Render Texture Camera Behavior

Descripción

Files: CGFRenderTextureCameraBehavior.cs

Path: "CGF/Systems/Cam"

Description

Behavior that allows the associated GameObject camera to render to a Render Texture with configurable resolutions.

Reference

- **Quad** – Quad where the Render Texture is rendered.
- **Resolution List** – List of resolutions.
  - **Name** – Text used to identify or display name.
  - **Render Texture** – Manages render texture settings. See Common Features / Render Texture.
  - **Screen Height** – Measurement used to configure screen height.
  - **Screen Width** – Measurement used to configure screen 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.