Developer Console

for

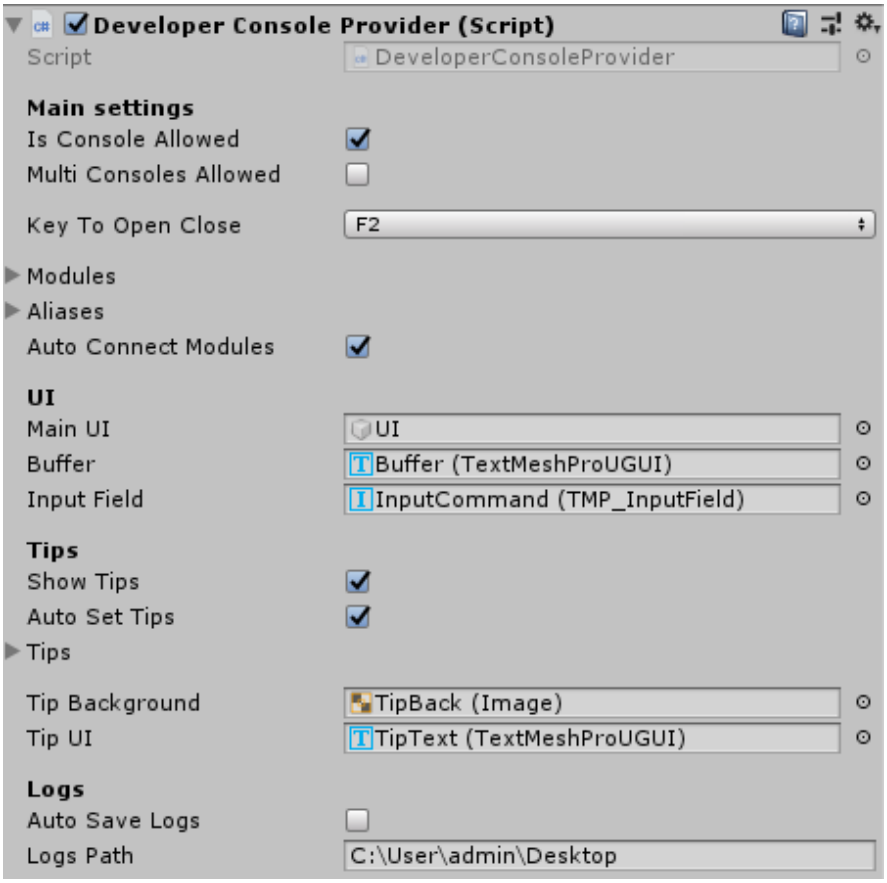
Unity games

Add this developer console to your game which you are creating in Unity, to improve game development and test some stuff in your project.

Features:

- Clean code
- Easy to implement (just drag a prefab to scene)
- The ability to quickly add your own commands
- Commands suggestion
- Possibility to save logs from console to file
- Aliases
- By down and up arrow on keyboard, you can review recently executed commands

Main script:



Is Console Allowed – if equals false, it won't be possibly to turn on console

Multi Consoles Allowed – if equals true, there can be more than one console on the scene in the same time

Key To Open Close – key which is using to open/close console

Modules – current modules connected to console

Aliases – all aliases available in console

Auto Connect Modules – if equals true, script will automatically find and add all console modules

Main UI – main console UI

Buffer – buffer text field

Input Field – input field where you can type command to execute

Show Tips – if equals true, console will display tips about commands

Auto Set Tips – if equals true, script will automatically add all tips appealing to current connected console modules

Tips – list of all tips in console

Tip Background – tips background image

Tip UI – tips text field

Auto Save Logs – if equals true, console will automatically save logs to file, after every executed command

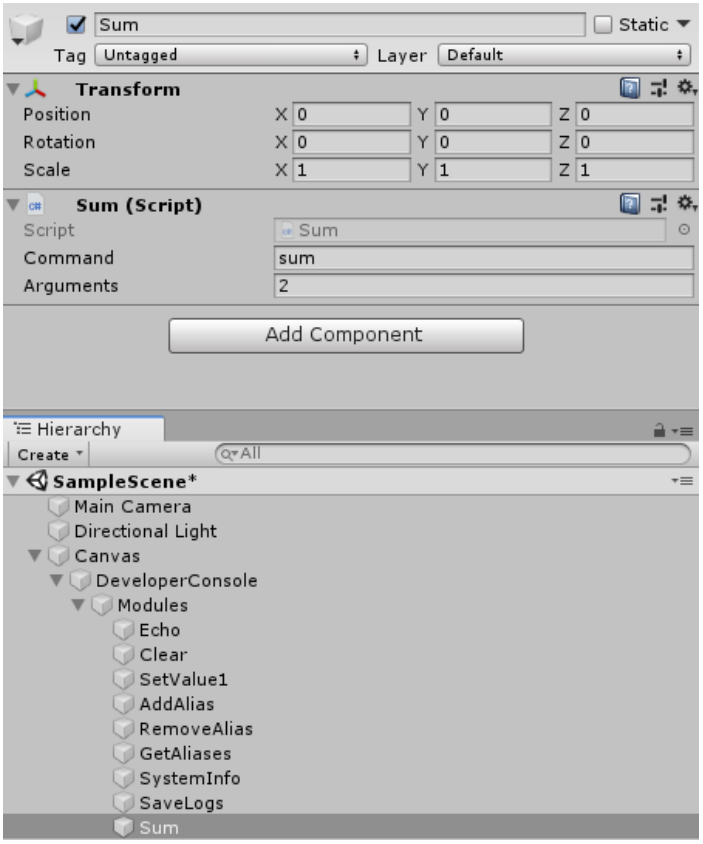
Logs Path – directory where logs will be saved, if null, logs will be saved in Application.dataPath

Create your own command (console module):

1. Create new class, which inherits from Developer.ConsoleModule class.
2. In private function Awake, set command and count of required arguments, if arguments == -1, there can be an infinite count of arguments.
3. Overwrite public function ExecuteCommand and in body of this function, declare what this command will be doing.
4. There is an example of command that prints sum of two ints:

```
namespace Developer
{
    public class Sum : ConsoleModule
    {
        private void Awake()
        {
            command = "sum";
            arguments = 2;
        }

        public override bool ExecuteCommand(DeveloperConsoleProvider host, ref string result, string[] arguments)
        {
            int a, b;

            try
            {
                a = int.Parse(arguments[0]);
                b = int.Parse(arguments[1]);
            }
            catch
            {
                result = CommandResults.WRONG_ARGS_MESS;
                return false;
            }

            host.Print((a + b).ToString());
            return true;
        }
    }
}

```

5. Host – console which will host this command
   result – result of command which will be shown on console
   arguments – all arguments passed to command
6. If everything in code is right, then add new empty game object to your scene and add this newly created module to that empty object. That how it should look:



7. If you did everything correctly, now you can use your new command: