Runtime Debugger Console Row Item Behavior

Descripción

Files: CGFRuntimeDebuggerConsoleRowItemBehavior.cs

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

Description

Behavior that provides the associated GameObject to control a console row item UI by setting title, log message, occurrence count, icon color, and complete message data.

Reference

- **Count Text** – UI text component showing the number of log occurrences (max 999).
- **Icon Log** – UI image component used to display the log icon with a specific color.
- **Log Message** – UI text component displaying the log message content.
- **Title Text** – UI text component displaying the log title.

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.