Item Behavior

Descripción

Files: CGFItemBehavior.cs

Path: "CGF/Systems/Inventory"

Description

Behavior that allows the associated GameObject to use item.

Reference

- **Can Get** – Controls whether can Get is enabled.
- **Current Stack** – Numeric setting used for current Stack.
- **Equip Audio List** – Internal value containing the equip Audio entries used by this component.
- **ID** – Numeric value used to identify or count ID.
- **Is Stackable** – Indicates whether stackable.
- **Item Name** – Name used to identify item Name.
- **Item Types List** – Internal value containing the item Types entries used by this component.
  - **None** – No option is selected.
  - **Sword** – Selects the sword option.
  - **Armor** – Selects the armor option.
  - **Shield** – Selects the shield option.
  - **Potion** – Selects the potion option.
  - **Ammunition** – Selects the ammunition option.
- **Max Stack** – Numeric setting used for max Stack.
- **Order In Inventory** – Numeric setting used for order In Inventory.
- **Slot** – Internal value containing the slot Types entries used by this component. See Common Features / Slot.
- **Unequip Audio List** – Internal value containing the unequip Audio entries used by this component.

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.