Primitive Geo Sphere Behavior

Descripción

Files: CGFPrimitiveGeoSphereBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

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

Reference

- **Generate Normals** – Determines whether normals should be generated for shading.
- **Generate UVs** – Determines whether UV coordinates should be generated for texturing.
- **Invert** – Specifies whether to invert the mesh orientation.
- **Radius** – radius of the geosphere.
- **Tesselation** – Level of tessellation for sphere detail, limited to avoid vertex overflow.

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.