Health Behavior

Descripción

Files: CGFHealthBehavior.cs

Path: "CGF/Systems/Contact"

Description

Behavior that allows the associated GameObject to have health.

Reference

- **Audio Effect** – Manages audio effect settings. See Common Features / Audio Effect.
- **Current Health** – Numeric setting that configures current health.
- **Health Type** – Runtime value used by this component to configure health type.
  - **Fixed** – Pending documentation.
  - **Ranged** – Pending documentation.
- **Invulnerability** – Controls whether invulnerability is enabled.
- **Invulnerability Time** – Duration in seconds used for invulnerability time.
- **Max Health** – Numeric setting that configures max health.
- **Max Range Health** – Numeric setting that configures max range health.
- **Min Range Health** – Numeric setting that configures min range health.
- **Special Effect List** – Internal value used to configure special Effect List. See Common Features / Special Effect List.

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.