Primitive Sphere Behavior

Descripción

Files: CGFPrimitiveSphereBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

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

Reference

- **Generate Normals** – Determines whether normals are generated for the mesh.
- **Generate UVs** – Determines whether UV coordinates are generated for the mesh.
- **Invert** – Determines whether the sphere is inverted.
- **Radius** – radius of the sphere.
- **Slices Max Angle** – Maximum angle in degrees for horizontal slices.
- **Stacks Max Angle** – Maximum angle in degrees for vertical stacks.
- **Tesselation** – Number of tessellation subdivisions for the sphere.

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.