Canvas Slider Extension Behavior

Descripción

Files: CGFCanvasSliderExtensionBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that synchronizes a slider with the calculated runtime result.

Reference

- **Max Value** – Maximum value allowed for the slider.
- **My Slider** – Reference to the slider component.
- **My Text** – Reference to the my Text used by this component.
- **Prefix** – Text value used for prefix.
- **Show Decimals** – Determines whether to show decimal values in the text.
- **Sufix** – Text value used for sufix.

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.