# Foundation Terminal (v4.0)

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Terminal for in game debugging

The goal of this library to provide a UI for testing low level libraries and debugging in game. Built using uGUI. Is Unity3d 5 ready !

- Log many message types with color coding
- Hooks into Debug.Log
- A command button bar for testing methods
- A text input with optional input handling (text processors)
- Hide and close with the ` key
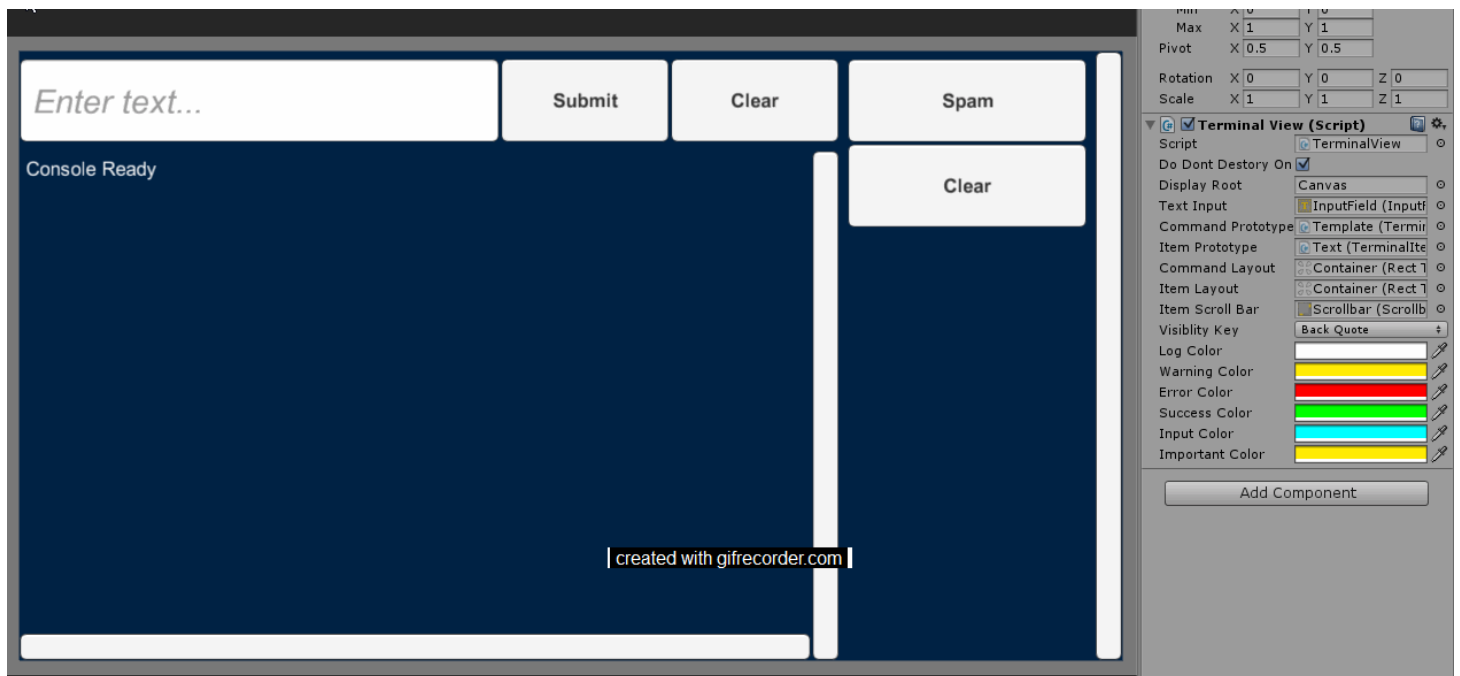
Setup

Drop the Terminal Prefab into your scene.

Example Usage

```csharp
// Write
Terminal.Log("blag blah");
Terminal.LogError("blag blah");
Terminal.LogSuccess("blag blah");
Terminal.LogWarning("blag blah");
Terminal.LogImportant("blag blah");
// Wired to Application Log
Debug.Log("blah");

// Register button commands. (Do this in Awake)
Terminal.Add(new TerminalCommand
    {
        Label = "Main",
        Method = MainTest
    });

void MainTest()
{
    // Run When Clicked
}

// Register new Text Processors (invoked when text is submitted)
Terminal.Add(new TerminalInterpreter
    {
        Label = "Chat",
        Method = ChatExample
    });

void ChatExample(string text)
{
    // Run When inputted
}
```