Canvas Theme Selector Dropdown Behavior

Descripción

Files: CGFCanvasThemeSelectorDropdownBehavior.cs

Path: "CGF/Systems/UI/Themes"

Description

Populates a TMP dropdown with available CGF themes and selects them.

Reference

- **Dropdown** – Dropdown to populate with themes and listen for selection changes. If null, will try to get one from the same GameObject.

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.