Sprite Atlas Manager

Descripción

Files: CGFSpriteAtlasManager.cs

Path: "CGF/Systems/Sprites"

Description

Class that manage the sprite atlas and its variants to choose the atlas that fits better with the Screen resolution.

Reference

- **Sprite Atlas Configuration** – Internal value used to configure sprite Atlas Configuration.

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.