

Ignition / DontDestroyOnLoad

Namespace **Playniax.Ignition**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts (MonoBehaviour)/DontDestroyOnLoad.cs**

Class DontDestroyOnLoad

Description

DontDestroyOnLoad prevents the GameObject from being destroyed when a new scene is loaded.