Sprite Group Behavior

Descripción

Files: CGFSpriteGroupBehavior.cs

Path: "CGF/Systems/Sprites"

Description

The behavior that allows the associated game object is to control the opacity of the child sprites.

Reference

- **Opacity** – Controls the opacity of the sprites.

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.