Scene Changer Behavior

Descripción

Files: CGFSceneChangerBehavior.cs

Path: "CGF/Systems/Scenes"

Description

Manager that allows the associated GameObject to switch to the loading scene and specify the destination scene.

Reference

- **Delay** – Delay before the scene change.
- **Loading Scene** – Text used to identify or display loading scene.
- **Scene To** – Text used to identify or display scene to.

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.