Animation Parameter Setter Behavior

### Descripción

**Files:** CGFAnimationParameterSetterBehavior.cs

**Path:** "CGF/Systems/Animation"

# Description

Behavior that allows the associated GameObject to enable or disable an animator parameter.

# Reference

- **Animator Parameters List** – Internal value containing the animator Parameters entries used by this component.
  - **Animator** – Animator with the parameters to enable or disable.
  - **Bool Value** – Bool value for the bool parameter.
  - **Float Value** – Float value for the float parameter.
  - **Int Value** – Float value for the float parameter.
  - **Parameter Name** – Name of the parameter to enable or disable.
  - **Parameter Type** – Selected parameter type to enable.
    - **Float** – Enables a float parameter.
    - **Int** – Enables an int parameter.
    - **Bool** – Enables a bool parameter.
    - **Trigger** – Enables a trigger parameter.
- **Automatic Mode** – Initialization of a CGFAutomaticModeClass. See Common Features / Automatic Mode.

# 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.