Canvas Image Extended Behavior

Descripción

Files: CGFCanvasImageExtendedBehavior.cs

Path: "CGF/Systems/UI/ImageComponent"

Description

Behavior that allows the associated gameobject to extended Image that configures stencil comparison using _invertMask for dynamic UI masking.

Reference

- **Invert Mask** – Indicates whether the stencil comparison is inverted (NotEqual) or standard (Equal).

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.