Primitive Tube Behavior

Descripción

Files: CGFPrimitiveTubeBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

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

Reference

- **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 tube.
- **Inner Radius** – Inner radius of the tube.
- **Quter Radius** – Outer radius of the tube.
- **Sides** – Number of sides for the tube geometry.

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.