Audio Player Scriptable Behavior

Descripción

Files: CGFAudioPlayerScriptableBehavior.cs

Path: "CGF/Systems/Audio"

Description

Behavior that allows the associated gameobject to plays an audio with the data of a scriptable.

Reference

- **Audio Effect** – Cached CGFAudioPlayerData reference used by this component. See Common Features / Audio Effect.

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.