Audio Player Data

Descripción

Files: CGFAudioPlayerScriptable.cs

Path: "CGF/Systems/Audio"

Description

Scriptable object template that stores to define and manage audio playback.

Reference

- **Audio Effects** – List of audio effects stored in this scriptable object. See Common Features / Audio Effects.
- **Instantiate Type** – Defines the instantiation type (e.g., Sequential, RandomOne). See Common Features / Instantiate Type.

Use

Create or assign the ScriptableObject asset in the system that consumes this shared configuration. Configure the asset fields listed in Reference before using it at runtime.