Special Effect List

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages special effect instantiation settings.

Reference

- **Special Effect List** – Manages special effect instantiation settings.
  - **Instantiate Type** – Specifies the instantiation type.
    - **Sequential** – Plays audio effects to instantiate the tracks one after the other in the order of the AudioPlayerBehavior list.
    - **Sequential Loop** – Plays audio effects to instantiate the tracks one after the other in order of the AudioPlayerBehavior list and when it finishes, it repeats the process.
    - **Sequential Random** – Plays audio effects to instantiate the tracks in the scene sequentially, respecting the playing time of the previous one and playing this loop mode.
    - **Random One Percentage** – Plays audio effects to instantiate a selected track based on percentage.
    - **Random One** – Plays audio effects to instantiate a randomly selected track.
    - **All** – Plays audio effects to instantiate the tracks at the same time in order from the AudioPlayerBehavior list.
  - **Special Effects List** – List of data objects (ElementsInstantiatorClass) used to determine how elements of type GameObject will be instantiated.
    - **Delay** – Time delay before instantiation occurs.
    - **Instance Transform** – Optional Transform used to determine the exact position and rotation for instantiation.
    - **Number Of Elements** – Specifies how many elements should be created using an IntIntervalClass instance.
      - **Max** – Internal value used to configure max.
      - **Min** – Internal value used to configure min.
      - **Type** – Internal value used to configure type.
        - **None** – No interval is applied.
        - **Fixed** – Uses a fixed value for the interval.
        - **Ranged Fixed** – Generates a random value within the range once and reuses it.

        - **Ranged Random** – Generates a new random value within the range each time it is accessed.
    - **Percentage** – percentage used to determine instantiation likelihood or weighting.
    - **Skip** – Indicates whether this element should be skipped during instantiation.
    - **Special Effect** – Reference to the GameObject that will be instantiated.
    - **Special Effect Position** – Position offset added to the current object's position for instantiation.
    - **Special Effect Rotation** – Rotation offset added to the current object's rotation for instantiation.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.