

HideOnPrefab

Hides the property in *PrefabMode*. The behaviour can be inverted with the 'invert' parameter so the property is visible only in *PrefabMode*.

How to use

Put the attribute in front of a property.

Examples

```
[HideOnPrefab]
public int healthPoints;
[HideOnPrefab(true)]
public int damages;
```

