Stun Behavior

Descripción

Files: CGFStunBehavior.cs

Path: "CGF/Systems/StatusEffects"

Description

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

Reference

- **Is Stuneable** – Controls whether is stuneable is enabled.
- **Mode** – Inspector setting used by this component to configure mode.
  - **Distance** – Copy creation according to the distance between the original GameObject or the last copy and the copy to create.
  - **Time** – Creation of copies according to the elapsed time between the appearance of the original GameObject or the last copy and the copy to create.
- **Stun Resistance** – Numeric setting that configures stun resistance.

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.