Primitive Torus Behavior

### Descripción

**Files:** CGFPrimitiveTorusBehavior.cs

**Path:** "CGF/Systems/ObjectMesh/Primitives"

# Description

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

# Reference

- **Generate Normals** – Determines whether normals are generated for the mesh.
- **Generate UVs** – Determines whether UV coordinates are generated for the mesh.
- **Radius** – Overall radius of the torus.
- **Tessellation** – Level of tessellation detail for the torus.
- **Thickness** – Thickness of the torus ring.

# 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.