

Splat Statistics:

In **SplatMaster II**, you are drawing polygons, but the points and lines are being recorded in an array (buffer). The information on what's in it is displayed in the **Splat Statistics** box. It tells you the name of the splat set, how many splats you've draw since the start or since Clear Splats has been clicked, and how many points total since the splat set has been created. "New Splat" has a field for naming the set, though I don't think the name is transferred during copy/paste.

Memory should be considered regarding how many points can be stored in this array. I have not tested it to see what the limits are.