Attack Base

Descripción

Files: CGFAttackBase.cs

Path: "CGF/Systems/Actions/Attack"

Description

Provides the basic attributes and characteristics to define a GameObject with an attack type.

Reference

- **Attack Rate** – Numeric setting that configures attack rate.
- **Audio Effect** – Cached CGFAudioInstantiatorClass reference used by this component. See Common Features / Audio Effect.
- **Can Attack** – Condition for being able to attack.
- **Damage** – Base damage applied at the center of the explosion.
- **Make Damage** – Condition for dealing damage.
- **Range** – Numeric setting that configures range.
- **Stun Duration** – Duration in seconds used for stun duration.
- **Type** – Runtime value used by this component to configure type.
    - **Primary** – Pending documentation.
    - **Secondary** – Pending documentation.
    - **Tertiary** – Pending documentation.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.