

Projector Behavior

Descripción



Files: CGFProjectorBehavior.cs

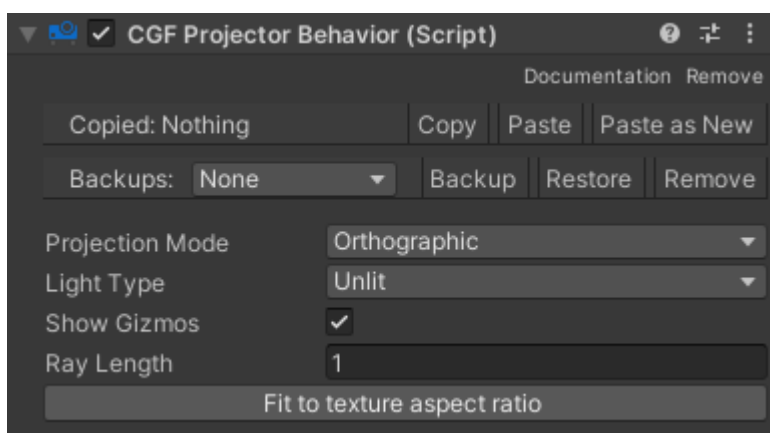
Path: "CGF/Systems/VisualEffects"

[Asset Store](#)

Description

Behavior that allows to the attached gameobject manage a material with shader Projector Omni or Ortho.

Reference



- **Projection Mode** – Projection mode.
 - **Orthographic** – Rectangular projection.
 - **Omni** – Spherical projection.
- **Light Type** – Light Type.
 - **Unlit** – Without light.

- **Lit Legacy** – Legacy light.
- **Lit Standard** – Standard light.
- **Show Gizmos** – Show gizmos.
- **Ray Length** – Length of the direction indicator.

Use

Select a gameobject or prefab or multiple gameobjects and prefabs with a collider or multiple colliders of the same type to to change their collider properties.