Audio Controller

Descripción

Files: CGFAudioController.cs

Path: "CGF/Systems/Audio"

Description

Controller that allows the associated gameobject to control the audio playback system within the game, controlling playlists, themes, tracks, and audio player behaviors.

Reference

- **Audio Source** – Reference to the audio Source used by this component.
- **Playlist Manager** – Manager for handling audio playlists.

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.