

FSM Manager

Descripción

Files: [CGFFSMManager.cs](#)

Path: "CGF/Systems/IA/FSM"

Description

Responsible for managing states and their transition.

Reference

- **Execute On Pause** – Execute while paused.

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.