Canvas Count Down Behavior

Descripción

Files: CGFCanvasCountDownBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows performing a countdown.

Reference

- **Count Down List** – List of CountDownParameter classes.
  - **Audio** – Internal value used to configure audio.
    - **Audio Effects** – Inspector setting containing the audio Effects entries used by this component. See Common Features / Audio Effects.
    - **Instantiate Type** – Cached CGFInstantiateType reference used by this component. See Common Features / Instantiate Type.
  - **Delay** – Duration in seconds used for delay.
  - **Text** – Text displayed on screen.
- **Text** – Text that will appear on screen.

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.