Audio Source Behavior

Descripción

Files: CGFAudioSourceBehavior.cs

Path: "CGF/Systems/Audio"

Description

Behavior that allows the associated gameobject to manages audio source behaviors and events in Unity.

Reference

No public or serialized members detected.

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.