Camera Depth Buffer Behavior

Descripción

Files: CGFCameraDepthBufferBehavior.cs

Path: "CGF/Systems/Cam"

Description

Behavior that allows the associated GameObject to change the depth texture mode of its camera.

Reference

- **Depth Texture Mode** – Camera Depth mode.

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.