Runtime Debugger Performance Action Behavior

Descripción

Files: CGFRuntimeDebuggerPerformanceActionBehavior.cs

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

Description

Behavior that provides the associated GameObject to toggles a Graphy panel on pointer clicks.

Reference

- **Prefab Performance Canvas** – Holds the Graphy panel prefab to display or hide.

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.