Canvas Streak Behavior

Descripción

Files: CGFCanvasStreakBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated GameObject to add streak information to the canvas.

Reference

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

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.