Runtime Debugger Console Message Description Behavior

Descripción

Files: CGFRuntimeDebuggerConsoleMessageDescriptionBehavior.cs

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

Description

Behavior that provides the associated GameObject the debug console row behavior, displaying text and handling font adjustments.

Reference

- **Base Font Size** – Tracks the base font size, serving as the lower bound for text adjustments.
- **Clipboard Button** – Button that copies the currently displayed debug text to the system clipboard.
- **Debug Text** – Displays debug information within the console row.
- **Decrease Textd Button** – Button that decreases the current text size.
- **Increse Text Button** – Button that increases the current text size.

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.