Contact Maker Behavior

Descripción

Files: CGFContactMakerBehavior.cs

Path: "CGF/Systems/Contact"

Description

Behavior that allows the associated GameObject to send information to the listener that it has been contacted.

Reference

- **Audio** – Enables onTriggerStay.
  - **Audio Effects** – Inspector setting containing the audio Effects entries used by this component. See Common Features / Audio Effects.
  - **Instantiate Type** – Cached CGFInstantiateType reference used by this component. See Common Features / Instantiate Type.
- **Layer** – Affected LayersMask. See Common Features / Layer.
- **On Collision Enter** – Enables onCollisionEnter.
- **On Collision Stay** – Enables onCollisionStay.
- **On Trigger Enter** – Enables onTriggerEnter.
- **On Trigger Stay** – Enables onTriggerStay.

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.