

Physics Raycaster Sortable Behavior

Descripción

Files: [CGFPhysicsRaycasterSortableBehavior.cs](#)

Path: "CGF/Systems/EventSystem"

Description

Behavior that allows to set a sort order priority from PhysicsRaycaster class.

Reference

- **Sort Order Priority** – Numeric setting used for sort Order Priority.

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.