Scroll Rect Scroll Sensitivity Setter Behavior

### Descripción

**Files:** CGFScrollRectScrollSensitivitySetterBehavior.cs

**Path:** "CGF/Systems/UI"

# Description

Behavior that allows the associated gameobject to adjusts a ScrollRect's scroll sensitivity based on the current platform (desktop or handheld).

# Reference

- **Desktop Scroll Sensitivity** – Defines the ScrollRect scroll sensitivity for desktop platforms.
- **Handheld Scroll Sensitivity** – Defines the ScrollRect scroll sensitivity for handheld (mobile) platforms.

# 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.