Trigger Layer Detector Behavior

Descripción

Files: CGFTriggerLayerDetectorBehavior.cs

Path: "CGF/Systems/Contact"

Description

Behavior that detects a layer using trigger colliders.

Reference

- **Layer** – Internal value containing the detected Colliders entries used by this component. See Common Features / Layer.

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.