Special Effects

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages special effect entries.

Reference

- **Special Effects** – Manages special effect entries.
  - **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.