Fade Behavior

Descripción

Files: CGFFadeBehavior.cs

Path: "CGF/Systems/VisualEffects"

Description

Behavior that allows the associated GameObject to reduce or increase its opacity with transitions.

Reference

- **Automatic Mode** – Enables or disables automatic behavior startup. See Common Features / Automatic Mode.
- **Fade In** – Final opacity of the "FadeIn" fade.
- **Fade In Duration** – Duration in seconds used for fade in duration.
- **Fade Out** – Final opacity of the "FadeOut" fade.
- **Fade Out Duration** – Duration in seconds used for fade out duration.
- **Mode** – Selected fade 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.
- **Wait Time** – Wait time between fades for the "FadeInToOut" and "FadeOutToIn" fade modes.

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.