Camera Manager

Descripción

Files: CGFCameraManager.cs

Path: "CGF/Systems/Cam"

Description

Manager that allows the associated GameObject to manage camera behavior.

Reference

- **Camera** – List of CGFCameraScroll. See Common Features / Camera.
- **Enable Zoom** – Enables zoom logic.

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.