Parallax Manager

Descripción

Files: CGFParallaxManager.cs

Path: "CGF/Systems/ObjectTransform/Parallax"

Description

Parallax system.

Reference

- **All Layers List** – Inspector setting containing the all Layers entries used by this component.
  - **Layer** – Internal value used to configure layer. See Common Features / Layer.
  - **Speed** – Movement rate used for speed.
- **Reference Object** – Cached reference to the reference Object used at runtime.
- **Rotation Multiplier** – Numeric setting used for rotation Multiplier.
- **Use Position** – Controls whether this component uses position.
- **Use Rotation** – Controls whether this component uses rotation.

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.