Canvas Selectable Transition Extension Behavior

Descripción

Files: CGFCanvasSelectableTransitionExtensionBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated Selectable to handle additional animation triggers.

Reference

- **Transition Triggers List** – Additional transition triggers.
  - **State** – Transition trigger state name. See Common Features / State.
  - **Trigger Name** – Animator trigger parameter name.

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.