

<b>QT3DS-2758</b> HW Profile (information of how to limit the design to fit a certain HW target)	1. Made by hand based on experiences with HW	<b>QT3DS-2759</b>	<b>QT3DS-2758</b>
	2. Template generated by running a set of test scenes (Kaj's test generator) on target HW (num objects, num layers, num vertices etc.)	<b>QT3DS-2760</b>	
	3. Integrate test scenes to test suite and collect more comprehensive test results into one file from the target HW.		

Initial Optimisation Tooling

<b>QT3DS-2757</b> Runtime analysis (diagnostic view) Phase 1: Get something	Spec what communications between target and editor there shall be.	<b>QT3DS-2763</b>
	Implement remote control channel for viewer application.	<b>QT3DS-2761</b>
	1. Implement communication channel to push debug view data (as it is) from runtime to editor.	<b>QT3DS-2761</b>
	2. Implement current debug view in editor (as is) in a separate dialog	<b>QT3DS-2466</b>

Runtime analysis (diagnostic view) Phase 2: Improve runtime information	1. Develop debug view further by calculating/estimating RAM & VRAM usage	
	2. Design and implement Qt based diagnostics view with better UX design.	
	3. Clean up the debug view from the runtime	

<b>QT3DS-1149</b> Static presentation analysis and visualisation in Editor (memory, number of lights, layers, objects, number of vertices, amount of textures)	1. Highlight static aspects of design that exceed the absolute max limits we get from HW profile	<b>QT3DS-1565</b>
		<b>QT3DS-2756</b>
	2. Highlight points of exceeding max HW profile limits when slide is run (e.g. highlight in red in timeline)	