Range Weapon Attack Behavior

Descripción

Files: CGFRangeWeaponAttackBehavior.cs

Path: "CGF/Systems/Weapon"

Description

Behavior that allows the associated GameObject to have the characteristics of a ranged weapon that launches projectiles.

Reference

- **Auto Reload** – Controls whether auto reload is enabled.
- **Can Reload** – Controls whether can reload is enabled.
- **Clip** – Primary base clip used to know which clip type the attack supports.
- **Infinite Ammunition** – Controls whether infinite ammunition is enabled.
- **Initial Ammunition** – Numeric setting that configures initial ammunition.
- **No Ammunition Audio List** – Runtime value containing the no ammunition audio entries processed by this component.
- **Reload Audio List** – Runtime value containing the reload audio entries processed by this component.
- **Reload Time** – Duration in seconds used for reload time.

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.