Tiling And Offset Setter Behavior

Descripción

Files: CGFTilingAndOffsetSetterBehavior.cs

Path: "CGF/Systems/Shaders"

Description

Behavior that allows to dynamically controling the tiling and offset of a texture in a 3D object.

Reference

- **Tiling And Offset Setters List** – It is a list that stores the tiling and offset settings for all materials.
    - **Material Name** – Saves the name of the material to which tiling and offset changes will be applied.
    - **Tiling And Offset Setters List** – It is a list that stores the tiling and offset settings for all materials.
        - **Name** – Name used to identify name.
        - **Offset** – Control texture displacement.
        - **Tiling** – Represents how the texture repeats along the X and Y axes.

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.