Set Text On Animation Behavior

### Descripción

**Files:** CGFSetTextOnAnimationBehavior.cs

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

# Description

Behavior that allows the associated gameobject to updates various UI and 3D text components with new text content via animation events or method calls.

# Reference

- **TMP 3D** – References a TextMeshPro component for text rendering in 3D objects or world space.
- **TMP Canvas** – References a TextMeshPro UI component for high-quality 2D Canvas text.
- **Text** – References a new text to rendering.
- **UI Text 3D** – References a 3D TextMesh component for text rendering in 3D space.
- **UI Text Canvas** – References a standard UI Text component for 2D Canvas text rendering.

# 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.