Spawner Behavior

Descripción

Files: CGFSpawnerBehavior.cs

Path: "CGF/Systems/Spawn"

Description

Responsible for providing and managing the characteristics of a spawn behavior.

Reference

- **Spawn Offset** – Runtime value used by this component to configure spawn offset.

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.