Effects Base

Descripción

Files: CGFEffectsBase.cs

Path: "CGF/Systems/StatusEffects/Effects"

Description

Effects base.

Reference

- **Audio** – Cached CGFAudioInstantiatorClass reference used by this component.
  - **Audio Effects** – Inspector setting containing the audio Effects entries used by this component. See Common Features / Audio Effects.
  - **Instantiate Type** – Cached CGFInstantiateType reference used by this component. See Common Features / Instantiate Type.
- **Duration** – Duration in seconds for the timed operation.

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.