Canvas Toggle Behavior

Descripción

Files: CGFCanvasToggleBehavior.cs

Path: "CGF/Systems/UI"

Description

Manager that allows the associated GameObject to display or hide a specified canvas.

Reference

- **Canvas Item** – Pending documentation.
  - **First Selected** – Gets the first selected GameObject in the canvas.
  - **Identifier** – Gets the unique identifier for this canvas item.

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.