Scene Transition Behavior

Descripción

Files: CGFSceneTransitionBehavior.cs

Path: "CGF/Systems/Scenes"

Description

Transition between scenes.

Reference

- **Animation Name** – Name of the transition boolean.
- **Animator List** – Animator for the transition between scenes.
- **Deactivate Inputs** – Disables inputs during scene transitions.

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.