Reflection

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages reflection settings.

Reference

- **Reflection** – Manages reflection settings.
  - **Reflection** – Reflective surface.
  - **Reflection Smooth** – Level of smooth of the reflective surface.
  - **Reflection Color (RGB)** – Color of the reflective surface.
  - **Reflection Custom** – If enabled the shader uses a custom reflections source.
  - **Reflection Texture** – Custom texture for the reflective surface.
  - **Reflection Cubemap** – Custom cubemap for the reflective surface.
  - **Reflection Camera Fading** – Reflection level by camera distance.
  - **Reflection Camera Fading Near Point** – Start point of the reflection fading. Offset to position camera.
  - **Reflection Camera Fading Far Point** – End point of the reflection fading.
  - **Reflection Mask Map (R)** – Texture to mask the reflection.

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.