

## Simulated Light Manager

### Descripción



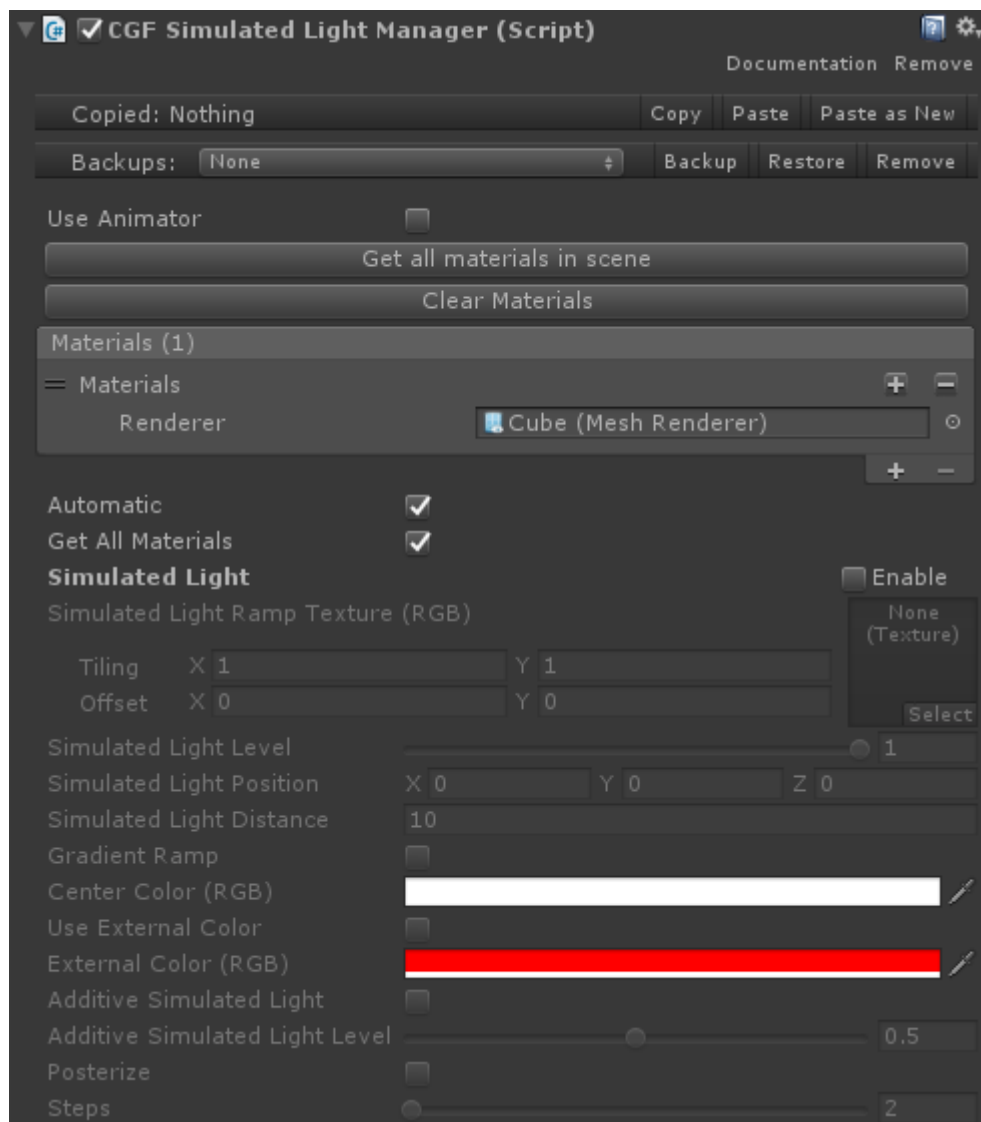
**Files:** CGFSimulatedLightManager.cs

**Path:** «CGF/Systems/Shaders/Managers»

### Description

Manager that allows to the attached gameobject sets the values of the shaders with the feature of Simulated Light.

### Reference



- **Use animator** – Allows animate the manager values.
- **Get all materials in the scene** – Add to the material list all the mesh renderers of the scene.
- **Clear Materials** – Remove all the mesh renderers from the material list.
- **Materials** – Material list with materials to manage.
- **Automatic** – Enable or disable the automatic start.
- **Get All Materials** – Allows to get all the supported materials in runtime.
- **Simulated Light** – [Simulates a simple light.](#)

## Use

Add the CGFSimulatedLightManager to an empty gameobject, add materials to the list and configure the manager settings.

It has the same properties as the Shader Manager and the material.