Time Scale Changer Behavior

Descripción

Files: CGFTimeScaleChangerBehavior.cs

Path: "CGF/Systems/TimeControl"

Description

Behavior that allows the associated GameObject to change Unity TimeScale.

Reference

- **Duration** – Time to wait.
- **Time Scale** – TimeScale value to change to.
- **Use Global Time Scale** – Pending documentation.

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.