Canvas Sharper Text Mesh Behavior

Descripción

Files: CGFCanvasSharperTextMeshBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated GameObject to remove the blurred text edge from its TextMesh component.

Reference

- **Size In Units** – Measurement used to configure the size in units.

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.