Canvas Item Behavior

Descripción

Files: CGFCanvasItemBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that is used to identify canvas on the canvas manager.

Reference

- **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.