Canvas Avatar Slot Behavior

Descripción

Files: CGFCanvasAvatarSlotBehavior.cs

Path: "CGF/Systems/UI/SlotSelector"

Description

Behavior that allows the associated GameObject to store all slot information.

Reference

- **Avatar Image** – Cached Sprite reference used by this component.
- **Locked Avatar Image** – Sprite reference assigned through the inspector.
- **Skins List** – Inspector setting containing the skins entries processed by this component.
    - **Collider** – Cached Collider reference used by this component.
    - **Layer** – Text used to identify or display layer name. See Common Features / Layer.
    - **Mesh Filter** – Runtime value used by this component to configure mesh filter.
    - **Name** – Text used to identify or display name.

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.