

## Runtime Debugger Generic Settings Behavior

### Descripción

**Files:** [CGFRuntimeDebuggerGenericSettingsBehavior.cs](#)

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

### Description

Behavior to manage generic settings for the runtime debugger.

### Reference

- **Crash Reporter Reference** – Reference to the crash reporter game object.
- **Settings UI Manager** – Reference to the CGF Runtime Debugger Settings UI Manager.
- **Time Scale** – Field to set the time scale.

### 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.