

SgtShadowRing

This component allows you to cast a ring shadow from the current GameObject.

Texture

The texture of the shadow (left = inside, right = outside).

RadiusMin

The inner radius of the ring casting this shadow (auto set if Ring is set).

RadiusMax

The outer radius of the ring casting this shadow (auto set if Ring is set).

1. [SgtShadowRing](#)

1. [Texture](#)

2. [RadiusMin](#)

3. [RadiusMax](#)