Runtime Debugger Close Action Behavior

Descripción

Files: CGFRuntimeDebuggerCloseActionBehavior.cs

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

Description

Behavior that provides the associated GameObject with a text input field for debugging purposes.

Reference

- **Corner Panel** – Stores the corner trigger panel that appears when the header panel is hidden.
- **Header Panel** – Stores the main debug header panel to be displayed or hidden.

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.