

Succession Controller

Descripción

Files: [CGFSuccesionController.cs](#)

Path: "CGF/Systems/Succesions"

Description

Manager that allows the associated GameObject to manage successions.

Reference

- **Initial Succession** – Numeric setting that configures initial succession.
- **Reset Time** – Time to reset the Succession.
- **Succession Elements List** – Runtime value containing the succession elements entries processed by this component.
 - **Succession Name** – Text used to identify or display succession name.
 - **Succession Start** – Succession where it starts.

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.