Trail Element Behavior

Descripción

Files: CGFTrailElementBehavior.cs

Path: "CGF/Systems/VisualEffects/Trail"

Description

Trail.

Reference

- **Item ID** – Numeric value used to identify or count Item ID.
- **Need Late Update** – Controls whether Need Late Update is enabled.
- **Trail Pos** – Numeric setting used for Trail Pos.
- **Transform** – Cached reference to the Transform used at runtime.

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.