



## Camera Depth Buffer Behavior

### Descripción



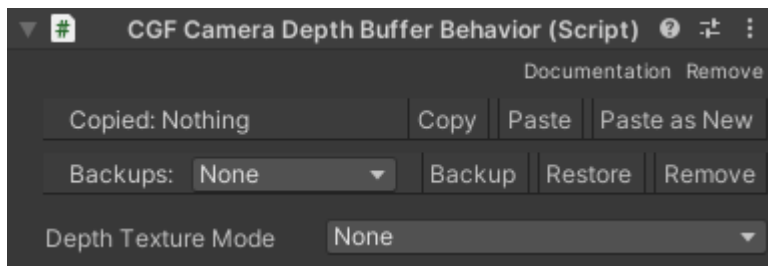
**Files:** CGFCameraDepthBufferBehavior.cs

**Path:** "CGF/Systems/Cam"

### Description

Behavior that allows to change the depth texture mode of the main camera.

### Reference



- **Depth Texture Mode – Dptph texture options.**
  - **None** – Do not generate depth texture.
  - **Depth** – Generate a depth texture.
  - **Depth Normals** – Generate a depth and normals texture.
  - **Motion Vectors** – Specifies whether motion vectors should be rendered if possible.

### Use

Add the CGFCameraDepthBufferBehavior to the main camera and select the mode of depth texture to use.