Sine Movement Base

Descripción

Files: CGFSineMovementBase.cs

Path: "CGF/Systems/Movement"

Description

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

Reference

- **Max Amplitude** – Numeric setting used for max Amplitude.
- **Max Frequency** – Numeric setting used for max Frequency.
- **Max Initial Time** – Time value in seconds used for max Initial Time.
- **Min Amplitude** – Determines the movement range.
- **Min Frequency** – Inversely proportional to the period.
- **Min Initial Time** – Time value in seconds used for min Initial Time.

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.