Explosion Behavior

Descripción

Files: CGFExplosionBehavior.cs

Path: "CGF/Systems/Contact"

Description

Behavior that allows the associated GameObject to perform an explosion.

Reference

- **Automatic** – Controls whether automatic is enabled.
- **Camera** – Manages camera settings. See Common Features / Camera.
- **Curve** – Animation curve that controls interpolation over time.
- **Damage** – Base damage applied at the center of the explosion.
- **Damage Event** – Damage event raised when the explosion applies damage.
  - **Enter** – Single-hit mode.
  - **Stay** – Multiple-hit modes.
- **Damage Type** – Damage category applied by the explosion.
  - **Constant** – Constant mode.
  - **Distance** – Distance mode.
- **Duration** – Duration in seconds for the timed operation.
- **Gizmo Color** – Color used when rendering or drawing gizmo.
- **Impulse** – Controls whether impulse is enabled.
- **Impulse Force** – Fuerza del impulso.
- **Impulse Mode** – Inspector setting used by this component to configure impulse mode.
- **Layer** – Layer mask affected by the explosion. See Common Features / Layer.
- **Make Damage** – Controls whether this component performs damage.
- **Max Size** – Maximum visual size reached by the explosion effect.
- **Min Damage** – Minimum damage applied near the edge of the explosion radius.
- **Position** – Position shake configuration.
  - **Curve** – Position shake behavior curve.
  - **Duration** – Position shake duration interval.
    - **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.
    - **Magnitude** – Position shake magnitude interval.
        - **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.
- **Position Offset** – Inspector setting used by this component to configure position offset.
- **Rotation** – Rotation shake configuration.
    - **Curve** – Rotation shake behavior curve.
    - **Duration** – Rotation shake duration interval.
        - **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.
    - **Magnitude** – Rotation shake magnitude interval.
        - **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.
- **Shake Mode** – Inspector setting used by this component to configure shake mode.
    - **Position** – Position shake.
    - **Rotation** – Rotation shake.
    - **Both** – Position and rotation shake.
- **Show Gizmo** – Controls whether the gizmo is visible.
- **Special Effect List** – CGFVFXInstantiatorClass reference assigned through the inspector. See Common Features / Special Effect List.
- **Up Impulse** – Numeric setting that configures up impulse.

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.