

Prefs Key Scriptable

Descripción

Files: [CGFPrefsKeyScriptable.cs](#)

Path: "CGF/Systems/Prefs"

Description

Class that control PlayerPrefs's encryption key

Reference

- **Key** – The currently key to encrypt.

Use

Create or assign the ScriptableObject asset in the system that consumes this shared configuration. Configure the asset fields listed in Reference before using it at runtime.