Canvas Transition Behavior

Descripción

Files: CGFCanvasTransitionBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated GameObject to fade out the canvas to perform the transition between canvases.

Reference

- **Animation Transition** – Name of the transition between animations;.
- **Canvas Animator List** – Animator that owns the transition animations to execute.
- **Canvas No Interactable** – Makes the interactable elements of that canvas non-interactable during canvas transitions.

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.