Debugging Object Enabler Behavior

Descripción

Files: CGFDebuggingObjectEnablerBehavior.cs

Path: "CGF/Systems/Debugging"

Description

Behavior that enables or disables the attached gameobject based in the "debug" flag stored in player prefs.

Reference

- **Force Debug Mode** – Pending documentation.
- **Game Object Key Name** – Pending documentation.
- **Static Token A** – Second static string of the debug password.
- **Static Token B** – Second static string of the debug password.
- **Target Game Object** – Pending documentation.

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.