Mesh Renderer Group Behavior

Descripción

Files: CGFMeshRendererGroupBehavior.cs

Path: "CGF/Systems/ObjectMesh"

Description

The behavior that allows the associated game object is to control the opacity of the child meshes.

Reference

- **Color** – Color applied to the color.
- **Mode** – Internal value used to configure 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.
- **Opacity** – Numeric setting used for opacity.
- **Property Color** – Text value used for property Color.
- **Property Opacity** – Text value used for property Opacity.
- **Use Only Alpha Channel** – Controls whether this component uses only alpha channel.

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.