Level Boundary Behavior

Descripción

Files: CGFLevelBoundaryBehavior.cs

Path: "CGF/Systems/Cam"

Description

Behavior that allows the associated GameObject to scale a level boundary mesh to the Unity camera size.

Reference

- **Bottom Size Offset** – Measurement used to configure the bottom Size Offset.
- **Left Size Offset** – Measurement used to configure the left Size Offset.
- **Right Size Offset** – Measurement used to configure the right Size Offset.
- **Top Size Offset** – Measurement used to configure the top Size Offset.

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.