Canvas Theme Sprite Behavior

Descripción

Files: CGFCanvasThemeSpriteBehavior.cs

Path: "CGF/Systems/UI/Themes"

Description

Applies a theme sprite to a UI Image.

Reference

- **Sprite Key** – Additional theme sprite key to apply to the image.

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.