

ScriptableObject



FlatKit.FogSettings

- + useDistance
- + distanceGradient
- + near
- + far
- + distanceFogIntensity
- + useDistanceFogOnSky
- + useHeight
- + heightGradient
- + low
- + high
- + heightFogIntensity
- + useHeightFogOnSky
- + distanceHeightBlend
- + renderEvent