Canvas Health Point Behavior

Descripción

Files: CGFCanvasHealthPointBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated GameObject to manage health changes on the canvas.

Reference

- **Life Prefab** – GameObject reference assigned through the inspector.
- **Owner ID** – Health Owner ID.
- **Points** – GameObject reference assigned through the inspector.
- **Remove Points** – Point removal mode.
    - **Rigth To Left** – Right-to-left mode.
    - **Left To Right** – Left-to-right mode.

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.