Wave Instance Behavior

Descripción

Files: CGFWaveInstanceBehavior.cs

Path: "CGF/Systems/Spawn"

Description

Behavior that allows the associated GameObject to notify the wave manager that it has been "removed".

Reference

- **Instance End** – Runtime value used by this component to configure instance end.
  - **On Health Zero** – Pending documentation.
  - **On Disable** – Pending documentation.
  - **On Destroy** – Pending documentation.
  - **None** – 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.