Linear Inventory Behavior

Descripción

Files: CGFLinearInventoryBehavior.cs

Path: "CGF/Systems/Inventory"

Description

Linear-specific inventory type for a Shooter style.

Reference

- **Initial Active Position** – Numeric setting used for initial Active Position.
- **Is Inventary Sorted** – Indicates whether inventary sorted.
- **Max Size** – Measurement used to configure the max Size.

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.