Runtime Debugger Log Counter Behavior

Descripción

Files: CGFRuntimeDebuggerLogCounterBehavior.cs

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

Description

Behavior that provides show count by log type.

Reference

- **Data** – Pending documentation.
- **Type** – Pending documentation.
  - **Message** – Represents standard informational logs.
  - **Warning** – Represents cautionary or warning logs.
  - **Error** – Represents error logs or exceptions.

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.