

Purchased Item Manager

Descripción

Files: [CGFPurchasedItemManager.cs](#)

Path: "CGF/Systems/Shop"

Description

Controller that allows the associated GameObject to control purchased objects.

Reference

- **Purchased List** – List of purchased objects..

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.