Time Controller

Descripción

Files: CGFTimeController.cs

Path: "CGF/Systems/TimeControl"

Description

Manager that allows the associated GameObject to manage changes in Unity TimeScale.

Reference

- **Original Time Scale** – Time value in seconds used for original Time Scale.

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.