Canvas Audio Event Behavior

Descripción

Files: CGFCanvasAudioEventBehavior.cs

Path: "CGF/Systems/UI/Audio"

Description

Behavior that allows the associated gameobject to detects the EventTrigger activated on the GameObject.

Reference

- **Index Begin Drag Negative** – Allows you to activate the OnBeginDrag event.
- **Index Begin Drag Positive** – Allows you to activate the OnBeginDrag event.
- **Index Cancel Negative** – Allows you to activate the OnCancel event.
- **Index Cancel Positive** – Allows you to activate the OnCancel event.
- **Index Deselect Negative** – Allows you to activate the OnDeselect event.
- **Index Deselect Positive** – Allows you to activate the OnDeselect event.
- **Index Drop Negative** – Allows you to activate the OnDrop event.
- **Index Drop Positive** – Allows you to activate the OnDrop event.
- **Index End Drag Negative** – Allows you to activate the OnEndDrag event.
- **Index End Drag Positive** – Allows you to activate the OnEndDrag event.
- **Index Initialize Potential Drag Negative** – Allows you to activate the OnInitializePotentialDrag event.
- **Index Initialize Potential Drag Positive** – Numeric setting that configures index initialize potential drag positive.
- **Index Move Negative** – Allows you to activate the OnMove event.
- **Index Move Positive** – Allows you to activate the OnMove event.
- **Index Pointer Click Negative** – Allows you to activate the OnPointerClick event.
- **Index Pointer Click Positive** – Allows you to activate the OnPointerClick event.
- **Index Pointer Down Negative** – Allows you to activate the OnPointerDown event.
- **Index Pointer Down Positive** – Allows you to activate the OnPointerDown event.
- **Index Pointer Enter Negative** – Allows you to activate the OnPointerEnter event.
- **Index Pointer Enter Positive** – Allows you to activate the OnPointerEnter event.
- **Index Pointer Exit Negative** – Allows you to activate the OnPointerExit event.
- **Index Pointer Exit Positive** – Allows you to activate the OnPointerExit event.
- **Index Pointer Up Negative** – Allows you to activate the OnPointerUp event.
- **Index Pointer Up Positive** – Allows you to activate the OnPointerUp event.

- **Index Scroll Negative** – Allows you to activate the OnScroll event.
- **Index Scroll Positive** – Allows you to activate the OnScroll event.
- **Index Select Negative** – Allows you to activate the OnSelect event.
- **Index Select Positive** – Allows you to activate the OnSelect event.
- **Index Submit Negative** – Allows you to activate the OnSubmit event.
- **Index Submit Positive** – Allows you to activate the OnSubmit event.
- **Index Update Selected Negative** – Allows you to activate the OnUpdateSelected event.
- **Index Update Selected Positive** – Allows you to activate the OnUpdateSelected event.
- **On Begin Drag Negative** – Allows you to activate the OnBeginDrag event.
- **On Begin Drag Positive** – Allows you to activate the OnBeginDrag event.
- **On Cancel Negative** – Allows you to activate the OnCancel event.
- **On Cancel Positive** – Allows you to activate the OnCancel event.
- **On Deselect Negative** – Allows you to activate the OnDeselect event.
- **On Deselect Positive** – Allows you to activate the OnDeselect event.
- **On Drop Negative** – Allows you to activate the OnDrop event.
- **On Drop Positive** – Allows you to activate the OnDrop event.
- **On End Drag Negative** – Allows you to activate the OnEndDrag event.
- **On End Drag Positive** – Allows you to activate the OnEndDrag event.
- **On Initialize Potential Drag Negative** – Allows you to activate the OnInitializePotentialDrag event.
- **On Initialize Potential Drag Positive** – Allows you to activate the OnInitializePotentialDrag event.
- **On Move Negative** – Allows you to activate the OnMove event.
- **On Move Positive** – Allows you to activate the OnMove event.
- **On Pointer Click Negative** – Allows you to activate the OnPointerClick event.
- **On Pointer Click Positive** – Allows you to activate the OnPointerClick event.
- **On Pointer Down Negative** – Allows you to activate the OnPointerDown event.
- **On Pointer Down Positive** – Allows you to activate the OnPointerDown event.
- **On Pointer Enter Negative** – Allows you to activate the OnPointerEnter event.
- **On Pointer Enter Positive** – Allows you to activate the OnPointerEnter event.
- **On Pointer Exit Negative** – Allows you to activate the OnPointerExit event.
- **On Pointer Exit Positive** – Allows you to activate the OnPointerExit event.
- **On Pointer Up Negative** – Allows you to activate the OnPointerUp event.
- **On Pointer Up Positive** – Allows you to activate the OnPointerUp event.
- **On Scroll Negative** – Allows you to activate the OnScroll event.
- **On Scroll Positive** – Allows you to activate the OnScroll event.
- **On Select Negative** – Allows you to activate the OnSelect event.
- **On Select Positive** – Allows you to activate the OnSelect event.
- **On Submit Negative** – Allows you to activate the OnSubmit event.
- **On Submit Positive** – Allows you to activate the OnSubmit event.
- **On Update Selected Negative** – Allows you to activate the OnUpdateSelected event.
- **On Update Selected Positive** – Allows you to activate the OnUpdateSelected event.

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.