Flash Screen Behavior

Descripción

Files: CGFFlashScreenBehavior.cs

Path: "CGF/Systems/VisualEffects"

Description

Behavior that allows the associated GameObject to create flashes on the screen.

Reference

- **Automatic** – Controls whether automatic is enabled.
- **Curve** – Flash animation curve where 1 is flash and 0 is not.
- **Duration** – Duration in seconds for the timed operation.

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.