Object Instatiator Manager

Descripción

Files: CGFObjectInstatiatorManager.cs

Path: "CGF/Systems/Spawn"

Description

Manager that allows the associated GameObject to provide and manage the characteristics of an element generation system.

Reference

- **Automatic Mode** – Internal value used to configure automatic Mode. See Common Features / Automatic Mode.
- **Loop** – Controls whether loop is enabled.
- **Serie** – Internal value used to configure serie.
    - **Creation Time** – Internal value used to configure creation Time.
        - **Max** – Internal value used to configure max.
        - **Min** – Internal value used to configure min.
        - **Type** – Internal value used to configure type.
            - **None** – No interval is applied.
            - **Fixed** – Uses a fixed value for the interval.
            - **Ranged Fixed** – Generates a random value within the range once and reuses it.
            - **Ranged Random** – Generates a new random value within the range each time it is accessed.
    - **Elements List** – Internal value containing the elements entries used by this component.
        - **Creation Time** – Internal value used to configure creation Time.
            - **Max** – Internal value used to configure max.
            - **Min** – Internal value used to configure min.
            - **Type** – Internal value used to configure type.
                - **None** – No interval is applied.
                - **Fixed** – Uses a fixed value for the interval.
                - **Ranged Fixed** – Generates a random value within the range once and reuses it.
                - **Ranged Random** – Generates a new random value within the range each time it is accessed.
        - **Instance End Type** – Internal value used to configure instance End Type.
            - **On Health Zero** – Pending documentation.

        - **On Disable** – Pending documentation.
        - **On Destroy** – Pending documentation.
        - **None** – Pending documentation.
      - **Name** – Name used to identify name.
      - **Percentage Of Amount** – Numeric value used to identify or count percentage Of Amount.
      - **Prefab** – Cached reference to the prefab used at runtime.
  - **Instantiate Mode** – Internal value used to configure instantiate Mode.
    - **Sequential** – Pending documentation.
    - **Random** – Pending documentation.
  - **Name** – Name used to identify name.
  - **Number Of Elements** – Internal value used to configure number Of Elements.
    - **Max** – Internal value used to configure max.
    - **Min** – Internal value used to configure min.
    - **Type** – Internal value used to configure type.
      - **None** – No interval is applied.
      - **Fixed** – Uses a fixed value for the interval.
      - **Ranged Fixed** – Generates a random value within the range once and reuses it.
      - **Ranged Random** – Generates a new random value within the range each time it is accessed.
  - **Serie Delay Time** – Internal value used to configure serie Delay Time.
    - **Time** – Time value in seconds used for time.
    - **Type** – Internal value used to configure type.
      - **None** – Pending documentation.
      - **Delay** – Pending documentation.
  - **Serie End Mode** – Internal value used to configure serie End Mode.
    - **None** – Pending documentation.
    - **Constant** – Pending documentation.
    - **Elements** – Pending documentation.

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.