Mesh Vertex Editor Manager

Descripción

Files: CGFMeshVertexEditorManager.cs

Path: "CGF/Systems/ObjectMesh"

Description

Manager that allows the associated GameObject to manage the position of mesh vertices.

Reference

- **Edit Mode** – Mesh editing modes.
  - **Edit Mesh** – Mode for editing the meshfilter mesh.
  - **Edit Collider** – Mode for editing the meshcollider mesh.
- **Mesh Name** – Name of the mesh being saved.
- **Path** – Mesh save path.
- **Vertex Size** – Size of the points for each vertex.

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.