Flow

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages the flow effect.

Reference

- **Flow** – Manages the flow effect.
  - **Flow** – Flow effect.
  - **Flow Map (RG)** – Flow map texture.
  - **Flow Map Mode** – Flow map mode.
    - **UV** – Selects the UV option.
    - **Normal** – Selects the Normal option.
    - **Directional** – Selects the Directional option.
    - **Rotational** – Selects the Rotational option.
    - **Radial** – Selects the Radial option.
    - **Centrifugal** – Selects the Centrifugal option.
  - **Flow Level** – Intensity of the flow effect.
  - **Flow Speed** – Speed of the flow animation.
  - **Flow Axis** – Flow axis direction.
    - **Top** – Selects the Top option.
    - **Right** – Selects the Right option.
    - **Bottom** – Selects the Bottom option.
    - **Left** – Selects the Left option.
  - **Flow Direction** – Direction of the flow.
  - **Flow Center** – Center point of the flow.
  - **Flow Radial Strength** – Strength of radial flow.
  - **Flow Rotation Strength** – Strength of rotational flow.
  - **Flow Tile Count** – Flow Tile Count.
  - **Flow Random Strength** – Flow Random Strength.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.