

Canvas Slot Behavior

Descripción

Files: [CGFCanvasSlotBehavior.cs](#)

Path: "CGF/Systems/UI/SlotSelector"

Description

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

Reference

- **Description** – Text used to identify or display description.
- **Locked Description** – Text used to identify or display locked description.
- **Locked Name** – Text used to identify or display locked name.
- **Name** – Text used to identify or display name.
- **Prefab** – GameObject reference assigned through the inspector.

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.