Primitive Base

Descripción

Files: CGFPrimitiveBase.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

Base thats allows all Meshes Scripts that contains the general structure of the Scripts.

Reference

- **Generated Mesh** – Internal value used to configure generated Mesh.

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.