Animator Delay Behavior

Descripción

Files: CGFAnimatorDelayBehavior.cs

Path: "CGF/Systems/Animation"

Description

Behavior to set a random time to the animators.

Reference

- **Animators List** – 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.