Canvas Close Canvas Button Behavior

Descripción

Files: CGFCanvasCloseCanvasButtonBehavior.cs

Path: "CGF/Systems/UI"

Description

Button to close the defined canvas on click.

Reference

- **Canvas Item** – Canvas item to close.
  - **First Selected** – Gets the first selected GameObject in the canvas.
  - **Identifier** – Gets the unique identifier for this canvas item.

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.