Canvas Avatar Selector Manager

Descripción

Files: CGFCanvasAvatarSelectorManager.cs

Path: "CGF/Systems/UI/SlotSelector"

Description

Manager that allows the associated GameObject to manage character selection.

Reference

- **Avatar Navigators List** – Runtime value containing the avatar navigators entries processed by this component.
  - **Avatar Image** – Cached Image reference used by this component.
  - **Avatar Text** – Cached Text reference used by this component.
  - **Current Navigator Position** – Numeric setting that configures current navigator position.
  - **Description Text** – Cached Text reference used by this component.
  - **Joystick** – Controls whether joystick axis is enabled. See Common Features / Joystick.
  - **Last Navigator Position** – Numeric setting used for last Navigator Position.
  - **Navigator** – Manages UI navigator settings. See Common Features / Navigator.
  - **Player** – Cached CGFPlayerBehavior reference used by this component. See Common Features / Player.
  - **Skin Text** – Cached Text reference used by this component.
- **Menu Event System** – EventSystem used to control the buttons.
- **Player** – Manages player references. See Common Features / Player.
- **Team Max** – Maximum number of teams.
- **Team Min** – Minimum number of teams.

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.