

Logger — Lightweight & Flexible Debugging Tool for Unity

A simple, elegant, and powerful logging tool to keep your development clean, clear, and under control.

Features

- Easy-to-use static logging API
 - Color-coded log categories with emoji/icons
 - Editor interface for category filtering
 - Enable/disable logs globally or per category
 - Lightweight and dependency-free
 - Works in Editor and Build
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Installation

1. Copy the `LoggerLogic/` folder into your Unity project.
 2. Open the configuration asset:
`Assets/LoggerLogic/Config/LoggerConfig.asset`
 3. Adjust logging categories, colors, icons, and settings through the Inspector.
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Configuration

Customize logging via the `LoggerConfig` asset: - **Enable All Logs** — Toggle all categories on/off - **Editor Only** — Logs will appear only in the Unity Editor - **Category Configuration** — Set up custom categories with colors and emojis

Usage

```
CustomLogger.Log("This is a system log", CustomLogger.LogCategory.System);
CustomLogger.LogWarning("UI warning", CustomLogger.LogCategory.UI);
CustomLogger.LogError("Gameplay error", CustomLogger.LogCategory.Gameplay);
```

Example Output

```
[System] This is a system log
LoggerExample.Awake:13
```

Project Structure

```
LoggerLogic/
  Config/
    LoggerConfig.asset
    LoggerConfig.cs
  Documentation/
    License
    ReadMe.md
    ReadMe.pdf
    ReadMe_UA.md
  Editor/
    LoggerConfigEditor.cs
    SerializedPropertyExtensions.cs
  Example/
    LoggerExample.cs
  Runtime/
    CustomLogger.cs
    LogCategory.cs
  Scenes/
    Demo.scene
```

Integration

- No external dependencies
 - Compatible with Odin Inspector, Zenject, UniTask, etc.
 - Useful for in-editor tools or runtime debugging
 - Designed to be fast and flexible for any Unity project
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License

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Contact

Questions, ideas, or bugs? Feel free to reach out!

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