

Data caching is necessary for such features as **highlighter, icon's colors, descriptions, memory optimizer, bottom panel**

Default	The 'DescriptionHelperObject' object is created in the scene and got all necessary information. By default, the object is hidden for convenience, but you can show it up with 'Hide Helper' toggle. The 'DescriptionHelperObject' object will not be included in the assembly
Enable Registrator	When you turn on 'Registrator,' an additional component is created for all necessary objects containing all necessary information. In this case, you can create instances using the code and even save the information in prefabs. The downside is that you will have many components. The created components will not be included in the assembly
Disable All Cache	When you turn off the cache, you will not be able to access certain functions. This is necessary, for example, when not everyone can install the plug-in

Cache Manager is designed to track 'DescriptionHelperObject' objects in your scenes. It can help you when, for example, you need to find out or delete the storage of the plug-in.

Any data will not be included in the build. The flag 'DontSaveInBuild' is used for all hierarchy scripts and dlls.