Canvas Scroll Rect Page Layout Behavior

Descripción

Files: CGFCanvasScrollRectPageLayoutBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that sizes horizontal ScrollRect pages to the current viewport width.

Reference

- **Disable Page Vertical Content Size Fitters** – Defines if page ContentSizeFitter components should stop controlling page height.
- **Fit Page Height To Viewport** – Defines if page height should match the viewport height.
- **Only Active Pages** – Defines if only active page objects are laid out.
- **Spacing** – Horizontal spacing between pages.
- **Viewport** – Viewport used as the page size reference.

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.