

Canvas Image Blend Behavior

Descripción

Files: [CGFCanvasImageBlendBehavior.cs](#)

Path: "CGF/Systems/UI/ImageComponent"

Description

Behavior that allows the associated gameobject apply a blend effect to the assigned sprite.

Reference

- **Blend Mode** – Current blur effect.
 - **Normal** – Selects the normal option.
 - **Darken** – Selects the darken option.
 - **Multiply** – Selects the multiply option.
 - **Color Burn** – Selects the color burn option.
 - **Linear Burn** – Selects the linear burn option.
 - **Darker Color** – Selects the darker color option.
 - **Lighten** – Selects the lighten option.
 - **Screen** – Selects the screen option.
 - **Color Dodge** – Selects the color dodge option.
 - **Linear Dodge Or Additive** – Selects the linear dodge or additive option.
 - **Lighter Color** – Selects the lighter color option.
 - **Overlay** – Selects the overlay option.
 - **Soft Light** – Selects the soft light option.
 - **Hard Light** – Selects the hard light option.
 - **Vivid Light** – Selects the vivid light option.
 - **Linear Light** – Selects the linear light option.
 - **Pin Light** – Selects the pin light option.
 - **Hard Mix** – Selects the hard mix option.
 - **Difference** – Selects the difference option.
 - **Exclusion** – Selects the exclusion option.
 - **Subtract** – Selects the subtract option.
 - **Divide** – Selects the divide option.
 - **Hue** – Selects the hue option.
 - **Saturation** – Selects the saturation option.
 - **Color** – Selects the color option.
 - **Luminosity** – Selects the luminosity option.

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.