Movement Base

Descripción

Files: CGFMovementBase.cs

Path: "CGF/Systems/Movement"

Description

Provides the basic attributes and characteristics to define a generic movement.

Reference

- **Can Move** – Controls whether can Move is enabled.
- **Max Speed** – Movement rate used for max Speed.
- **Round Position** – Controls whether round Position is enabled.
- **Round Precision** – Numeric setting used for round Precision.

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.