Runtime Debugger Action Behavior

Descripción

Files: CGFRuntimeDebuggerActionBehavior.cs

Path: "CGF/Systems/RuntimeDebugger/Scripts/Actions"

Description

Behavior that provides the associated GameObject to control the visibility of multiple panels using a UI Toggle component

Reference

- **Big Panel** – Stores the larger panel hidden when the toggle is off.
- **Name Panel Toggle** – Indicates the name of the panel.
- **Primary Panel** – Stores the main panel that toggles on or off.
- **Small Panel** – Stores the smaller panel hidden when the toggle is off.

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.