Runtime Debugger Settings Prefab Section Behavior

Descripción

Files: CGFRuntimeDebuggerSettingsPrefabSectionBehavior.cs

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

Description

Behavior that allows to get named containers for sections.

Reference

- **Row Prefab** – Pending documentation.
- **Section Title** – Internal value containing the rows List entries used by this component.

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.