Canvas Scriptable Object Property Toggle Behavior

Descripción

Files: CGFCanvasScriptableObjectPropertyToggleBehavior.cs

Path: "CGF/Systems/UI"

Description

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

Reference

- **Invert Toggle Value** – Whether toggle state should be inverted before syncing with the ScriptableObject property.
- **Property Name** – Name of the property to change.
- **Scriptable Object** – Scriptable Object that contains the property to change.
- **Toggle** – Toggle that writes boolean 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.