Player Manager

Descripción

Files: CGFPlayerManager.cs

Path: "CGF/Systems/Player"

Description

Manager that allows the associated GameObject to manage players.

Reference

- **Players List** – Runtime value containing the players entries processed by this component.
  - **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** – Text used to identify or display player name. See Common Features / Player.
  - **Skin** – Skin chosen by the player.
    - **Collider** – Cached Collider reference used by this component.
    - **Layer** – Text used to identify or display layer name. See Common Features / Layer.
    - **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.
- **Teams List** – Runtime value containing the teams entries processed by this component.
  - **Color** – Color used when rendering or drawing color.
  - **ID** – Numeric setting that configures ID.
  - **Name** – Text used to identify or display name.
  - **Players List** – List of players.
    - **Player** – Cached CGFPlayerBehavior reference used by this component. See Common Features / Player.

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.