Surface Scriptable

Descripción

Files: CGFSurfaceScriptable.cs

Path: "CGF/Systems/Audio"

Description

ScriptableObject that stores surface data.

Reference

- **Surfaces** – List of surfaces to walk on.
  - **Name** – Name of the surface.
  - **Sounds** – List of sounds.
    - **Audio Effects** – Inspector setting containing the audio Effects entries used by this component. See Common Features / Audio Effects.
    - **Instantiate Type** – Cached CGFInstantiateType reference used by this component. See Common Features / Instantiate Type.
  - **Special Effect List** – Instantiation of the CGFVFXInstantiatorClass class. See Common Features / Special Effect List.
  - **Tag** – Tag name of the surface.

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.