Detector Range Behavior

Descripción

Files: CGFDetectorRangeBehavior.cs

Path: "CGF/Systems/IA"

Description

Behavior that allows the associated GameObject to detect detectable objects.

Reference

- **Debug Colors** – Runtime value used by this component to configure debug colors. See Common Features / Debug Colors.
- **Detection** – Runtime value used by this component to configure detection space. See Common Features / Detection.
- **First Closest Objects** – Controls whether first closest objects is enabled.
- **Layer** – Runtime value used by this component to configure layer mask. See Common Features / Layer.
- **Obstacle Mask** – Mask used to detect obstacles.
- **Temporal Detecteds In Angle** – Pending documentation.
- **Time Reaction** – Duration in seconds used for time reaction.
- **Use Raycast** – Enables or disables RayCast detection behavior.
- **View Angle** – Numeric setting that configures view angle.
- **View Direction** – Runtime value used by this component to configure view direction.
- **View Range** – Numeric setting that configures view range.

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.