Camera

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages camera settings.

Reference

- **Camera** – Manages camera settings.
  - **Camera Bounds** – Enables or disables detection of which camera boundaries the associated GameObject has left through.
    - **Bottom** – Enables or disables the behavior if the GameObject leaves through the lower camera boundary.
    - **Left** – Enables or disables the behavior if the GameObject leaves through the left camera boundary.
    - **Right** – Enables or disables the behavior if the GameObject leaves through the right camera boundary.
    - **Top** – Enables or disables the behavior if the GameObject leaves through the upper camera boundary.
  - **Camera Bounds Pixel Offset** – Offsets for each camera bound.
    - **Bottom** – Lower camera boundary offset.
    - **Left** – Left camera bound offset.
    - **Right** – Right camera bound offset.
    - **Top** – Upper camera boundary offset.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.