Fit Mesh To Texture Behavior

Descripción

Files: CGFFitMeshToTextureBehavior.cs

Path: "CGF/Systems/ObjectMesh"

Description

Behavior that allows the associated GameObject to adjust the vertices or scale of a quad or other mesh to the size of its shader _MainTex.

Reference

- **Offset** – Offset used to increase the size.
- **Scale** – Number used to increase or reduce the scale.
- **Scale Mode** – Runtime value used by this component to configure scale mode.
  - **Distance** – Copy creation according to the distance between the original GameObject or the last copy and the copy to create.
  - **Time** – Creation of copies according to the elapsed time between the appearance of the original GameObject or the last copy and the copy to create.

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.