Image Effect Manager

Descripción

Files: CGFImageEffectManager.cs

Path: "CGF/Systems/Shaders/ImageEffect"

Description

Manager for the image effects applied to the current camera.

Reference

- **Image Effects List** – Internal value containing the valid Image Effects entries used by this component.

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.