Clip Behavior

Descripción

Files: CGFClipBehavior.cs

Path: "CGF/Systems/Weapon"

Description

Behavior that allows the associated GameObject to have the characteristics of a projectile magazine or cartridge.

Reference

- **Current Ammunition** – Numeric setting that configures current ammunition.
- **Max Ammunition** – Numeric setting that configures max ammunition.
- **Max Pickable** – Numeric setting that configures max pickable.
- **Projectile** – Cached CGFProjectileBehavior reference used by this component.

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.