Death Behavior

Descripción

Files: CGFDeathBehavior.cs

Path: "CGF/Systems/Death"

Description

Responsible for providing and managing the characteristics of a death behavior, such as special effects and sounds.

Reference

- **Audio Effect** – Death audio clips. See Common Features / Audio Effect.
- **Object Drop List** – Instantiation of the CGFObjectDropBehavior class.
  - **Instantiate Type** – Specifies the instantiation type See Common Features / Instantiate Type .
  - **Special Effects** – List of data objects (ElementsInstantiatorClass) used to determine how elements of type GameObject will be instantiated. See Common Features / Special Effects.
- **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.