Flow Map Editor Tool

Descripción

Files: CGFFlowMapEditorTool.cs

Path: "CGF/Editor/Tools/FlowMapEditor"

Menu: "CGF/2D/Flow Map Editor"

Description

Flow Map Editor tool to create and edit flow maps for use in shaders.

Reference

- **Default Preview Mesh** – Default mesh used for previewing the flow map in 3D view.
- **Preview Shader** – Shader used for rendering the flow map preview.
- **Visual Tree Asset** – Visual tree asset defining the UI layout for the editor window.

Use

Open the tool from `CGF/2D/Flow Map Editor` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.