Spawner Manager

Descripción

Files: CGFSpawnerManager.cs

Path: "CGF/Systems/Spawn"

Description

Responsible for providing and managing the characteristics of a spawner manager behavior, such as determining where the spawn will happen and performing it.

Reference

- **Area Spawner Layer Mask** – Inspector setting used to configure area Spawner Layer Mask.
- **Areas List** – Inspector setting containing the areas entries used by this component.
- **Color** – Color applied to the color.
- **Point Size** – Measurement used to configure the point Size.
- **Points List** – Inspector setting containing the points entries used by this component.
  - **Position** – Internal value that defines the position.
- **Round** – Enables or disables precision mode.
- **Round Accuracy** – Rounding precision level.
- **Safe Areas List** – Inspector setting containing the safe Areas entries used by this component.
- **Show Spawners** – Controls whether the spawners is shown.
- **Spawner Behaviors List** – Inspector setting containing the spawner Behaviors entries used by this component.
- **Spawner Type** – Inspector setting used to configure spawner Type.
  - **Areas** – Selects the areas option.
  - **Transforms** – Selects the transforms option.
  - **Points** – Selects the points option.

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.