Runtime Debugger Console Selectable Row Item Behavior

Descripción

Files: CGFRuntimeDebuggerConsoleSelectableRowItemBehavior.cs

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

Description

Behavior that provides the associated GameObject to pointer clicks on a console row item and publishes a selection event for debugger usage.

Reference

No public or serialized members detected.

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.