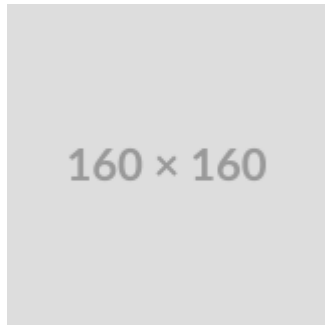


Ambient Occlusion Lightmap Manager

Descripción



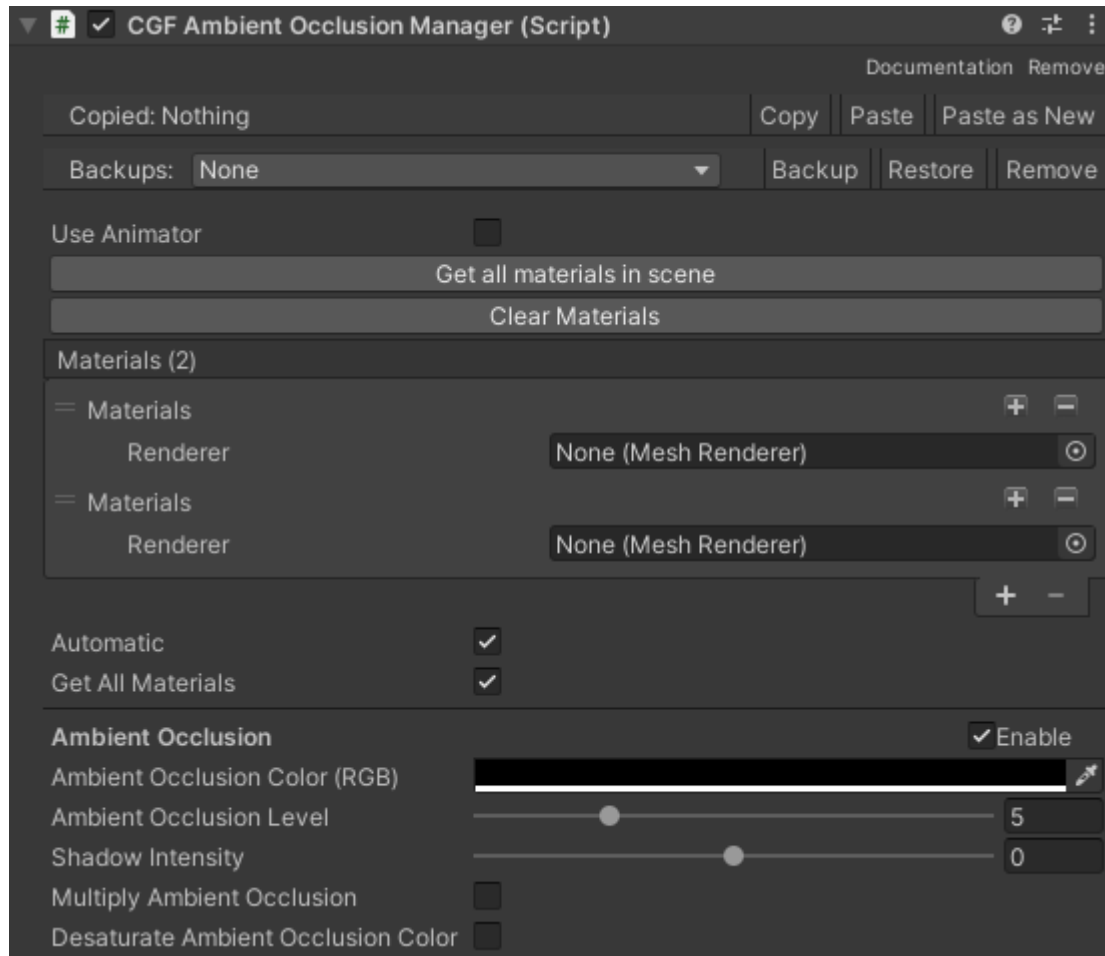
Files: CGFAmbientOcclusionManager.cs

Path: «CGF/Systems/Shaders/Managers»

Description

Manager that allows to the attached gameobject sets the values of the assigned materials with a shader with a specific feature.

Reference



- **Use animator** – Allows animate the manager values.
- **Get all materials in the scene** – Add to the material list all the mesh renderers of the scene.
- **Clear Materials** – Remove all the mesh renderers from the material list.
- **Materials** – Material list with materials to manage.
- **Automatic** – Enable o disable the automatic start.
- **Get All Materials** – Allows to get all the supported materials in runtime.
- **Ambient Occlusion**– [Ambient Occlusion from lightmap](#).

Use

Add the manager to an empty gameobject, add mesh renderers to the list of materials, enable the feature that manages the manager and configure the settings of the feature.