Primitive Outlined Box Behavior

Descripción

Files: CGFPrimitiveOutlinedBoxBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

Behavior that allows the associated gameobject to create the Mesh OutlinedBox.

Reference

- **Enerate UVs** – Determines whether UV coordinates are generated for the mesh.
- **Generate Normals** – Determines whether normals are generated for the mesh.
- **Outline** – thickness of the outline around the box.
- **Size X** – width of the outlined box.
- **Size Y** – height of the outlined box.
- **Size Z** – Depth of the outlined box.

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.