Canvas Cursor Behavior

Descripción

Files: CGFCanvasCursorBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated GameObject to move like the cursor and limit its movement within the screen area.

Reference

- **Hide Cursor** – Hides or shows the cursor.
- **Hide Custom Cursor** – Hides or shows the custom cursor.
- **Initial Position X** – Initial cursor position.
- **Initial Position Y** – Initial cursor position on y.

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.