Status Effects Controller

Descripción

Files: CGFStatusEffectsController.cs

Path: "CGF/Systems/StatusEffects"

Description

Controller that allows the associated GameObject to control status Effects.

Reference

- **Status Effects Jobs List** – Internal value containing the status Effects Jobs entries used by this component.
  - **Effect Name** – Name used to identify effect Name.
  - **Job** – Internal value used to configure job.
  - **Target** – Cached reference to the target used at runtime.

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.