## ${\bf Display In In spector}$

Adds a button, with the name of the method, to the bottom of the inspector that when pressed will run the attached method.

```
using UnityEngine;
public class DisplayInInspectorDemo : MonoBehaviour
{
    [DisplayInInspector]
    private void Boop()
    {
        Debug.Log("boop");
    }
}
```

