Canvas Double Text Behavior

Descripción

Files: CGFCanvasDoubleTextBehavior.cs

Path: "CGF/Systems/UI/Effects"

Description

Behavior that allows the associated GameObject to be a copy of a GameObject with a "text" component.

Reference

- **Distance** – Distance to the reference GameObject.
- **Reference Text** – Cached GameObject reference used by this component.

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.