

P3dPaintable

This component marks the current `GameObject` as being paintable, as long as this `GameObject` has a `MeshFilter` + `MeshRenderer`, or a `SkinnedMeshRenderer`. To actually paint it also requires the `SgtPaintableTexture` component.

activation

This allows you to control when this component actually activates and becomes ready for painting. You probably don't need to change this.

forceBake

If the attached `Renderer` is a `SkinnedMeshRenderer` that moves during the frame (not just between frames), then enable this to force the mesh to update. You probably don't need to enable this.

PaintableTextures

This will return all paintable textures attached to the current `gameObject` in a temporary shared list.

FindOverlap

This will return a list of all paintables that overlap the specified bounds

[CONTEXT] DirtyMaterials

Materials will give you a cached `CachedRenderer.sharedMaterials` array. If you have updated this array externally then call this to force the cache to update next them it's accessed.

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1. [activation](#)

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