Shader Behavior

Descripción

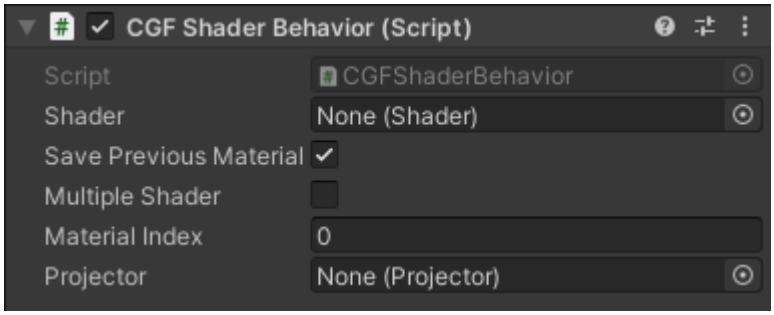


Files: CGFShaderBehavior.cs
Path: “CGF/Systems/Shaders”

Description

Behavior that allows to the attatched gameobject set the material of the gameobject. Parent of the material behaviors.

Reference



See API reference.

Use

Class to inherit.