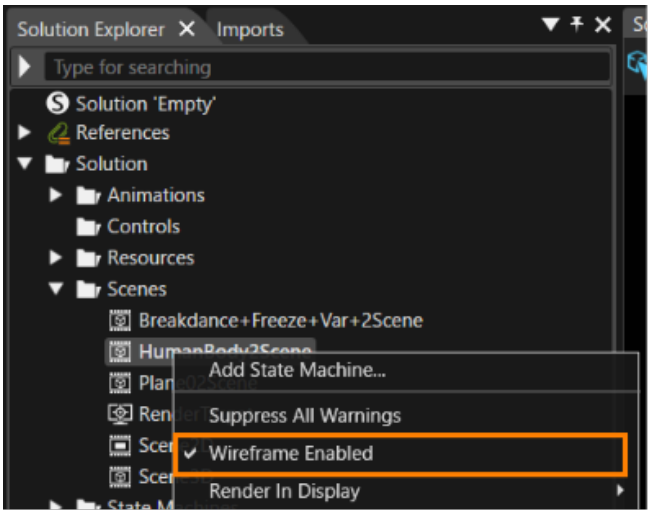


Here, the original mesh vertex buffer and wireframe vertex buffer information are managed as unique vertex buffer association information.

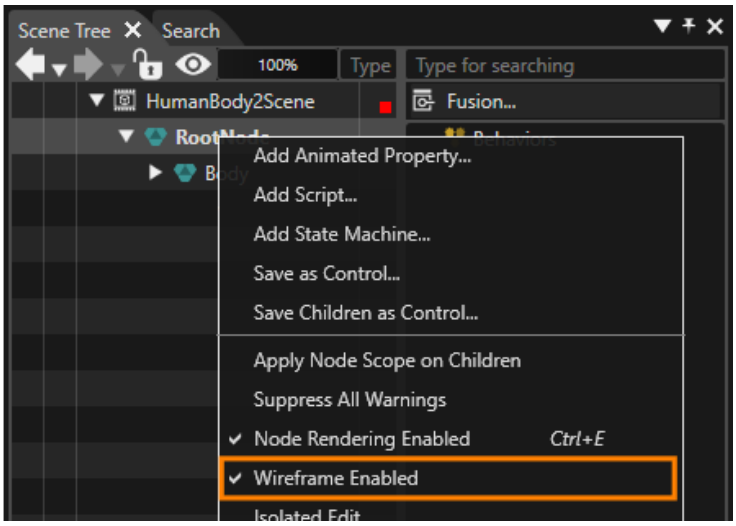
Vertex Buffer	Vertex buffer to provide model geometry data
Wireframe Vertex Buffer	Wireframe vertex buffer providing model geometry data

> When importing an FBX file, the vertex buffer and the wireframe vertex buffer are automatically registered if the [Import as wireframe] is enabled.

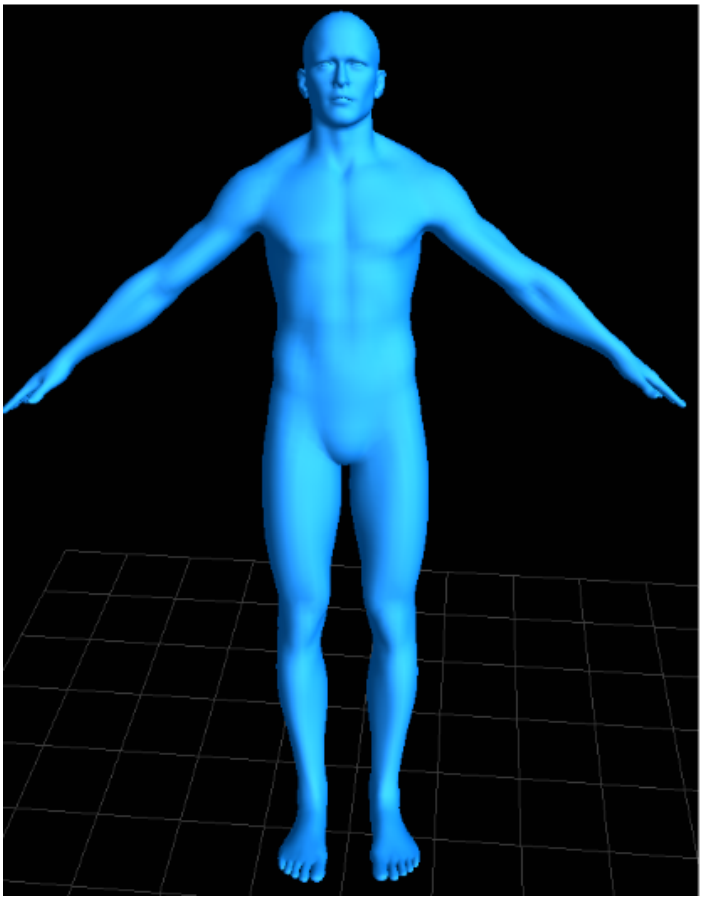
If the vertex buffer association information is available, you will see [Wireframe Enabled] in the context menu of the 3D scene or 3D node.

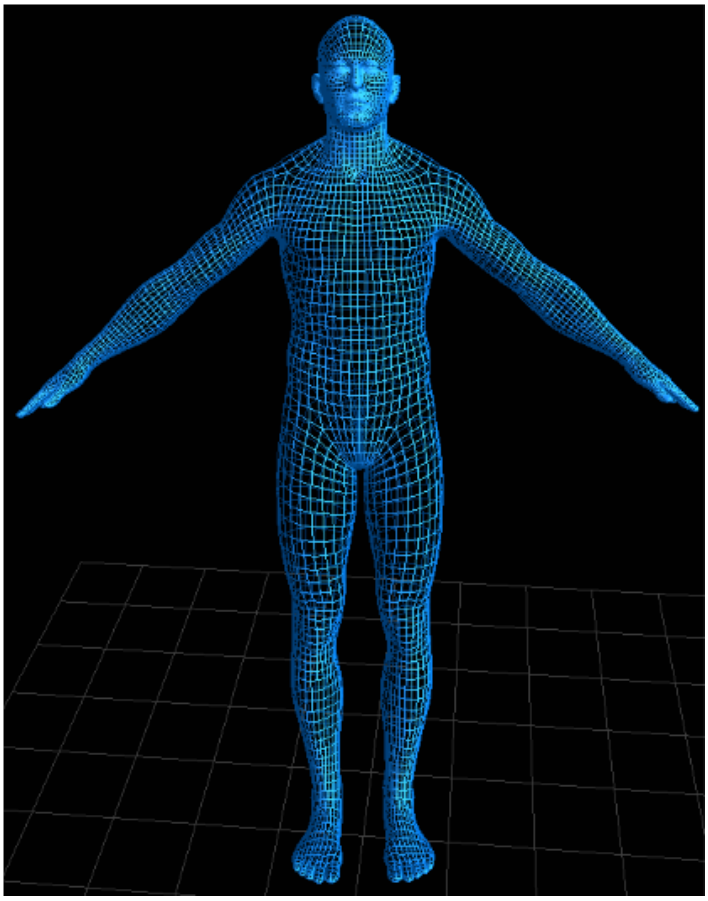


[Wireframe Enabled]　set OFF



[Wireframe Enabled]　set ON





Revision #4
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