Canvas Authentication Logout Button Behavior

Descripción

Files: CGFCanvasAuthenticationLogoutButtonBehavior.cs

Path: "CGF/Systems/UI/Authentication"

Description

Behavior to execute logout within the CGFAuthentication system.

Reference

- **Change Scene On Logout** – Bool that indicates if scene should be loaded when logout.
- **Open Canvas On Logout** – Bool that indicates if canvas should be enabled when logout.
- **Target Canvas On Logout** – Target canvas to be opened on logout.
  - **First Selected** – Gets the first selected GameObject in the canvas.
  - **Identifier** – Gets the unique identifier for this canvas item.
- **Target Scene On Logout** – Target scene to be loaded on logout.

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.