

# Logger — Lightweight & Flexible Debugging Tool for Unity

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

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## 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

You can also modify the logger at runtime:

```
Logger.Enabled = true;
```

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## 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);
```

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## Example Output

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

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## 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
```

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## 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

MIT License — free to use, modify, and distribute. See LICENSE for full details.

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## Contact

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

**GitHub:** <https://github.com/AndriiSviatenko/Logger-Lightweight-Flexible-Debugging-Tool-for-Unity> **Email:** sviatenkoandrii@gmail.com