Cursor Movement Behavior

Descripción

Files: CGFCursorMovementBehavior.cs

Path: "CGF/Systems/ObjectTransform"

Description

Behavior that allows the associated GameObject to modify an object position using the mouse position.

Reference

- **Maximun Position** – Inspector setting that defines the maximun Position.
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- **Only Desktop** – Controls whether only Desktop is enabled.
- **Screen Threshold Bottom** – Numeric setting used for screen Threshold Bottom.
- **Screen Threshold Left** – Numeric setting used for screen Threshold Left.
- **Screen Threshold Right** – Numeric setting used for screen Threshold Right.
- **Screen Threshold Top** – Numeric setting used for screen Threshold Top.
- **Speed** – Movement rate used for speed.
- **Target** – Cached reference to the target used at runtime.

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.