Camera Zoom Behavior

Descripción

Files: CGFCameraZoomBehavior.cs

Path: "CGF/Systems/Cam"

Description

Behavior that allows the associated GameObject to zoom the camera.

Reference

- **Curve** – Animation curve that controls interpolation over time.
- **Duration** – Duration in seconds for the timed operation.
- **Zoom In** – Zoom in target.
- **Zoom Out** – Zoom out target.

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.