Sprite Flip Behavior

Descripción

Files: CGFSpriteFlipBehavior.cs

Path: "CGF/Systems/Sprites"

Description

Behavior that allows the associated GameObject to flip the sprite randomly.

Reference

- **Automatic** – Controls whether automatic is enabled.
- **Flip X** – Flips the X axis.
- **Flip Y** – Flips the Y axis.
- **On Enable** – Controls whether on enable is enabled.

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.