Inventory Controller

Descripción

Files: CGFInventoryController.cs

Path: "CGF/Systems/Inventory"

Description

Responsible for communicating all actions to perform in inventories to the InventoryManager responsible for managing them.

Reference

- **Inventory Manager** – Internal value used to configure inventory Manager.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.