Game Object Properties Behavior

Descripción

Files: CGFGameObjectPropertiesBehavior.cs

Path: "CGF/Systems/ObjectTransform"

Description

Behavior that allows the associated GameObject to give properties to the object that will receive the score.

Reference

- **Label List** – List of labels used to filter the object.
- **Owner ID** – ID used to identify the object.

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.