



Dev Environments: Scripting Api

Assembly

```
CarterGames.Cart.Modules
```

Namespace

```
CarterGames.Cart.Modules.DevEnvironments
```

Environment Detection

Use this class to get which environment is currently in use in code.

CurrentEnvironment { get }

Gets the current dev environment.

```
public static DevelopmentEnvironments CurrentEnvironment { get; }
```

```
private void OnEnable()  
{  
    Debug.Log(EnvironmentDetection.CurrentEnvironment);  
}
```

Development Environments

An enum of all the environments.

```
Development = 0,  
Release = 1,  
Test = 2,
```