Camera Scroll Behavior

Descripción

Files: CGFCameraScrollBehavior.cs

Path: "CGF/Systems/Cam"

Description

Behavior that allows the associated GameObject to scroll the camera.

Reference

- **Direction To Move Scroll** – Runtime value used by this component to configure direction to move scroll.
  - **Vertical** – Top to bottom.
  - **Horizontal** – Right to left.
  - **Diagonal Left To Right** – From the top-left corner to the bottom-right corner.
  - **Diagonal Right To Left** – From the top-right corner to the bottom-left corner.
- **Layer** – Runtime value used by this component to configure layer mask. See Common Features / Layer.
- **Scroll Amount** – Numeric setting that configures scroll amount.

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.