Object Array Generator Manager

Descripción

Files: CGFObjectArrayGeneratorManager.cs

Path: "CGF/Systems/Grid"

Description

Generates a grid of objects in the scene, attached to an empty GameObject that acts as parent.

Reference

- **Automatic** – Do the grid generation automatic.
- **Grid Height** – Measurement used to configure grid height.
- **Grid Width** – Pending documentation.
- **Height Offset** – Height margin between Tiles.
- **Initial Grid Position** – Runtime value used by this component to configure initial grid position.
- **Initial Parent Rotation** – Parent object rotation.
- **Level Image** – Pending documentation.
- **Level Parent** – Parent object of the grid.
- **Parent Count** – Numeric setting that configures parent count.
- **Position** – Value Change Position.
- **Relation List** – List of relationships between prefabs and colors.
  - **Color** – Color applied to the color.
  - **Prefab** – Cached reference to the prefab used at runtime.
- **Struct List** – List of structs used for visualization in the Inspector.
  - **Max Val** – Numeric setting used for max Val.
  - **Min Val** – Numeric setting used for min Val.
  - **Prefab** – Cached reference to the prefab used at runtime.
- **Temporal Order** – Order variable for each tile.
- **Tile List** – List of already instantiated tiles.
- **Width Offset** – Width margin between Tiles.

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.