Audio Effect

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages audio effect settings.

Reference

- **Audio Effect** – Manages audio effect settings.
  - **Audio Effect Health** – Inspector setting used to configure audio Effect Health.
    - **Audio Effects List** – Inspector setting containing the audio Effects entries used by this component.
      - **Parent** – Parent where the parent will be instantiated.
      - **Percentage** – Numeric setting used for percentage.
      - **Playlist** – Text used to identify or display playlist.
      - **Skip** – Option to skip the Audio.
      - **Theme** – Text used to identify or display theme.
      - **Track** – Text used to identify or display track.
    - **Instantiate Type** – Cached CGFInstantiateType reference used by this component.
      - **Sequential** – Plays audio effects to instantiate the tracks one after the other in the order of the AudioPlayerBehavior list.
      - **Sequential Loop** – Plays audio effects to instantiate the tracks one after the other in order of the AudioPlayerBehavior list and when it finishes, it repeats the process.
      - **Sequential Random** – Plays audio effects to instantiate the tracks in the scene sequentially, respecting the playing time of the previous one and playing this loop mode.
      - **Random One Percentage** – Plays audio effects to instantiate a selected track based on percentage.
      - **Random One** – Plays audio effects to instantiate a randomly selected track.
      - **All** – Plays audio effects to instantiate the tracks at the same time in order from the AudioPlayerBehavior list.
  - **Audio Effect Hurt** – Inspector setting used to configure audio Effect Hurt.
    - **Audio Effects List** – Inspector setting containing the audio Effects entries used by this component.
      - **Parent** – Parent where the parent will be instantiated.
      - **Percentage** – Numeric setting used for percentage.

        - **Playlist** – Text used to identify or display playlist.
        - **Skip** – Option to skip the Audio.
        - **Theme** – Text used to identify or display theme.
        - **Track** – Text used to identify or display track.
    - **Instantiate Type** – Cached CGFInstantiateType reference used by this component.
        - **Sequential** – Plays audio effects to instantiate the tracks one after the other in the order of the AudioPlayerBehavior list.
        - **Sequential Loop** – Plays audio effects to instantiate the tracks one after the other in order of the AudioPlayerBehavior list and when it finishes, it repeats the process.
        - **Sequential Random** – Plays audio effects to instantiate the tracks in the scene sequentially, respecting the playing time of the previous one and playing this loop mode.
        - **Random One Percentage** – Plays audio effects to instantiate a selected track based on percentage.
        - **Random One** – Plays audio effects to instantiate a randomly selected track.
        - **All** – Plays audio effects to instantiate the tracks at the same time in order from the AudioPlayerBehavior list.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.