Lightmap Changer Behavior

Descripción

Files: CGFLightmapChangerBehavior.cs

Path: "CGF/Systems/Light"

Description

Behavior that allows the associated gameobject to change the lightmap of the scene.

Reference

- **Automatic Mode** – Enum of different modes to instantiate light map. See Common Features / Automatic Mode.
- **New Lighting Scenario** – Name of the new lighting scenario.

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.