Simulated Light Manager

Descripción

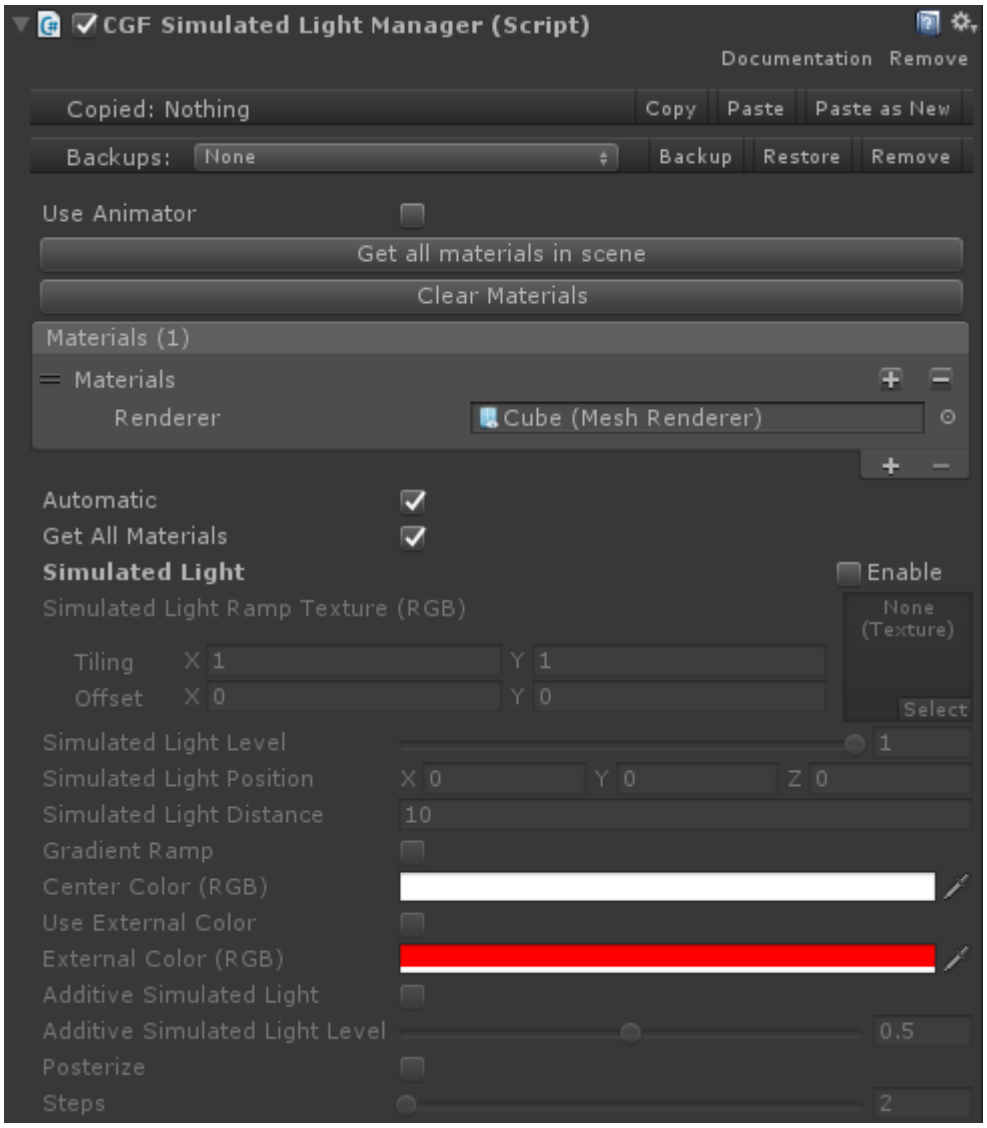


Files: CGFSimulatedLightManager.cs
Path: «CGF/Systems/Shaders/Managers»

Description

Manager that allows to the attatched gameobject sets the values of the shaders with the feature of Simulated Light.

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.
- **Simulated Light** – Simulates a simple light.

Use

Add the CGFSimulatedLightManager to an empty gameobject, add materials to the list and configure the manager settings.

It has the same properties as the Shader Manager and the material.