Projector Behavior

Descripción

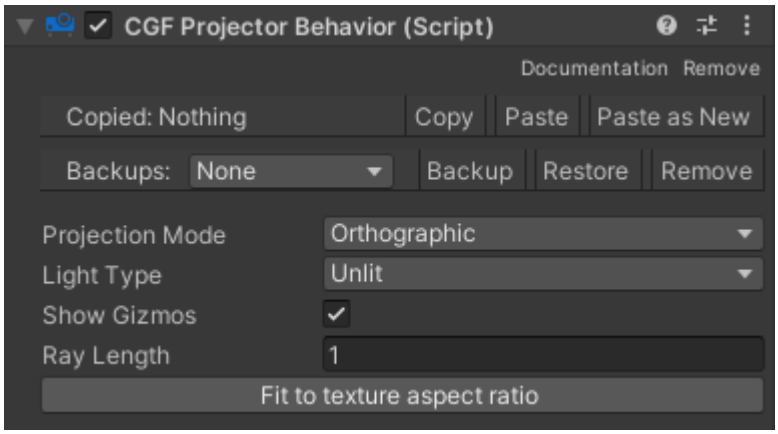


Files: CGFProjectorBehavior.cs
Path: “CGF/Systems/VisualEffects”
Asset Store

Description

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

Reference



- P**rojection 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** – Lenght 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.