Primitive Disk Behavior

Descripción

Files: CGFPrimitiveDiskBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

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

Reference

- **Direction** – direction in which the disk is oriented.
  - **Bottom** – Bottom side position.
  - **Left** – Left side position.
  - **Right** – Right side position.
  - **Top** – Numeric setting that configures top.
  - **Right** – Rightward direction.
  - **Left** – Leftward direction.
  - **Up** – Upward direction.
  - **Down** – Downward direction.
  - **Forward** – Forward direction.
  - **Back** – Backward direction.
- **Generate Normals** – Determines whether normals should be generated for shading.
- **Generate UVs** – Determines whether UV coordinates should be generated for texturing.
- **Radius** – radius of the disk.
- **Sides** – Number of sides used to approximate the circular shape.

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.