Image Effect Behavior

Descripción

Files: CGFImageEffectBehavior.cs

Path: "CGF/Systems/Shaders/ImageEffect"

Description

Behavior that allows the associated GameObject to apply an image effect shader.

Reference

- **Animate** – Allows properties to be animated.
- **Execute In Platforms List** – List of platforms and whether it is enabled.
  - **Active** – Controls whether active is enabled.
  - **Platform** – Runtime value used by this component to configure platform.
- **Image Effect** – Material to modify.

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.