Player Behavior

Descripción

Files: CGFPlayerBehavior.cs

Path: "CGF/Systems/Player"

Description

Behavior that allows the associated GameObject to provide the required information to the player.

Reference

- **Avatar** – Cached GameObject reference used by this component.
- **Default Team** – Numeric setting that configures default team.
- **Input Manager** – Input configured in Unity input.
- **Player** – Text used to identify or display player name. See Common Features / Player.
- **Skin** – Skin chosen by the player.
  - **Collider** – Cached Collider reference used by this component.
  - **Layer** – Text used to identify or display layer name. See Common Features / Layer.
  - **Mesh Filter** – Runtime value used by this component to configure mesh filter.
  - **Name** – Text used to identify or display name.
- **Team** – Numeric setting that configures team.

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.