Ambient Light Manager

Descripción

Files: CGFAmbientLightManager.cs

Path: "CGF/Systems/Shaders/Managers"

Description

Manager that allows the associated GameObject to modify values of shaders that have the Height Fog property.

Reference

- **Ambient Light** – Controls whether ambient Light is enabled.
- **Directional Light** – Controls whether directional Light is enabled.
- **Real Time Light** – Controls whether real Time Light 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.