SCENT ZONE DISTRACTOR COMPONENT

ScentZoneDistractor modifies the scent emitted by nearby **Scent** components by either changing their strength or blocking their emission entirely. It stores the designer-defined settings internally, but for gameplay consistency it becomes inert when disabled: ScentModyfication automatically behaves as **None**, and ScentStrengthChange always reports **0**, ensuring that deactivated distractors have no influence on scent systems while still preserving their configured values for when they are re-enabled.

This component requires a Collider to define the scent-influence zone. The collider acts as the physical area in which passing characters or objects are affected by the distractor's scent modification. For most use cases, a **Trigger Collider** is recommended—this allows agents to walk through the zone freely while the system detects their presence without physical collisions. You may place the collider on this object or any child object, and any collider shape is supported depending on the volume you want to represent.

Scent Zone Distractors Inspector Tab

1	Enable	Allows enabling Scent Zone Distractor Component, when disabled returned Scent Modification will be None, and Scent Change Strength will equal 0;
2	Scent Modification	Choose 'None' to disable effect, 'Change Scent Strength' to increase/decrease scent strength, or 'Block Scent Emission' to stop scent entirely.
3	Change Strength	Set how much this zone modifies scent strength.