Custom Easing Manager

Descripción

Files: CGFCustomEasingManager.cs

Path: "CGF/Systems/Animation/Easings"

Description

Allows creating easings (animation curves) from the editor and storing them.

Reference

- **Easing List** – List of Easings.
  - **Curve** – Internal animation curve used to evaluate custom easing.
  - **Name** – Text used to identify or display name.

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.