Auto Sorting Layer Behavior

Descripción

Files: CGFAutoSortingLayerBehavior.cs

Path: "CGF/Systems"

Description

Behavior that allows the associated GameObject to simulate depth in a 2D environment by modifying the sorting order of its sorting layer.

Reference

- **Axis** – Internal value used to configure axis.
  - **Horizontal** – Layout children are arranged along the horizontal axis.
  - **Vertical** – Layout children are arranged along the vertical axis.
- **Offset** – Measurement used to configure the offset.

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.