Primitive Cylinder Behavior

Descripción

Files: CGFPrimitiveCylinderBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

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

Reference

- **Generate Caps** – Determines whether to generate caps for the cylinder.
- **Generate Normals** – Determines whether normals should be generated for shading.
- **Generate UVs** – Determines whether UV coordinates should be generated for texturing.
- **Height** – height of the cylinder.
- **Invert** – Specifies whether to invert the mesh orientation.
- **Radius** – radius of the cylinder base.
- **Sides** – Number of sides used to approximate the circular base.

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.