Audio Effects

### Descripción

**Files:** Generated common feature

**Path:** "cgf/Systems/Common Features"

# Description

Manages audio effects used by the component.

# Reference

- **Audio Effects** – Manages audio effects used by the 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.

# 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.