Runtime Debugger Title Behavior

Descripción

Files: CGFRuntimeDebuggerTitleBehavior.cs

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

Description

Behavior that provides the associated GameObject to the debug container title based on text events and stored message activity states.

Reference

- **Title Text** – Holds the UI text component to display the current active debug message or fallback 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.