

## 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.