Render Image To Material Behavior

Descripción

Files: CGFRenderImageToMaterialBehavior.cs

Path: "CGF/Systems/Cam"

Description

Behavior that allows the associated GameObject camera to assign its rendered output to a material texture property.

Reference

- **Material** – Texture will be updated with the camera's render output.
- **Texture Name** – Name of the texture property in the material that will be updated with the render texture.

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.