Canvas Flip Behavior

Descripción

Files: CGFCanvasFlipBehavior.cs

Path: "CGF/Systems/UI/Effects"

Description

Behavior that allows the associated GameObject to flip its graphic element.

Reference

- **Horizontal** – Allows flipping the graphic element horizontally.
- **Veritical** – Allows flipping the graphic element vertically.

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.