Detection Zone Behavior

### Descripción

**Files:** CGFDetectionZoneBehavior.cs

**Path:** "CGF/Systems"

# Description

Behavior that modifies properties of detectable elements.

# Reference

- **Detections List** – Internal value containing the detections entries used by this component.

# 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.