

Unlit Projector Behavior

Descripción



Files: CGFUnlitProjectorBehavior.cs

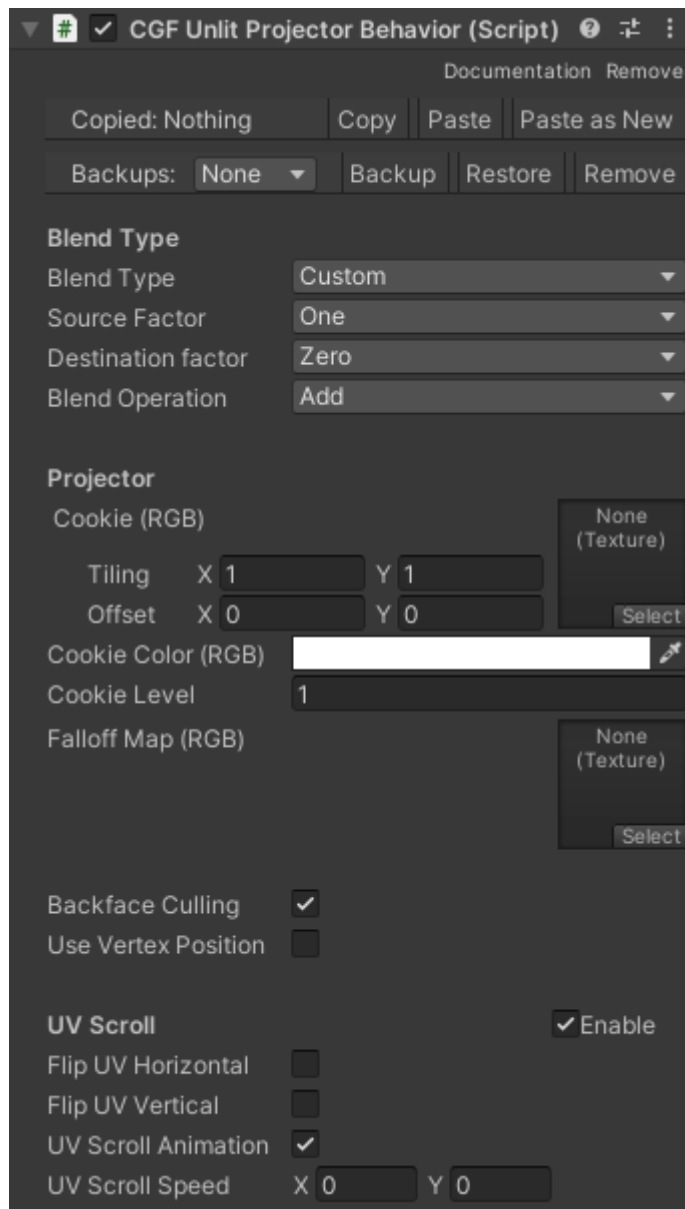
Path: "CGF/Systems/Shaders/Unlit"

[Asset Store](#)

Description

Behavior that allows to the attatched gameobject manage a material with a shader Unlit/VFX/Projector.

Reference



It has the same properties as the [material](#).

Use

Add the `CGFUnlitProjectorBehavior` to the gameobject with Projector component configure their settings.