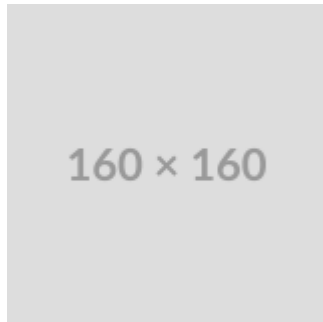


Shader Manager

Descripción



Files: CGFShaderManager.cs

Path: "CGF/Systems/Shaders/Managers"

Description

Manager that allows to the attatched gameobject set the material of multiple gameobjects. Parent of the material feature managers.

Reference

Use

Class to inherit.