Camera Anchor Manager

Descripción

Files: CGFCameraAnchorManager.cs

Path: "CGF/Systems/Cam"

Description

Manager that allows the associated GameObject to set the camera anchor plane.

Reference

- **Plane Mode** – Mode according to the axes.
  - **XY** – X and Y plane.
  - **XZ** – X and Z plane.
  - **YZ** – Y and Z plane.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.