Canvas Scriptable Object Property Slider Behavior

Descripción

Files: CGFCanvasScriptableObjectPropertySliderBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows to change a property of a Scriptable Object using a slider.

Reference

- **Property Name** – Name of the property to change.
- **Scriptable Object** – Scriptable Object that contains the property to change.
- **Slider** – Slider that writes numeric changes back to the target ScriptableObject property.

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.