Lightmap Manager

Descripción

Files: CGFLightmapManager.cs

Path: "CGF/Systems/Light"

Description

Manager that allows the associated Gameobject to set switches between different baked lightmap scenarios, applying directional or non-directional lighting in Unity. Do not support LightProbes or mixed lightmaps.

Reference

- **Lighting Scenarios List** – List of lighting scenarios available to be applied.

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.