Runtime Debugger Settings Prefab Slider Behavior

Descripción

Files: CGFRuntimeDebuggerSettingsPrefabSliderBehavior.cs

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

Description

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

Reference

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