Canvas Combo Behavior

Descripción

Files: CGFCanvasComboBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated GameObject to manage score.

Reference

- **Combo Text Prefix** – Text used to identify or display combo text prefix.
- **Combo Text Suffix** – Text used to identify or display combo text suffix.
- **Combo Type** – Runtime value used by this component to configure combo type.
  - **Combo** – Current combo.
  - **Combo Level** – Current combo.
  - **Best Combo Level** – Current combo.
  - **Best Combo** – Combo score.
- **Initial Combo** – Numeric setting that configures initial combo.
- **Owner ID List** – Owner ID.

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.