Linear Movement Behavior

Descripción

Files: CGFLinearMovementBehavior.cs

Path: "CGF/Systems/Movement"

Description

Behavior that allows the associated GameObject to move toward a direction.

Reference

- **Automatic** – Controls whether automatic is enabled.
- **Direction** – Runtime value used by this component to configure direction.

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.