Canvas Theme Selector Button Behavior

Descripción

Files: CGFCanvasThemeSelectorButtonBehavior.cs

Path: "CGF/Systems/UI/Themes"

Description

Selects a CGF theme from UI events.

Reference

- **Theme** – Theme to select when this button is clicked. If null, will not do anything. 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.