Runtime Debugger Settings Prefab Dropdown Behavior

Descripción

Files: CGFRuntimeDebuggerSettingsPrefabDropdownBehavior.cs

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

Description

Behavior that allows the associated gameobject a dropdown _control in a debugging context.

Reference

- **Dropdown** – Holds the Unity Dropdown 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.