Motor Behavior

Descripción

Files: CGFMotorBehavior.cs

Path: "CGF/Systems/Movement"

Description

Responsible for moving the attached GameObject with acceleration, deceleration, and maximum speed

Reference

- **Acceleration** – Numeric setting used for acceleration.
- **Deceleration** – Numeric setting used for deceleration.
- **Mode** – Internal value used to configure mode.
  - **Distance** – Copy creation according to the distance between the original GameObject or the last copy and the copy to create.
  - **Time** – Creation of copies according to the elapsed time between the appearance of the original GameObject or the last copy and the copy to create.
- **Use Gravity** – Controls whether this component uses gravity.

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.