Audio Player Behavior Base

Descripción

Files: CGFAudioPlayerBehaviorBase.cs

Path: "CGF/Systems/Audio"

Description

Base class for audio playback behaviors.

Reference

- **Automatic Mode** – Controls automatic behavior execution for the audio player. See Common Features / Automatic Mode.
- **Stop On Disable** – Determines whether audio stops when the object is disabled.

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.