Primitive Wire Box Behavior

Descripción

Files: CGFPrimitiveWireBoxBehavior.cs

Path: "CGF/Systems/ObjectMesh/Primitives"

Description

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

Reference

- **Size X** – Width of the wireframe box.
- **Size Y** – Height of the wireframe box.
- **Size Z** – Depth of the wireframe 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.