Usable Base

Descripción

Files: CGFUsableBase.cs

Path: "CGF/Systems/Actions/Use"

Description

Provides the basic attributes and characteristics to define a generic item with a use function.

Reference

- **Can Use** – Controls whether can Use is enabled.
- **Is Consumable** – Indicates whether consumable.
- **Type** – Internal value used to configure type.
  - **Primary** – Pending documentation.
  - **Secondary** – Pending documentation.
  - **Tertiary** – Pending documentation.
- **Use Audio List** – Internal value containing the use Audio entries used by this component.

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.