Settings Scriptable

Descripción

Files: CGFSettingsScriptable.cs

Path: "CGF/Systems/Settings"

Description

Scriptable Object that stores settings options data.

Reference

- **Audio Categories List** – Audio category settings.
  - **Category Name** – Audio category name.
  - **Muted** – Audio category muted state.
  - **Volume** – Audio category volume.
- **Current Language** – Current language.
- **Current Resolution** – Current resolution.
  - **Height** – Measurement used to configure the height.
  - **Refresh Rate** – Internal value used to configure refresh Rate.
  - **Width** – Measurement used to configure the width.
- **Default Language** – Default language.
- **Full Screen** – Full screen state.
- **Languages List** – Available languages.
- **Master Muted** – Master audio muted state.
- **Master Volume** – Master audio volume.
- **Resolutions List** – Available resolutions.
  - **Height** – Measurement used to configure the height.
  - **Refresh Rate** – Internal value used to configure refresh Rate.
  - **Width** – Measurement used to configure the width.
- **Save Key** – PlayerPrefs key used to save and load runtime settings.
- **System Language** – System language.

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.