

Sprite Trail Behavior

Descripción

Files: [CGFSpriteTrailBehavior.cs](#)

Path: "CGF/Systems/VisualEffects/Trail"

Description

Behavior that allows the associated GameObject to use sprite Trail.

Reference

- **Current Trail Preset** – Internal value used to configure Current Trail Preset.
- **Elements In Trail** – Internal value containing the Elements In Trail entries used by this component.
- **Hide Trail On Disabled** – Controls whether Hide Trail On Disabled is enabled.
- **Layer** – Name used to identify Layer Name. See [Common Features / Layer](#).
- **Sprite To Duplicate** – Inspector setting used to configure Sprite To Duplicate.
- **Start If Under Velocity** – Controls whether Start If Under Velocity is enabled.
- **Stop If Over Velocity** – Controls whether Stop If Over Velocity is enabled.
- **Trail Activation Condition** – Internal value used to configure Trail Activation Condition.
 - **Always Enabled** – Selects the always enabled option.
 - **Manual** – Requires the option to be controlled manually.
 - **Velocity Magnitude** – Selects the velocity magnitude option.
- **Trail Activation Duration** – Time value in seconds used for Trail Activation Duration.
- **Trail Disactivation Condition** – Internal value used to configure Trail Disactivation Condition.
 - **Manual** – Requires the option to be controlled manually.
 - **Velocity Magnitude** – Selects the velocity magnitude option.
 - **Time** – Selects the time option.
- **Trail Name** – Name used to identify Trail Name.
- **Trail Order In Layer** – Numeric setting used for Trail Order In Layer.
- **Trail Parent** – Cached reference to the Trail Parent used at runtime.
- **Velocity Needed To Start** – Movement rate used for Velocity Needed To Start.
- **Velocity Needed To Stop** – Movement rate used for Velocity Needed To Stop.
- **Velocity Start Is Local Space** – Controls whether Velocity Start Is Local Space is enabled.
- **Velocity Stop Is Local Space** – Controls whether Velocity Stop Is Local Space is enabled.
- **Z Move Max** – Numeric setting used for Z Move Max.
- **Z Move Step** – Numeric setting used for Z Move Step.

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.