Detectable Object Behavior

Descripción

Files: CGFDetectableObjectBehavior.cs

Path: "CGF/Systems/IA"

Description

Behavior that allows the associated GameObject to be detectable or not.

Reference

- **Is Detectable** – Allows being detectable.

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.