

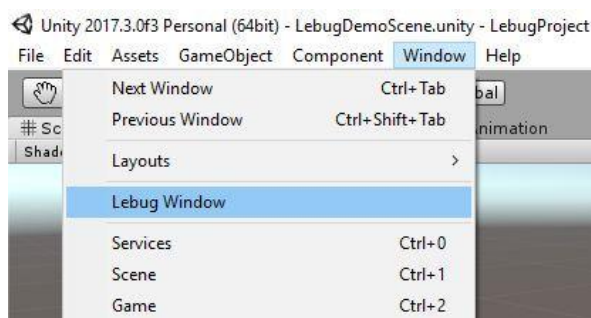
Lebug.Log Guide

v1

Lebug.Log is an alternative to Unity's Debug.Log. It is best used to get changing values of the same variable in a single line instead of spamming the console window. Lebug.Log also has categories, so you can separate your outputs depending on their categories.

Opening Lebug Window:

Open the Lebug window from Unity->Window->Lebug Window



Usage example:

```
void Update () {  
    int RifleAmmo = Random.Range(0, 50);  
    int RocketAmmo = Random.Range(0, 50);  
  
    float PlayerHealth = Random.Range(0f, 100f);  
    float PlayerArmor = Random.Range(0f, 100f);  
    float EnemyHealth = Random.Range(0f, 100f);  
    float EnemyArmor = Random.Range(0f, 100f);  
  
    string LevelName = "Fortress of Mystery";  
    int EpisodeNo = 2;  
    int MissionNo = 9;  
    int SongIndex = 4;  
  
    Lebug.Log("Rifle Ammo", RifleAmmo, "Ammunition");  
    Lebug.Log("Rocket Ammo", RocketAmmo, "Ammunition");  
  
    Lebug.Log("LevelName", LevelName, "LevelInfo", false); // Start the category collapsed  
    Lebug.Log("EpisodeNo", EpisodeNo, "LevelInfo", false); // Start the category collapsed  
    Lebug.Log("MissionNo", MissionNo, "LevelInfo", false); // Start the category collapsed
```

```

Lebug.Log("Health", PlayerHealth, "PlayerStats");
Lebug.Log("Armor", PlayerArmor, "PlayerStats");
Lebug.Log("Health", EnemyHealth, "EnemyStats"); // Can use same keys in different categories
Lebug.Log("Armor", EnemyArmor, "EnemyStats"); // Can use same keys in different categories

Lebug.Log("SongIndex", SongIndex); // Default category

if (RocketAmmo == 0)
    Lebug.Del("Rocket Ammo"); // Delete a value.

if (EnemyHealth == 0)
    Lebug.DelCategory("EnemyStats"); // Deletes a category
}

```

Category	Item	Value
Ammunition	Rifle Ammo	4
	Rocket Ammo	11
LevelInfo		
PlayerStats	Health	60.33994
	Armor	44.27361
EnemyStats	Health	53.22293
	Armor	47.0057
Default	SongIndex	4