Shader Manager

Descripción

Files: CGFShaderManager.cs

Path: "CGF/Systems/Shaders/Managers"

Description

Manager that allows to the attatched gameobject set the material of multiple gameobjects. Parent of the material managers.

Reference

- **Automatic** – Enables the automatic mode.
- **Get All Materials** – Allows to get all the supported materials in runtime.
- **Materials List** – List of components that stores the iformation of the shader.
  - **Material** – Material of the attatched gameobject.
  - **Renderer** – MeshRenderer of the attatched gameobject.
- **Use Animator** – Allows animate the manager values.

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.