Object Repeater Behavior

Descripción

Files: CGFObjectRepeaterBehavior.cs

Path: "CGF/Systems/ObjectTransform"

Description

Behavior that allows the associated GameObject to clone itself on three axes.

Reference

- **Fill** – Fill the cross.
- **Mode** – Selected repetition mode.
  - **Snap** – Without taking the original element border into account.
  - **Pivot** – Taking the original element pivot into account.
- **Objects Repeats** – Number of repeated objects on each axis.
- **Offset** – Offset between repeated objects.

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.