

API Reference

Descripción

This section of the documentation contains details of the scripting API that CGF provides. To use this information, you should be familiar with the basic theory and practice of scripting in Unity.

The scripting reference is organised according to the classes available to scripts which are described along with their methods, properties and any other information relevant to their use.

API are grouped by namespaces they belong to, and can be selected from the sidebar to the left. [Enter to API Reference portal.](#)