Settings Controller

Descripción

Files: CGFSettingsController.cs

Path: "CGF/Systems/Settings"

Description

Controller that applies game settings from a CGFSettingsScriptable.

Reference

- **Apply Audio Settings** – Whether audio settings must be applied.
- **Apply Screen Settings** – Whether screen settings must be applied.
- **Load Settings On Awake** – Whether settings must be loaded from PlayerPrefs on awake.
- **Save Settings On Application Quit** – Whether settings must be saved to PlayerPrefs when the application quits.
- **Save Settings On Changed** – Whether settings must be saved to PlayerPrefs when settings change.
- **Settings** – Settings data used by this controller.

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.