Primitive Quad Behavior

Descripción

Files: CGFPrimitiveQuadBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

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

Reference

- **Direction** – Orientation of the quad in 3D space.
  - **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 are generated for the mesh.
- **Generate UVs** – Determines whether UV coordinates are generated for the mesh.
- **Height** – height of the quad.
- **Width** – Width of the quad.

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.