# In Game Logs

To use In Game Logs just create empty game object in first scene your game start at ,then add InGameLogs Script to this object.

Congratulations you have finished setup of In Game Logs , no coding is required, now you can view all logs warnings errors and exception which was showing in unity3d editor console directly on game screen even after you release it to mobile , pc or any other platform, all what you have to do is to draw a circle on the screen to show all these logs, you will see something like this logs .
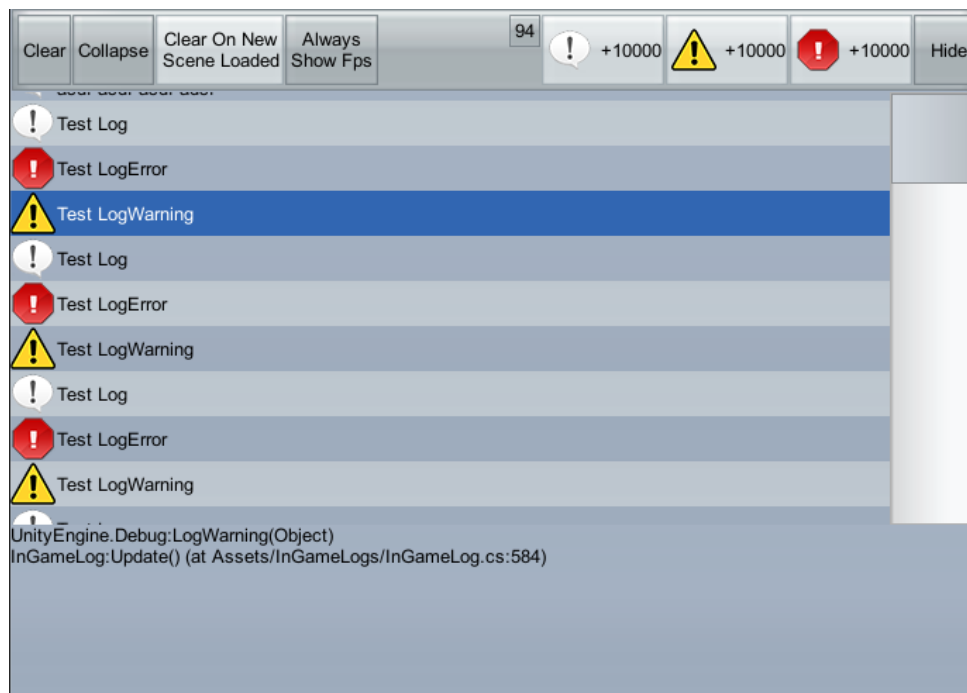
as you see most of functionality that is available for you in editor console is available to you in your game even if you release the game to any platform.

You can view clear collapse logs, also clear the logs once new scene is loaded , view fps and finally hide the logs to go back to your game, you can use scroller on the right for fast scrolling or scroll directly on log window which give you slow and big scroller so you can scroll normally even on small mobiles.

you can also adjust the maximum of allowed logs as you see below
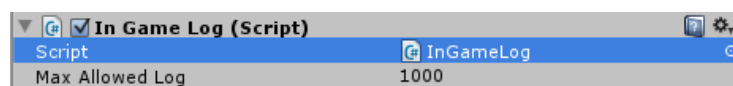
1000 means it only record first 1000 logs + first 1000 warnings + first 1000 errors, if mode is collapse it will record first 1000 collapsed ....

Note the In Game Logs designed to accept huge number of logs , you can increase these number to hundreds of thousands if you like .

finally this asset include script for testing. just drop TestInGameLogs script on the same empty game object of InGameLogs
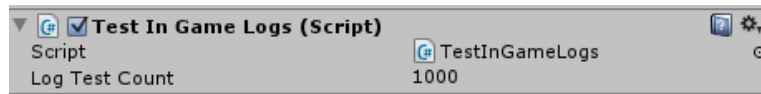
this script will do 1000 logs + 1000 warnings + 1000 errors, you can adjust the Log Test Count to check the functionality of this asset, also note you can adjust it to huge number to check how this asset perform for stress loggings, but don't forget to increase the number of max allowed log.

Thanks for using In Game Logs and Hope you find this asset useful .

if you have any question or suggestion please write to the group.

https://groups.google.com/forum/?hl=en#!forum/unity3d-in-game-logs

or email to :

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