Charge Behavior

Descripción

Files: CGFChargeBehavior.cs

Path: "CGF/Systems/StatusEffects"

Description

Behavior that allows the associated GameObject to perform a timed charge process.

Reference

- **Audio Effect** – Internal value used to configure audio Effect Charge. See Common Features / Audio Effect.
- **Charge Time** – Time value in seconds used for charge Time.

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.