Set Render Texture Size From Camera Behavior

Descripción

Files: CGFSetRenderTextureSizeFromCameraBehavior.cs

Path: "CGF/Systems/Cam"

Description

Behavior that adjusts the size of a render texture based on the main camera's resolution and a customizable size multiplier.

Reference

- **Main Camera** – The camera used to fetch the pixel dimensions for the render texture !!It must be the main camera, not the one that generates the texture.!!
- **Render Texture** – The internal reference to the RenderTexture that will be resized according to the camera's dimensions. See Common Features / Render Texture.
- **Size Multiplier** – A multiplier used to scale the render texture size relative to the camera's pixel dimensions.

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.