Runtime Debugger Destroy Notifier Behavior

Descripción

Files: CGFRuntimeDebuggerDestroyNotifierBehavior.cs

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

Description

Behavior that allows the associated gameobject a notification event when this _component is destroyed, allowing external listeners to respond appropriately.

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.