Fatigue Behavior

### Descripción

**Files:** CGFFatigueBehavior.cs

**Path:** "CGF/Systems/StatusEffects"

## Description

Behavior that allows the associated GameObject to enter a fatigue state.

## Reference

- **Audio Effect** – Cached CGFAudioInstantiatorClass reference used by this component. See Common Features / Audio Effect.
- **Disable SFX On Finish Counter** – Disable effects when the counter has finished.
- **Duration** – Duration of the fatigue.
- **Max Chain Attack** – Maximum number of consecutive attacks.
- **Range** – Numeric setting that configures range.
- **Reset Idle Time** – Time that must be spent in the idle state to reset the fatigue counter.
- **Special Effect List** – Special effects list. See Common Features / Special Effect List.
- **Speed** – Movement speed used for speed.

## 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.