Projector Omni

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages projector omni settings.

Reference

- **Projector Omni** – Manages projector omni settings.
  - **Point Ramp (RGB)** – Point ramp texture.
  - **Color (RGB)** – Color of the projection. Only uses the RGB channels.
  - **Intensity** – Intensity of the projection color.
  - **Cookie ModeType** – Projection cookie ModeType.
    - **Texture** – Selects the Texture option.
    - **Cubemap** – Selects the Cubemap option.
  - **Cookie Texture (RGBA)** – Projection texture.
  - **Cookie Cubemap (RGB)** – Projection cubemap.
  - **Alpha Cutout** – If enabled, cutout the alpha channel.
  - **Alpha Cutoff** – Alpha Cutoff value.
  - **Culling Falloff** – Smoothing of the occlusion for the projection based on the projection forward direction.
  - **Projection Falloff** – Falloff of the projection.
  - **Projection Smooth** – Edge smoothing of the projection.
  - **High Quality Sampling** – Avoid edge artifacts but increase the graphic consumption.

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.