Canvas Rect Mask 2D Extension Behavior

Descripción

Files: CGFCanvasRectMask2DExtensionBehavior.cs

Path: "CGF/Systems/UI/Mask"

Description

Behavior that allows the associated gameobject apply independent mask gradient softness per side to children. RectMask2D variant.

Reference

- **Side Softness** – Softness applied from the left, right, top and bottom sides of the mask, in canvas units.

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.