Avoid Steer Behavior

Descripción

Files: CGFAvoidSteerBehavior.cs

Path: "CGF/Systems/Movement/Steer"

Description

Behavior that allows the associated GameObject to perform avoidance steer.

Reference

- **Collider To Ignore** – Collider reference assigned through the inspector.
- **Gizmo Color** – Color used when rendering or drawing gizmo.
- **Obstacle Layer Mask** – Inspector setting used by this component to configure obstacle layer mask.
- **Offset Position Detection** – Detection position offset.
- **Range Detection** – Numeric setting that configures range detection.
- **Show Gizmo** – Enables or disables gizmos.

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.