Height Fog Manager

Descripción

Files: CGFHeightFogManager.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

- **Fog Height** – Measurement used to configure the fog Height.
- **Height Fog** – Manages height fog settings. See Common Features / Height Fog.
- **Local Height Fog** – Controls whether local Height Fog is enabled.
- **Use Alpha Value** – Controls whether the fog color alpha channel is applied.

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.