Slots

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages slot entries.

Reference

- **Slots** – Manages slot entries.
  - **Can Select** – Can be selected even when locked.
  - **Is Random** – Controls whether is random is enabled.
  - **Is Special** – Controls whether is special is enabled.
  - **Locked** – Controls whether Locked is enabled.
  - **Selected** – Controls whether selected is enabled.
  - **Slot** – Cached RectTransform reference used by this component.

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.