Canvas Audio Event Manager

Descripción

Files: CGFCanvasAudioEventManager.cs

Path: "CGF/Systems/UI/Audio"

Description

Manager that allows the associated Gameobject to set the audio playback of the canvas elements according to the event that is activated.

Reference

- **Negative Events List** – List of CGFCanvasEventClass entries mapping canvas positiveEvents to audio settings.
  - **Event Type** – Specifies the CGFCanvasEventType associated with this audio mapping.
    - **On Initialize Potential Drag** – Triggered when a potential drag operation is initialized on a UI element.
    - **On Begin Drag** – Triggered when a drag operation begins on a UI element.
    - **On End Drag** – Triggered when a drag operation ends on a UI element.
    - **On Drag** – Triggered while a UI element is being dragged.
    - **On Pointer Enter** – Triggered when a pointer enters a UI element's boundary.
    - **On Pointer Exit** – Triggered when a pointer exits a UI element's boundary.
    - **On Pointer Down** – Triggered when a pointer is pressed down on a UI element.
    - **On Pointer Up** – Triggered when a pointer is released over a UI element.
    - **On Pointer Click** – Triggered when a pointer clicks on a UI element.
    - **On Select** – Triggered when a UI element is selected.
    - **On Deselect** – Triggered when a UI element loses selection.
    - **On Submit** – Triggered when a submit event occurs on a UI element.
    - **On Cancel** – Triggered when the cancel event occurs on a UI element.
    - **On Drop** – Triggered when a dragged object is dropped on a UI element.
    - **On Move** – Triggered when an axis-based move event occurs on a UI element.
    - **On Scroll** – Triggered when a scroll event occurs on a UI element.
    - **On Update Selected** – Triggered when a selected UI element is updated.
  - **Index Event** – Numeric setting that configures index event.
  - **Playlist** – Specifies the name of the playlist to be played.
  - **Theme** – Specifies the name of the theme to be played within the playlist. See Common Features / Theme.
  - **Track** – Specifies the name of the track to be played within the theme.

- **Positive Events List** – List of CGFCanvasEventClass entries mapping canvas positiveEvents to audio settings.
  - **Event Type** – Specifies the CGFCanvasEventType associated with this audio mapping.
    - **On Initialize Potential Drag** – Triggered when a potential drag operation is initialized on a UI element.
    - **On Begin Drag** – Triggered when a drag operation begins on a UI element.
    - **On End Drag** – Triggered when a drag operation ends on a UI element.
    - **On Drag** – Triggered while a UI element is being dragged.
    - **On Pointer Enter** – Triggered when a pointer enters a UI element's boundary.
    - **On Pointer Exit** – Triggered when a pointer exits a UI element's boundary.
    - **On Pointer Down** – Triggered when a pointer is pressed down on a UI element.
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    - **On Select** – Triggered when a UI element is selected.
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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.