Effect Mask Renderer Behavior

Descripción

Files: CGFEffectMaskRendererBehavior.cs

Path: "CGF/Systems/Shaders/EffectMask"

Description

Behavior that allows the associated GameObject to register renderers for effect masks.

Reference

- **Custom Mesh** – Pending documentation.
- **Extrude** – Numeric setting used for extrude.
- **Include Children** – Inspector setting used to configure custom Mesh.
- **Mask** – Internal value used to configure mode.
- **Mode** – Pending documentation.
  - **Distance** – Copy creation according to the distance between the original GameObject or the last copy and the copy to create.
  - **Time** – Creation of copies according to the elapsed time between the appearance of the original GameObject or the last copy and the copy to create.
- **Opacity** – Internal value that defines the scale.
- **Override Global Options** – Controls whether override Global Options is enabled.
- **Scale** – Pending documentation.
- **Texture** – Only alpha channel is used.

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.