Camera Multi Resolution

Descripción

Files: CGFCameraMultiResolution.cs

Path: "CGF/Systems/Cam"

Description

Behavior that allows the associated GameObject camera to adapt its orthographic size to multiple resolutions.

Reference

- **Units For Width** – Measurement used to configure the units For Width.

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.