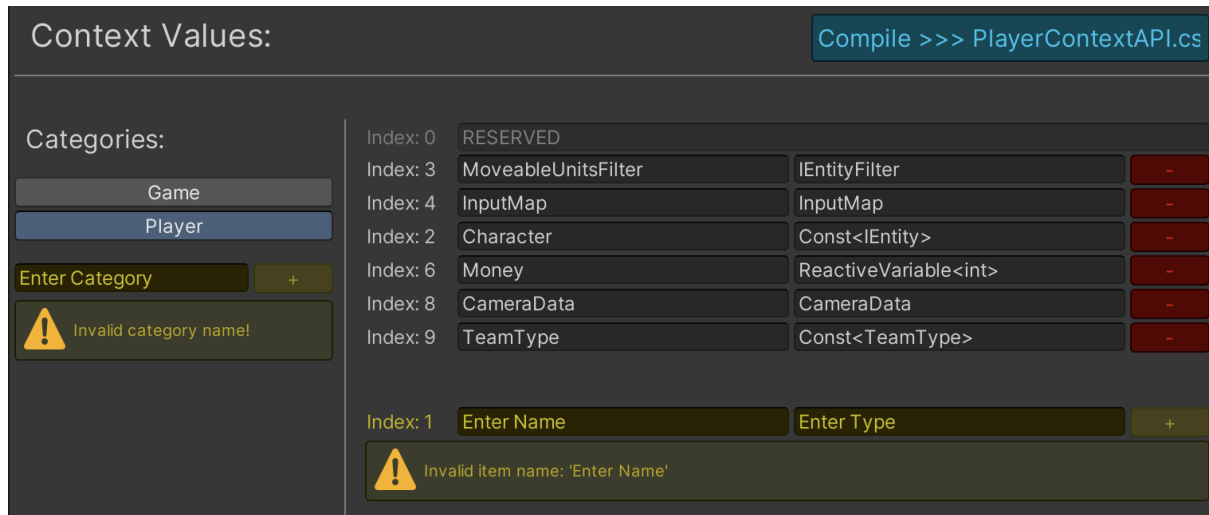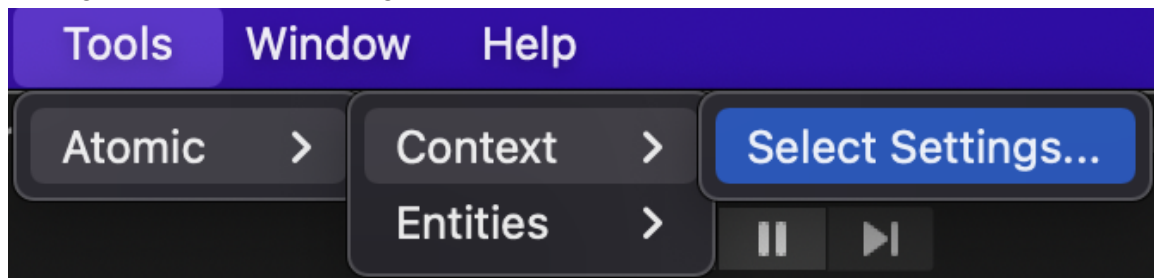To create a category for the player's context, click on the "+" in the Context Values window

Then go to the console settings:

And configure namespace, file generation path and imports