Canvas Image Gradient Behavior

Descripción

Files: CGFCanvasImageGradientBehavior.cs

Path: "CGF/Systems/UI/ImageComponent"

Description

Behavior that allows the associated gameobject apply a gradient to the Image.

Reference

- **Gradient Center** – Center of the gradient.
- **Gradient Change Direction** – Change the direction (horizontal o vertical) of the gradient.
- **Gradient Revert** – Revert the gradient order.
- **Gradient Rotation** – Rotation of the gradient.
- **Gradient Steps** – Posterize steps of the gradient.
- **Gradient Top Color** – Top color of the gradient.
- **Gradient Width** – Width of the gradient.

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.