Theme

Descripción

Files: Generated common feature

Path: "cgf/Systems/Common Features"

Description

Manages theme selection.

Reference

- **Theme** – Manages theme selection.
  - **Animator Override Controller** – AnimatorOverrideController applied when the theme is active.
  - **Theme** – Theme that activates this AnimatorOverrideController.
    - **Colors List** – List of additional colors.
      - **Key** – Key to identify the color (e.g., "Primary", "Secondary", etc.).
      - **Value** – Theme color assigned to the matching key.
    - **Sprites List** – List of additionals sprites.
    - **Theme ID** – Theme ID.
    - **Theme Name** – Name of the theme.

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.