Canvas Theme Animator Override Controller Behavior

Descripción

Files: CGFCanvasThemeAnimatorOverrideControllerBehavior.cs

Path: "CGF/Systems/UI/Themes"

Description

Applies AnimatorOverrideControllers to an Animator based on the selected theme.

Reference

- **Theme** – AnimatorOverrideControllers configured locally for this component. See Common Features / Theme.

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.