Lightmap Manager Tool

Descripción

Files: CGFLightmapManagerTool.cs

Path: "CGF/Editor/Tools/LightmapManager"

Menu: "CGF/Lighting/Lightmap Manager"

Description

Editor window that captures, organizes, validates and previews baked lighting states.

Reference

- **Clear Bake Data** – Remove Unity's baked lighting data from the current scene before creating a new lightmap state.
- **Migrate scenario data** – Convert legacy lightmap-scenario data in the selected asset to the current state format.
- **State name** – Name assigned to the next captured baked-lighting state.
- **Bake Lighting** – Start Unity's lighting bake for the current scene using its current Lighting settings.
- **Capture Baked State** – Store the scene's current baked lightmaps, renderer bindings and lighting data as a new scenario state.
- **Cancel** – Cancel the running Unity lightmap bake or the pending scenario-state capture.
- **Remove All** – Remove every captured state from the selected lightmap scenario.
- **Default state** – Lighting state loaded by the runtime controller when the scenario initializes.
- **Asset** – Lightmap-set asset containing the textures and renderer bindings for this captured state.
- **Preview** – Apply this captured lighting state to the open scene for inspection.
- **Remove** – Remove this captured lighting state from the scenario.
- **From** – Lighting state used as the start of the blend preview.
- **Preview** – Apply the selected source state directly to the open scene.
- **To** – Lighting state used as the destination of the blend preview.
- **Preview** – Apply the selected destination state directly to the open scene.
- **Blend** – Preview an interpolation from the source state at 0 to the destination state at 1.
- **Log runtime diagnostics** – Write the runtime lightmap controller's current state and binding diagnostics to the Console.
- **Output folder** – Project-relative folder where captured lightmap-state assets and copied textures are stored.
- **Browse** – Choose the project folder that will receive captured lightmap-state assets.

Use

Open the tool from `CGF/Lighting/Lightmap Manager` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.