Projector Behavior

Descripción

Files: CGFProjectorBehavior.cs

Path: "CGF/Systems/VisualEffects"

Description

Behavior that allows to the attatched gameobject manage a material with shader Projector Omni or Ortho.

Reference

- **Cube** – Internal value used to configure cube.
- **Light Type** – Selected light type.
  - **Unlit** – Selects the unlit option.
  - **Lit Legacy** – Selects the lit legacy option.
  - **Lit Standard** – Selects the lit standard option.
- **Omni** – Internal value used to configure omni.
- **Projection Mode** – Selected projection mode.
  - **Orthographic** – Selects the orthographic option.
  - **Omni** – Selects the omni option.
- **Ray Length** – Length of the direction indicator.
- **Show Gizmos** – Controls whether the gizmos is visible.

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.