Actions

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| Category | Script | Description | Parameters & Events |
| Events | AlarmEvent | Raises an event after a delay. | Delay  Loop  <Ev> OnTimeout |
| DestroyEvent | Raises an event when the game object is destroyed. |  |
| GameObjects | CreateInstance | Creates an instance based on a prefab. | Prefab  Position  Rotation  Relative |
| DestroyInstance | Destroys a target instance. If the target is None, then destroys the game object who has the component. | [Target] |
| Misc | CallActionScript | Forces to run an ActionScript. | TargetAction |
| ExitApplication | Stops the game |  |
| SetGameSpeed | Sets the speed of the game | Speed |
| ToggleGameSpeed | Toggles the game speed between the specified in the parameters. | Speeds  <Ev> OnChangeSpeed |
| Movement | Move | Moves an object. | [Target]  Speed |
| MoveTowards | Moves an object to a target. | Target (Destination)  Speed  Min Distance  Lock Y axis  StopOnCloser  <Ev> OnFinish |
| Rotate | Rotates an object. | [Target]  xSpeed  ySpeed  zSpeed |
| Physics | DisableBody | Disables all rigid bodies. | [Target] |
| Scenes | AddScene | Adds a scene to the current one. | sceneName |
| LoadScene | Changes the current scene. | sceneName |
| UnloadScene | Unloads a scene. | sceneName |

Collections

SerializableDictionary

Exceptions

SerializableException

MonoBehaviourChildren

SingletonBehaviour

Utils

Conversor

HashUtils

JSON

Logger

MathUtils

ReflectionUtils

StringUtils

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