Runtime Debugger Settings Prefab Field Text Behavior

Descripción

Files: CGFRuntimeDebuggerSettingsPrefabFieldTextBehavior.cs

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

Description

Behavior that provides the associated GameObject with a text input field for debugging purposes.

Reference

- **Input Field** – Holds the Unity InputField 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.