PERSISTENCIA

① Mostrar y Configurar

```
[ExecuteInEditMode]
public class LevelBuilder : MonoBehaviour {
    Graph _g;
    Graph _Graph { get { if (!_g) _g = GetComp

    public bool generateDynamically = false;

    [SerializeField]
    GameObject _islandTile;

    [SerializeField]
    Tile _roadTile;

    [SerializeField]
    DynamicGeneration _content;

    [SerializeField]
    float _offset = 1;

    void OnEnable () {
        _Graph.onGraphModified += GraphModifie
    }

    public void GraphModifiedHandler () {
        if (generateDynamically) {
            Build();
```
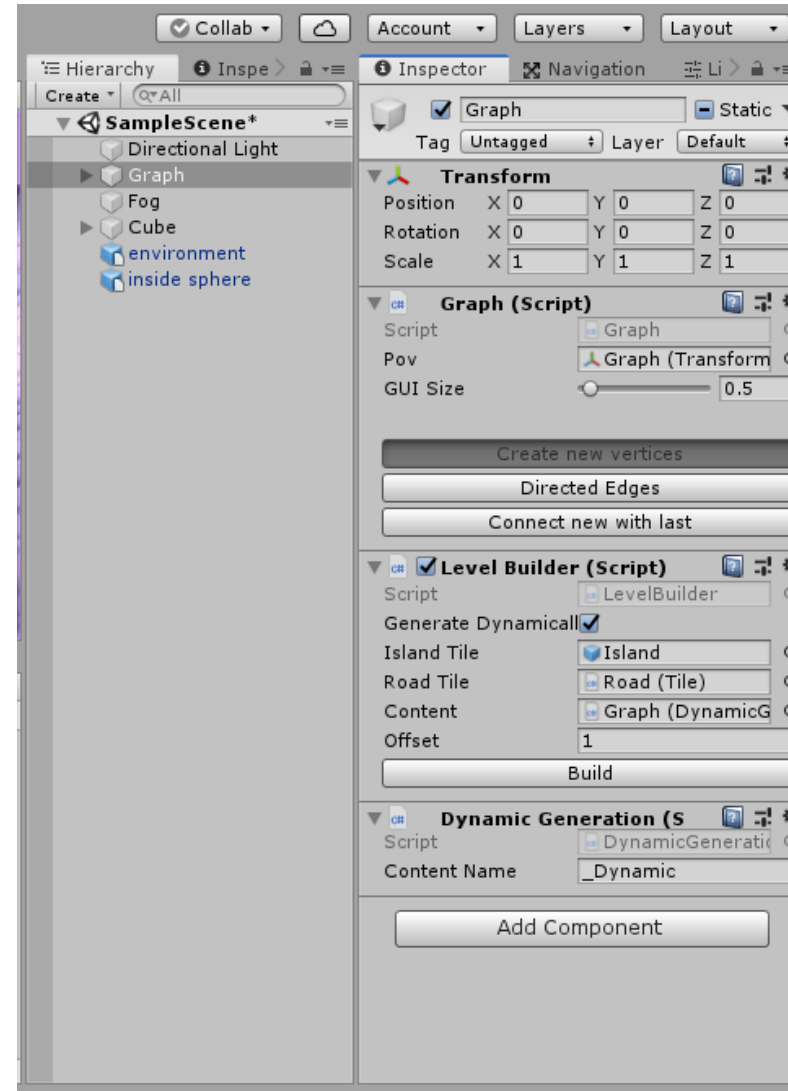
② Ocultar y crear prefab

```
[ExecuteInEditMode]
public class LevelBuilder : MonoBehaviour {
    Graph _g;
    Graph _Graph { get { if (!_g) _g = GetComp

    public bool generateDynamically = false;

    [HideInInspector]
    [SerializeField]
    GameObject _islandTile;

    [HideInInspector]
    [SerializeField]
    Tile _roadTile;

    [HideInInspector]
    [SerializeField]
    DynamicGeneration _content;

    [HideInInspector]
    [SerializeField]
    float _offset = 1;

    void OnEnable () {
        _Graph.onGraphModified += GraphModifie
```