Canvas Rect Mask 2D Extension Children Behavior

Descripción

Files: CGFCanvasRectMask2DExtensionChildrenBehavior.cs

Path: "CGF/Systems/UI/Mask"

Description

Material modifier used by CGFRectMask2DGradientBehavior targets. Behavior that allows the associated gameobject sync the mask values from CGFCanvasRectMask2DExtensionBehavior to children.

Reference

No public or serialized members detected.

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.