Audio Play In Background Behavior

Descripción

Files: CGFAudioPlayInBackgroundBehavior.cs

Path: "CGF/Systems/Audio"

Description

Behavior that allows the game to play audio in the background.

Reference

- **Automatic Mode** – Manages automatic execution settings. See Common Features / Automatic Mode.
- **Stop On Disable** – Pending documentation.

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.