Primitive Box Behavior

Descripción

Files: CGFPrimitiveBoxBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

Behavior that allows the associated gameobject to creating primitive 3D box meshes

Reference

- **Generate Normals** – Determines whether normals should be generated for the mesh.
- **Generate UVs** – Determines whether UV coordinates should be generated for texturing.
- **Invert** – Specifies whether to invert the mesh orientation.
- **Size X** – width of the box along the X-axis.
- **Size Y** – height of the box along the Y-axis.
- **Size Z** – Depth of the box along the Z-axis.

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.