Player

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages player references.

Reference

- **Player** – Manages player references.
  - **Avatar** – Cached GameObject reference used by this component.
  - **Default Team** – Numeric setting that configures default team.
  - **Input Manager** – Input configured in Unity input.
  - **Label List** – List of labels used to filter the object.
  - **Owner ID** – ID used to identify the object.
  - **Player Name** – Text used to identify or display player name.
  - **Skin** – Skin chosen by the player.
    - **Collider** – Cached Collider reference used by this component.
    - **Layer Name** – Text used to identify or display layer name.
    - **Mesh Filter** – Runtime value used by this component to configure mesh filter.
    - **Name** – Text used to identify or display name.
  - **Team** – Numeric setting that configures team.

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.