

# Class TargetFacade

Facade with all different information of the target. For better identification a name gets added.

## Inheritance

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↳ System.Object  
↳ TargetFacade

**Namespace:** DocFx (DocFx.html)

**Assembly:** DocFx.dll

## Syntax

```
[Serializable]  
public class TargetFacade : MonoBehaviour
```

## Fields

### Name

#### Declaration

```
public string Name
```

#### Field Value

Type	Description
System.String	