

Canvas Stepped Progress Bar Behavior

Descripción

Files: [CGFCanvasSteppedProgressBarBehavior.cs](#)

Path: "CGF/Systems/UI"

Description

Behavior that allow to set a stepped progress bar based on MaskableGraphics that are enabled/disabled.

Reference

- **Items List** – Numeric setting used for current Step.
- **Value** – Pending documentation.

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.