Canvas Pixel Perfect Scaler Behavior

Descripción

Files: CGFCanvasPixelPerfectScalerBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that scales a Canvas to match a CGF Pixel Perfect camera.
Supports World Space and Screen Space – Camera canvases.

Reference

- **UI Camera** – Camera used by the Canvas. The camera must have a CGFPixelPerfectCameraBehavior component.
- **Update Every Frame** – If enabled, the Canvas is updated every frame to follow resolution, aspect ratio and camera zoom changes.

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.