Spawn Behavior

Descripción

Files: CGFSpawnBehavior.cs

Path: "CGF/Systems/Spawn"

Description

Responsible for providing and managing the characteristics of a spawn behavior, such as spawn delay time and special effects.

Reference

- **Audio Effect** – Inspector setting used to configure audio Effect Spawn. See Common Features / Audio Effect.
- **Spawn Time Delay** – Time value in seconds used for spawn Time Delay.
- **Special Effect List** – Internal value used to configure special Effect List. See Common Features / Special Effect List.

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.