Flicker Behavior

Descripción

Files: CGFFlickerBehavior.cs

Path: "CGF/Systems/VisualEffects"

Description

Behavior that allows the associated GameObject to create a flicker effect using its opacity.

Reference

- **Flicker Times** – Time value in seconds used for flicker Times.
- **Invisibility Seconds** – Time value in seconds used for invisibility Seconds.
- **Visibility Seconds** – Time value in seconds used for visibility Seconds.

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.