Layer Detector Behavior

Descripción

Files: CGFLayerDetectorBehavior.cs

Path: "CGF/Systems/Contact"

Description

Behavior that detects a layer using raycast with the configured parameters.

Reference

- **Continuos Detection Frames** – Pending documentation.
- **Continuous Detection** – Pending documentation.
- **Layer** – Internal value used to configure ray. See Common Features / Layer.
- **Ray Direction** – Pending documentation.
- **Ray Length** – Pending documentation.
- **Ray Offset** – Pending documentation.
- **Space Type** – Pending documentation.
    - **World** – Uses world-space coordinates.
    - **Local** – Uses local-space coordinates.

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.