Game Object Properties Controller

Descripción

Files: CGFGameObjectPropertiesController.cs

Path: "CGF/Systems/ObjectTransform"

Description

Controller that allows the associated GameObject to control game Object Properties.

Reference

- **Label Properties List** – List used to configure the GameObject list.
  - **Conditions** – Internal value used to configure conditions.
    - **Include** – Selects the include option.
    - **Exclude** – Selects the exclude option.
  - **Label** – Text value used for label.
  - **Necessary** – Controls whether necessary is enabled.

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.