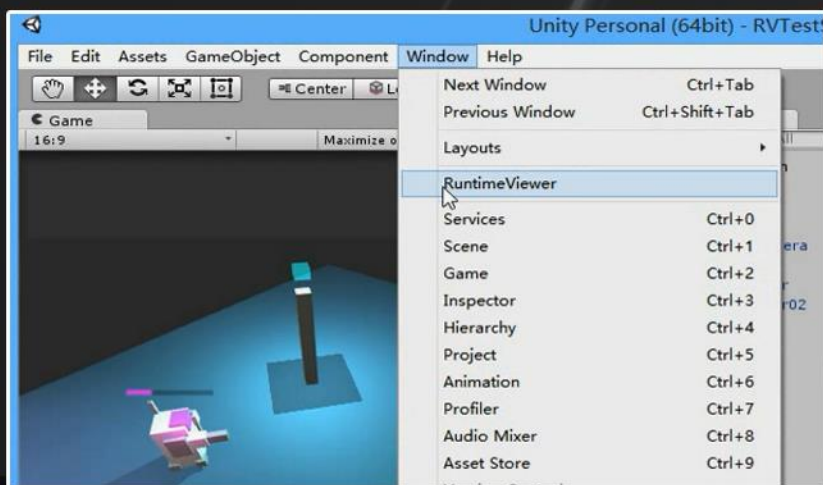
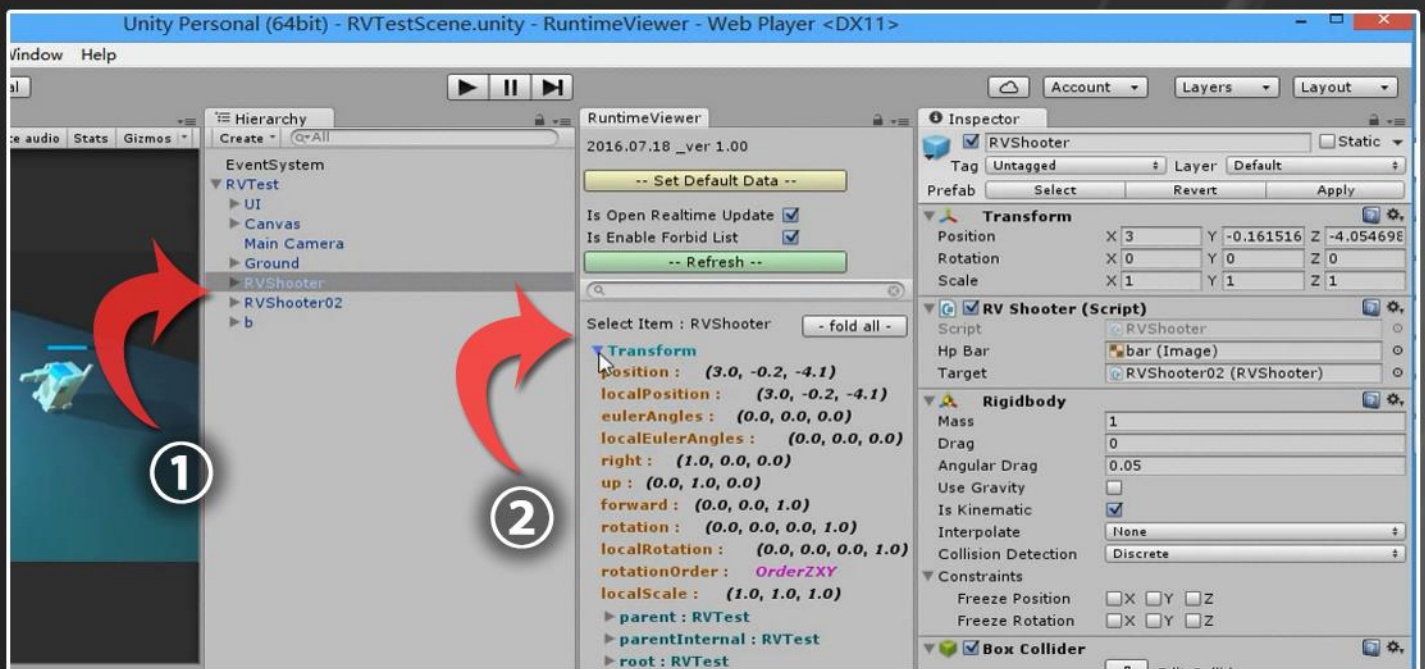


this is design to help programmer debug they code by see the all script field/property's value,when game running.it is definitely can Increase your development efficiency and it very ease to use.

this documentation will show you how to use it and how useful it is.



now , we open it 'Window->RuntimeViewer'

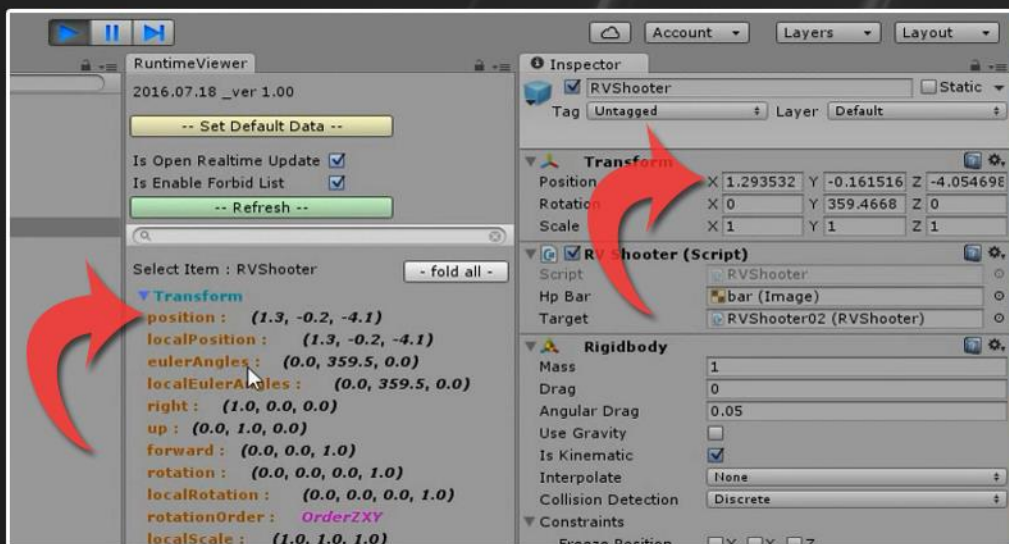


①

now you can select any GameObject you want , all script in it will show in this panel

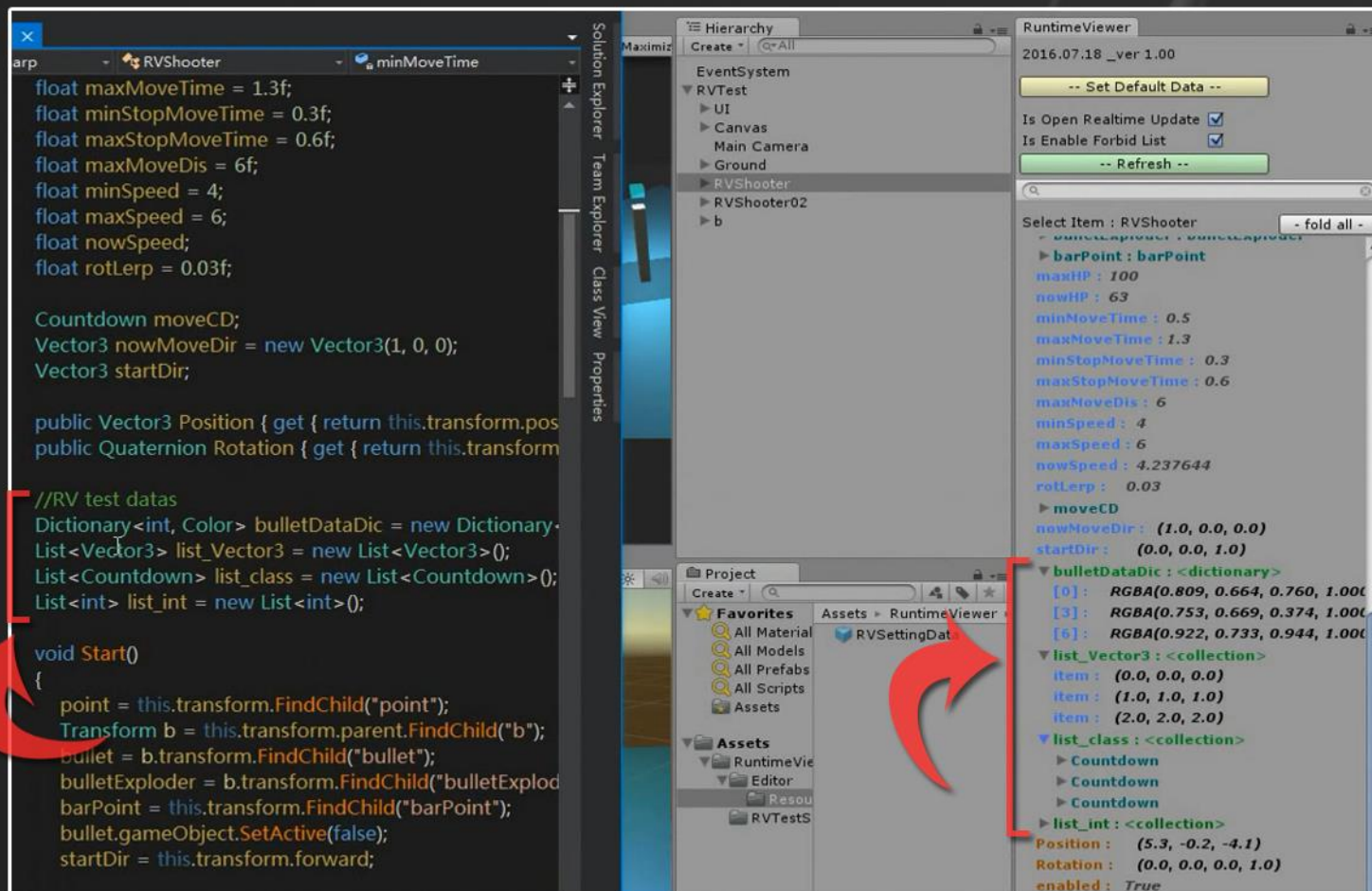
②

as you can see, all field, property and it's value already been shown out, no matter it is public or private.



run it,you can see, all data are update in realtime.

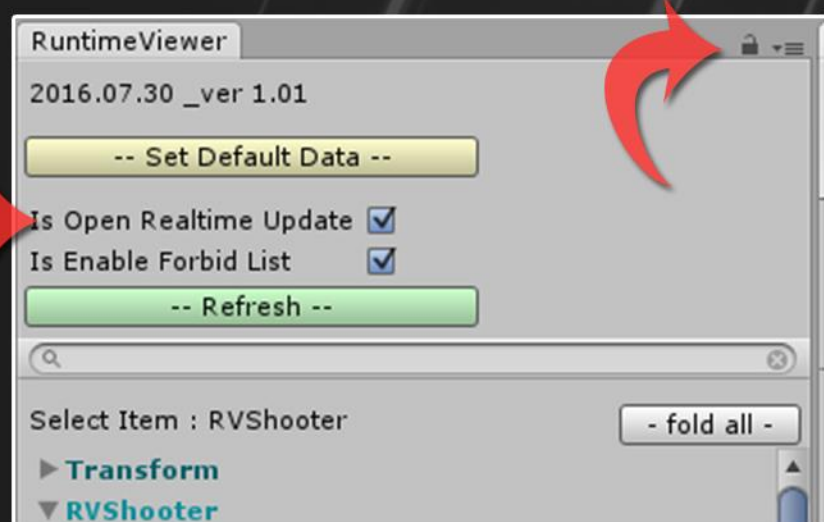




you will see all type of value been shown out, dictionary, list or Custom Type, has been support perfectly, and on the left is the script, no any special handling.

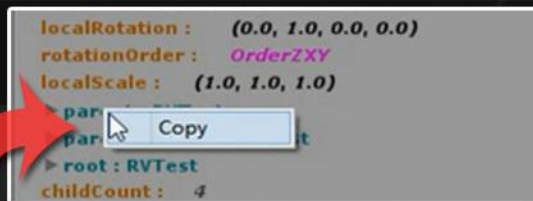
then it is same useful little feature, such as lock, just as Inspector or any build-in panel.

value realtime update can be close, after all this is will drop down fps sometime.

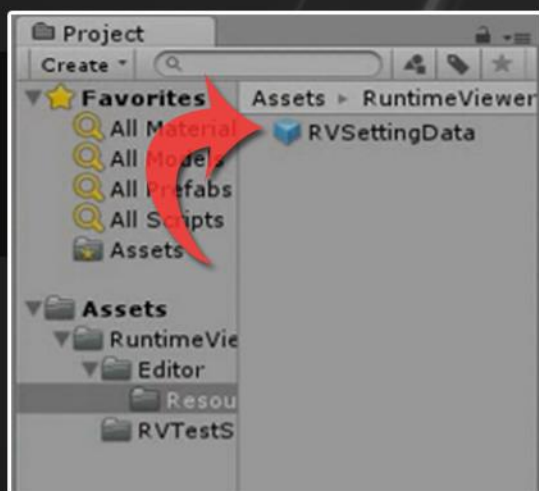




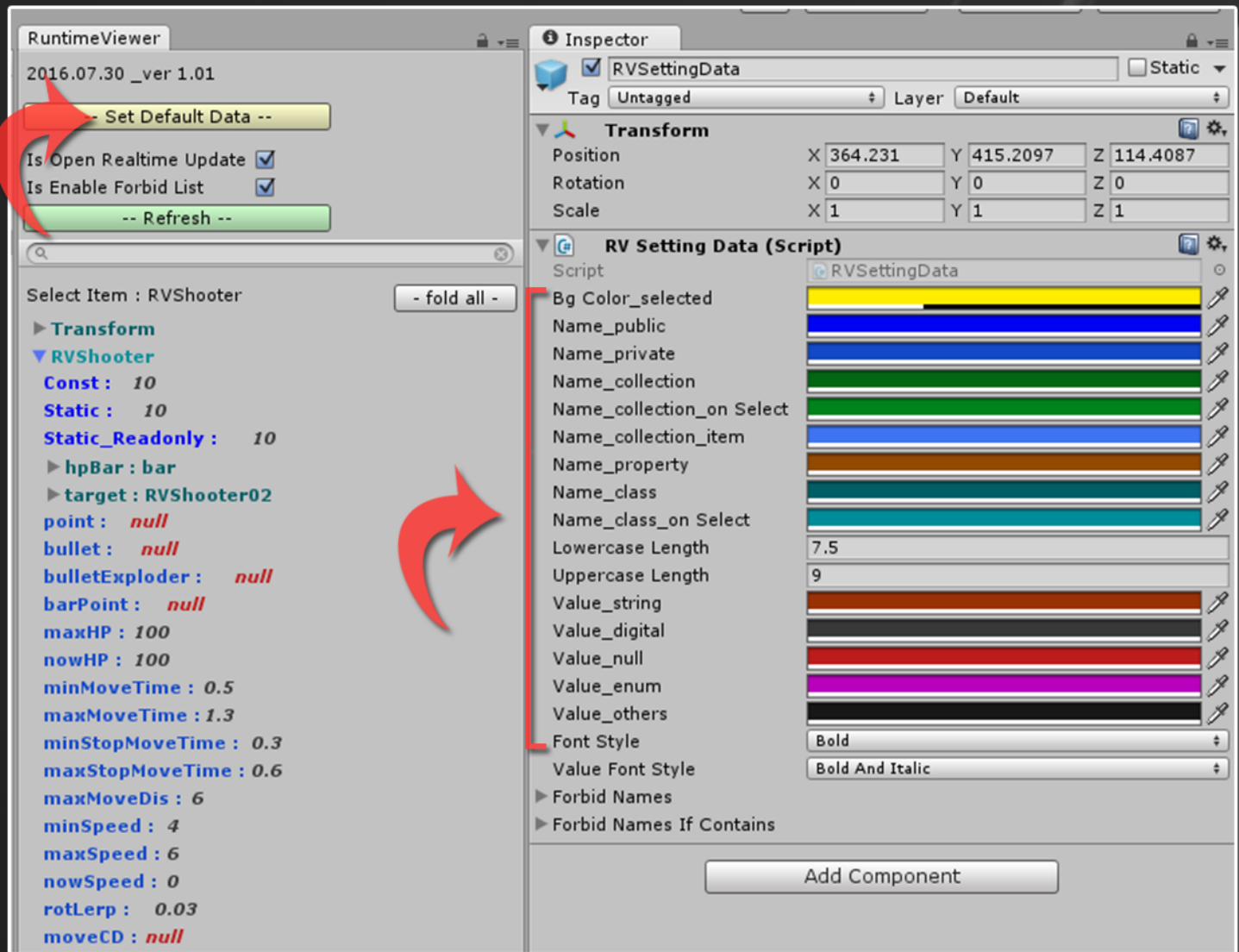
and search, actually it is more like highlight.



right click can copy the name or value.

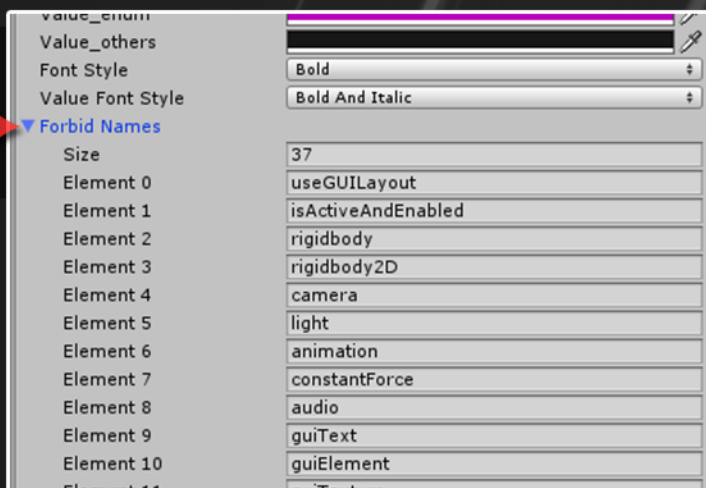


you also can modify the appearance  
all appearance data are stored  
in a prefab name  
is 'RVSettingData'



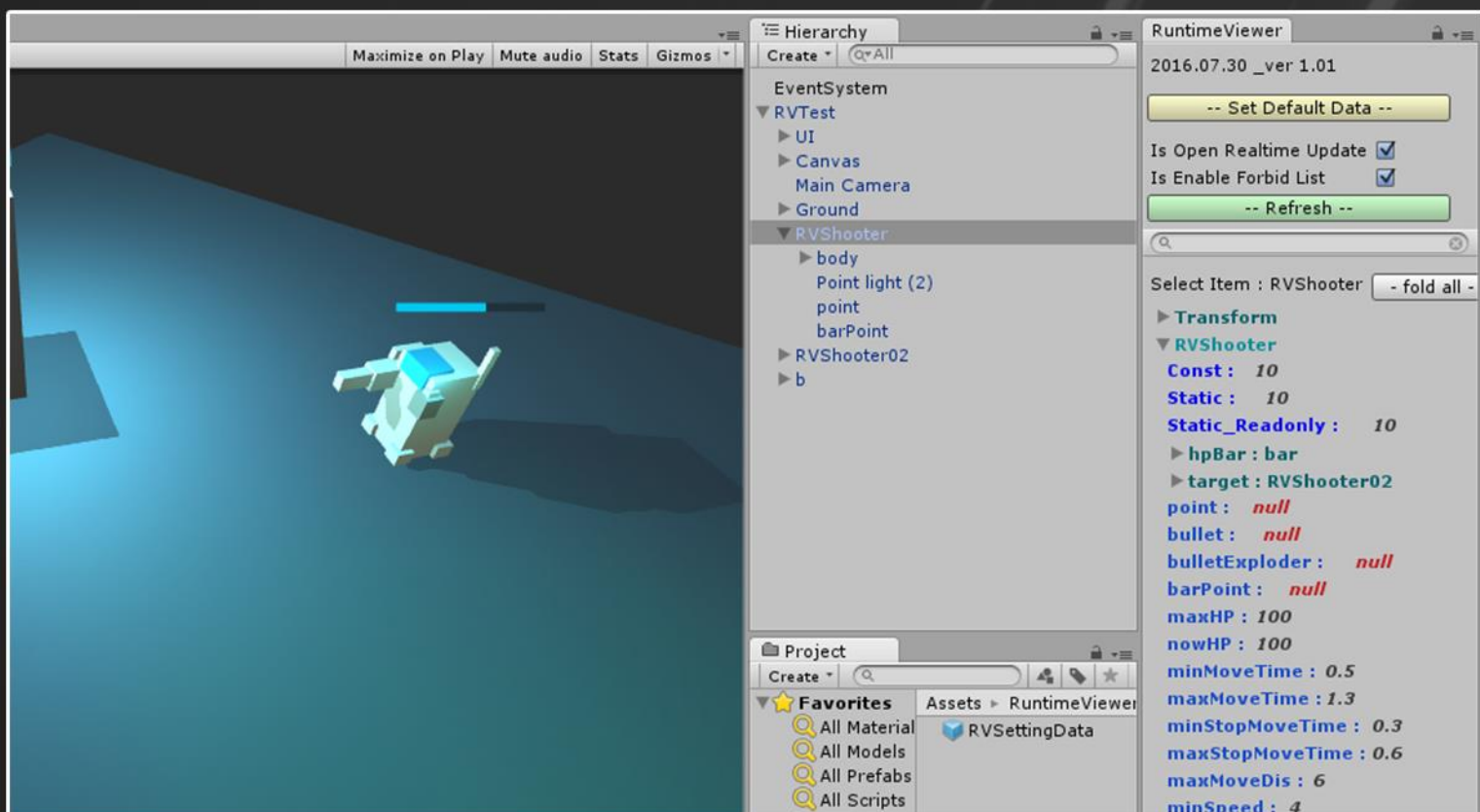
you change color or fontStyle here,ame and value can change separately

if your want back to default data, just click the button  
"---Set Default Data---



last is the 'Forbid Names',  
it can use to hide any field  
you don't want to see





ok, that it, I hope you like it.

and this is the first release version, in the future i will add same usefull Features, such as modify the value in runtime, or directly invoke a method

if you find a bug or you had any suggestions please feel free to email me!

(dsh0079@gmail.com or 710074758@qq.com)

for more details, please visit:

<https://www.youtube.com/watch?v=rsCuZewynV0>

I look forward to hearing from you.