Range Attack Behavior

Descripción

Files: CGFRangeAttackBehavior.cs

Path: "CGF/Systems/Actions/Attack"

Description

Responsible for providing and managing the characteristics of a simplified ranged attack.

Reference

- **Projectile** – Cached reference to the projectile used at runtime.
- **Projectile Number Per One Shot** – Numeric value used to identify or count projectile Number Per One Shot.
- **Projectile Position** – Internal value that defines the projectile Position.
- **Projectile Rotation** – Internal value that defines the projectile Rotation.
- **Projectile Spawn Delay** – Time value in seconds used for projectile Spawn Delay.
- **Projectile Speed** – Movement rate used for projectile Speed.
- **Range Type** – Internal value used to configure range Type.
    - **Infinite** – Pending documentation.
    - **Distance** – Pending documentation.
    - **Time** – 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.