Animatior Controller Frame Rate Behavior

### Descripción

**Files:** CGFAnimatiorControllerFrameRateBehavior.cs

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

# Description

Behavior that allows the associated gameobject to adjusts animator playback speed based on a target frame rate so simulate a stop motion animation effect.

# Reference

- **Animator** – Animator component that will be controlled.
- **FPS** – Target frames per second for animation updates.

# 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.