Canvas TMP Input Field Password Visibility Behavior

Descripción

Files: CGFCanvasTMPInputFieldPasswordVisibilityBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior to toggle the visibility of a TMP_InputField with password content type, based on the state of a CGFCanvasSwitchButtonBehavior.

Reference

- **Hidden State Name** – The state name for the hidden password state in the toggle button.
- **Toggle Visibility Button** – Reference to the CGFCanvasSwitchButtonBehavior component that toggles the password visibility, along with the state names for visible and hidden states.
- **Visible State Name** – The state name for the visible password state in the toggle button.

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.