Timer Behavior

Descripción

Files: CGFTimerBehavior.cs

Path: "CGF/Systems/TimeControl"

Description

Behavior that allows the associated GameObject to count minutes and seconds forward or backward.

Reference

- **Loop** – Enables or disables loop restart. When reaching the end of the count, it repeats indefinitely.
- **Minutes** – Numeric setting that configures minutes.
- **Mode** – Selected timer 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.
- **Seconds** – Duration in seconds used for seconds.

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.