Vertex Sin Movement Behavior

Descripción

Files: CGFVertexSinMovementBehavior.cs

Path: "CGF/Systems/ObjectMesh"

Description

Behavior that allows the associated GameObject to move its vertices sinusoidally.

Reference

- **Axis** – Selected axis on which the wave movement occurs.
  - **X** – X option used by the enum.
  - **Y** – Y option used by the enum.
  - **Z** – Z option used by the enum.
- **Magnitude** – Wave magnitude on each axis.
- **Mesh As Collider** – Controls whether mesh As Collider is enabled.
- **Noise Multiplier** – Noise multiplier applied to the wave movement.
- **Noise Strength** – Noise strength applied to the wave movement.
- **Wave Scale** – Wave movement altitude.
- **Wave Speed** – Wave movement speed.

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.