Runtime Debugger Settings Prefab Button Behavior

Descripción

Files: CGFRuntimeDebuggerSettingsPrefabButtonBehavior.cs

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

Description

Behavior that allows the associated gameobject a button control in a debugging context.

Reference

- **Button** – Holds the Unity Button component used for user interaction in the debug environment.
- **Label** – Displays descriptive text for this button's functionality in the debug environment.

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.