Interactable Object Behavior

Descripción

Files: CGFInteractableObjectBehavior.cs

Path: "CGF/Systems/Contact"

Description

Behavior that allows the associated GameObject to be interactive.

Reference

- **Audio Effect** – CGFAudioInstantiatorClass reference assigned through the inspector. See Common Features / Audio Effect.
- **Special Effect List** – Instantiation of the CGFVFXInstantiatorClass class. 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.