UI_Switch

UI_switch is a script use to make easily a switch in UI.

Variable:

- m_image: The component Image use for the switch.
- m_onSprite: Sprite use when the switch is on.
- m_offSprite: Sprite use when the switch is off.
- m_isOn: Determine if the switch is on or not.

Function:

- Switch(): Change the state of the switch.
- Switch(bool p_setOn): Change the state of the switch with a new value.
- OnValidate(): Update the sprite of the switch in the editor.

You can find an example of use with the prefab "On_off"

On   *Off*