Currency Manager

Descripción

Files: CGFCurrencyManager.cs

Path: "CGF/Systems/Shop"

Description

Controller that allows the associated GameObject to control currency values.

Reference

- **Currencies** – Internal value used to configure currencies.
- **Reference Currency** – Numeric setting used for reference Currency.

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.