

Canvas Image UV Scroll Behavior

Descripción

Files: [CGFCanvasImageUVScrollBehavior.cs](#)

Path: "CGF/Systems/UI/ImageComponent"

Description

Behavior that allows the associated gameobject scroll and rotate the UV assigned sprite.

Reference

- **Flip UV Horizontal** – Apply a horizontal flip to UV.
- **Flip UV Vertical** – Apply a vertical flip to UV.
- **Scroll By Texel** – UV scroll by texel.
- **UV Rotation** – Enable UV rotation feature.
- **UV Rotation Amount** – UV rotation degree.
- **UV Rotation Animation** – Enable UV rotation animation feature.
- **UV Rotation Center** – Center point of the rotation.
- **UV Rotation Speed** – Speed of the UV rotation animation.
- **UV Scroll** – Enable UV scroll feature.
- **UV Scroll Animation** – Enable UV scroll animation feature.
- **UV Scroll Speed** – Speed of the UV scroll animation.

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.