

# Mobile Console Kit

Mobile Console Kit is a Unity [Asset Store](#) that help you not just viewing logs in mobile devices, but helping you monitor, do experiment and speed up development time.

Mobile Console Kit depends on TextMesh Pro for high performance and customization. You need to install TextMesh Pro and import Essential Resources before installing Mobile Console Kit

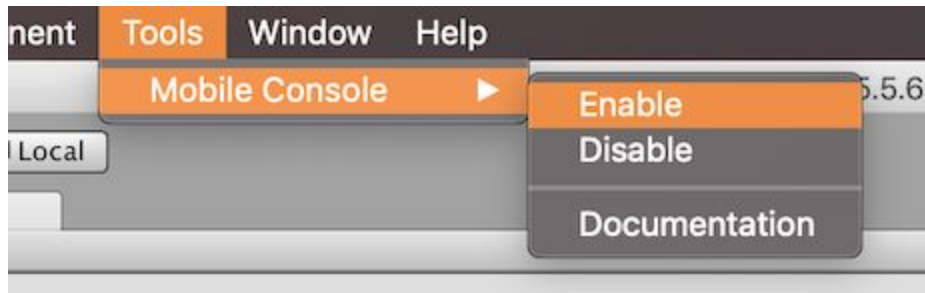
## Key features

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- Enable/Disable Mobile Console with a single click (no trace left)
- Highly optimization, can handle dozen of thousands of logs
- Supports basic functions like filter log by type, collapse
- Supports log channel
- Search log with Regex
- Share log via Native Share
- Unified portrait and landscape UI, resizable window and adjustable background transparency
- User-defined Setting and Commands, allow you to create your own tools
- Comes with powerful tools including:
  - Application & Device info
  - Search GameObject by name/tag/component
  - Inspect PlayerPrefs
  - Inspect persistent data

# Enable Console

To enable/disable Mobile Console Kit, navigate to Tools/Mobile Console and choose either enable or disable



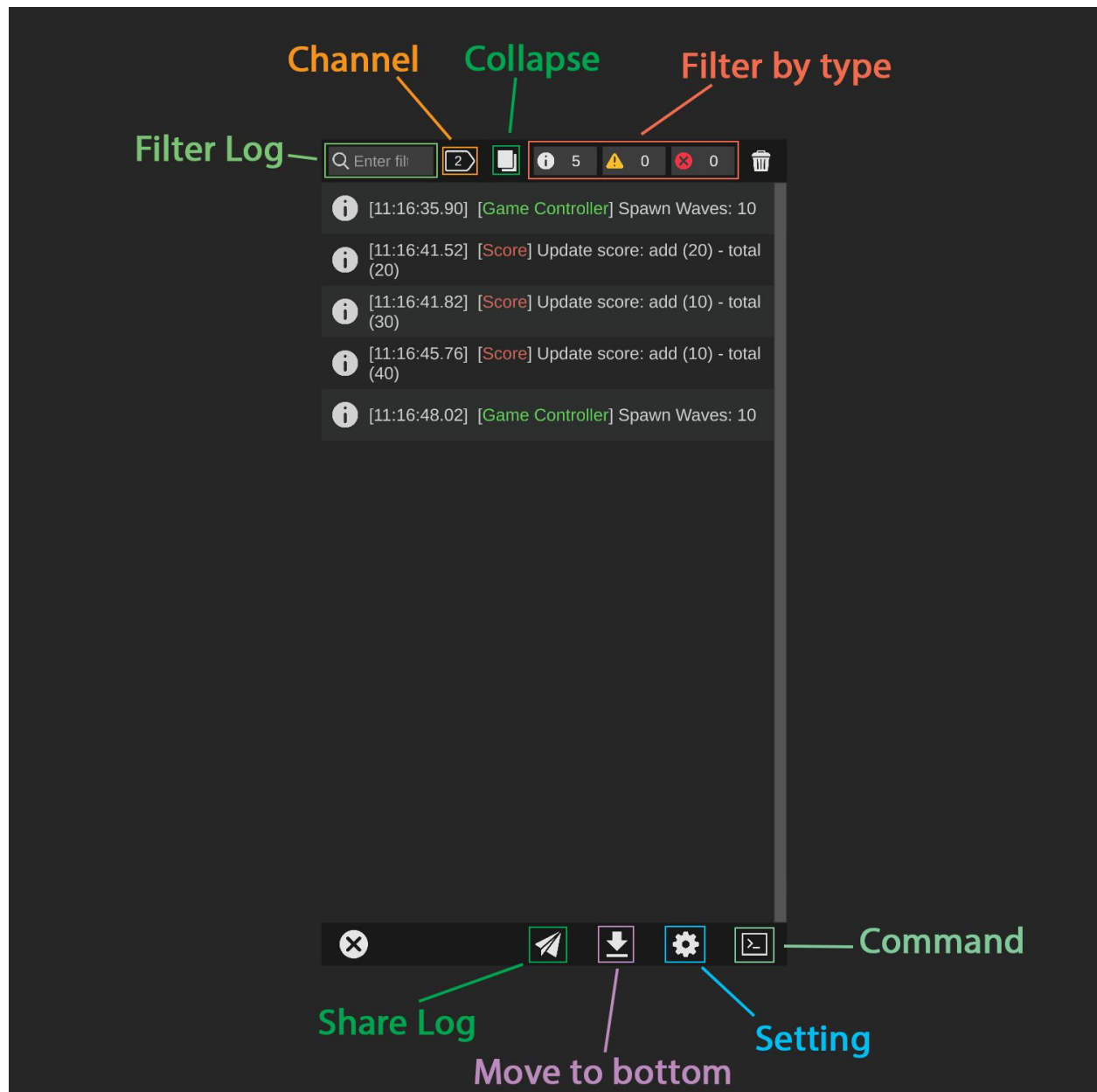
In case you want to enable/disable Mobile Console Kit programmatically, you can use these APIs:

- `MobileConsole.MobileconsoleSetupHelper.EnableMobileConsole()`
- `MobileConsole.MobileconsoleSetupHelper.DisableMobileConsole()`

## What does the tool really do when you enable it?

- Add LogConsole scene to build setting, so it can be loaded at runtime
- Add DebugLog define symbol to your project

# Tool Overview



# Online Wiki

As the tool has grown bigger, please check our online wiki for detail and advance features

## Basic

- [Enable/Disable Console](#)
- [Tool Overview](#)
- [Log Channel](#)
- [Share Log](#)
- [Setting & Executable Command](#)
- [Built-in Commands](#)
  - [App and Device Infos](#)
  - [Persistent Data Inspector](#)
  - [PlayerPrefs Inspector](#)
  - [Search GameObjects](#)

## Advance

- [Built-in Log](#)
- [Console Settings](#)
- [View Builder](#)