Distance Fog Manager

Descripción

Files: CGFDistanceFogManager.cs

Path: "CGF/Systems/Shaders/Managers"

Description

Manager that allows to the attatched gameobject sets the values of the shaders with the feature of Distance Fog.

Reference

- **Distance Fog** – Manages distance fog settings. See Common Features / Distance Fog.
- **Use Alpha** – Controls whether this component uses alpha.
- **World Distance Fog** – Controls whether world Distance Fog is enabled.
- **World Distance Fog Position** – Inspector setting that defines the world Distance Fog Position.

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.