Inventory Base Behavior

Descripción

Files: CGFInventoryBaseBehavior.cs

Path: "CGF/Systems/Inventory"

Description

Provides the basic attributes and characteristics to define a generic inventory with all functions required to interact with the items it contains.

Reference

- **Can Attack** – Controls whether can Attack is enabled.
- **Can Drop** – Controls whether can Drop is enabled.
- **Can Next Item** – Controls whether can Next Item is enabled.
- **Can Previous Item** – Controls whether can Previous Item is enabled.
- **Can Reload** – Controls whether can Reload is enabled.
- **Can Use** – Controls whether can Use is enabled.
- **Default Items List** – Internal value containing the default Items entries used by this component.
- **Inventory Name** – Name used to identify inventory Name.

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.