Effect Mask Behavior

Descripción

Files: CGFEffectMaskBehavior.cs

Path: "CGF/Systems/Shaders/EffectMask"

Description

Behavior that allows the associated GameObject to manage a full-screen effect mask.

Reference

- **Blur** – Internal value used to configure capture Mode.
- **Capture Mode** – Pending documentation.
  - **Before Opaque Effects** – Selects the before opaque effects option.
  - **Before Effects** – Selects the before effects option.
- **Full Screen Texture** – Cached reference to the full Screen Texture used at runtime.
- **Global Renderer Options** – Internal value used to configure global Renderer Options.
  - **Cull Mode** – Internal value used to configure cull Mode.
  - **Depth Test** – Controls whether depth Test is enabled.
  - **Extrude** – Numeric setting used for extrude.
  - **Opacity** – Internal value that defines the scale.
  - **Scale** – Pending documentation.
  - **Texture** – Only alpha channel is used.
- **Invert** – Pending documentation.
- **Mask Renderers** – Internal value containing the mask Renderers entries used by this component.
- **Opacity** – Controls whether invert is enabled.
- **Renderers Enabled** – Controls whether renderers Enabled is enabled.

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.