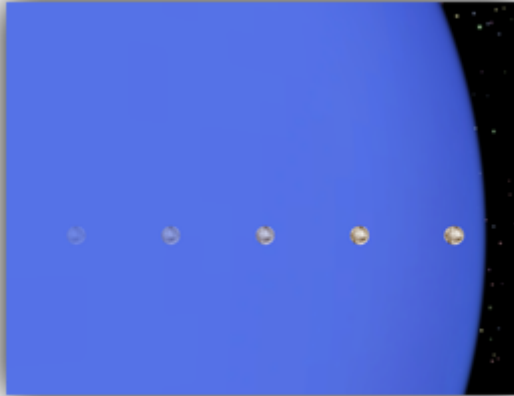


# The Volumetric Probe Component

This component allows any GameObject to enter gas giant atmospheres and be affected by the gas volume/fog.

Note: This component currently doesn't support planet or star atmospheres.



## Probe

### Render Queue

This allows you to set the render queue used by the probe material. Consult the official Unity documentation if you're unsure what this means.

### Recursive

If you tick this then the volumetric probe will apply its material to every material contained within this GameObject.