F Layout Element Behavior

Descripción

Files: CGFCanvasLayoutElementFilterBehavior.cs

Path: "CGF/Systems/UI"

Description

Abstract base class for layout elements that control ILayoutElement behavior.

Reference

- **Layout Priority** – Defines the layout priority; higher values indicate higher priority.

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.