Canvas Changer Scriptable Behavior

Descripción

Files: CGFCanvasChangerScriptableBehavior.cs

Path: "CGF/Systems/UI"

Description

Scriptable object template that stores certain parameters to control how transitions between different canvases.

Reference

- **Animation Curve** – Inspector setting used by this component to configure animation curve.
- **Duration** – Duration of transition.
- **Game Object To Move** – Selected movement modes.
  - **None** – There is no movement.
  - **Camera** – Move the camera.
  - **Parent Camera** – Selects the parent camera option.
  - **Top Parent Camera** – Move the upper father.
- **Offset** – Destination canvas offset.

Use

Create or assign the ScriptableObject asset in the system that consumes this shared configuration. Configure the asset fields listed in Reference before using it at runtime.