Object Orbit Behavior

### Descripción

**Files:** CGFObjectOrbitBehavior.cs

**Path:** "CGF/Systems/ObjectTransform"

# Description

It is to control a GameObject orbiting a target.

# Reference

- **End Position Offset** – Minimum distance from the target that defines when the orbit has reached its final position.
- **My Delay Orbit** – Delay in seconds before the object begins orbit after exiting the idle state.
- **My Speed** – Speed ??at which the object orbits the target.
- **Start Distance Offset** – Minimum distance from the target that causes the object to initiate orbit.
- **Target** – Transform of the target around which the object will orbit.

# 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.