Camera Depth Buffer Behavior

Descripción

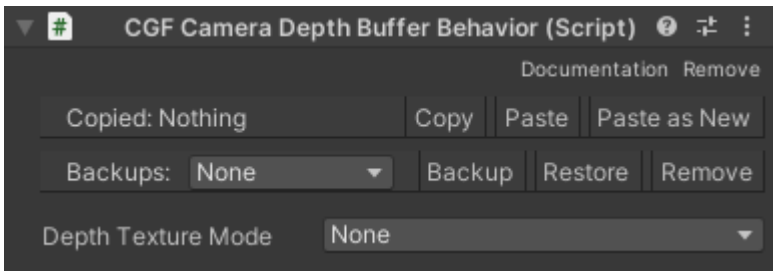


Files: CGFCameraDepthBufferBehavior.cs
Path: “CGF/Systems/Cam”

Description

Behavior that allows to change the depth texture mode of the main camera.

Reference



- **Depth Texture Mode – Dptph texture options.**
  - **None** – Do not generate depth texture.
  - **Depth** – Generate a depth texture.
  - **Depth Normals** – Generate a depth and normals texture.
  - **Motion Vectors** – Specifies whether motion vectors should be rendered if possible.

Use

Add the CGFCameraDepthBufferBehavior to the main camera and select the mode of depth texture to use.