Runtime Debugger Settings Prefab TMP Dropdown Behavior

### Descripción

**Files:** CGFRuntimeDebuggerSettingsPrefabTMPDropdownBehavior.cs

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

## Description

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

## Reference

- **Dropdown** – TMP_Dropdown component that will be used in debug.
- **Label** – TextMeshProUGUI component that shows the dropdown label.

## 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.