Canvas Scroll Rect Movement Behavior

Descripción

Files: CGFCanvasScrollRectMovementBehavior.cs

Path: "CGF/Systems/UI"

Description

Responsible for moving the ScrollRect content vertically or horizontally to a specific position.

Reference

- **Automatic** – Enables movement automatically.
- **Final Position** – Final content position.
- **Horizontal** – Enables horizontal movement.
- **Horizontal Speed** – Movement speed used for horizontal speed.
- **Loop** – Enables looped movement.
- **States** – Current movement state. See Common Features / States.
- **Vertical** – Enables vertical movement.
- **Vertical Speed** – Movement speed used for vertical speed.

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.