Canvas Image Greyscale Behavior

Descripción

Files: CGFCanvasImageGreyscaleBehavior.cs

Path: "CGF/Systems/UI/ImageComponent"

Description

Behavior that allows the associated gameobject modify the saturation level of the color of the assigned sprite.

Reference

- **Saturation** – Level of the saturation of the color.

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.