

Device Console

1. Overview

Device Console

- view logs on devices easily

Is this a tool for you?

- Are you looking for a way to view debug logs in games?
- Do you wish to have a powerful debug console to test and debug on devices?
- Are you tired of using logcat on Android?

If you have met any of the above issues, Device Console is the tool for you.

Features:

- Provides an **in-game console** to view full Unity console logs on devices.
- **Optimized** for scrolling thousands of logs.
- **Filter** the logs.
- The logs you care about can be viewed separately.
- **Get notified** when an exception occurs.
- **Automatically removes** itself from your final builds.
- Implemented with **UGUI**.
- Supports all the platforms Unity supports, including Web Player.

2. Getting Started

IMPORTANT:

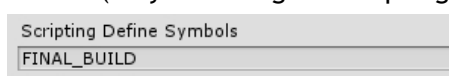
Please, always remove previous version before updating! It will let you avoid different compatibility issues and errors. See [How to remove the plugin?](#)

Import the plugin, and then there are two ways to get started.

(1) Way of dragging prefab

Drag the **DeviceConsoleLoader.prefab** into the first scene of your game to start Device Console.
(Assets\Tiinoo\DeviceConsole\DeviceConsoleLoader.prefab)

In this case, you can add **FINAL_BUILD** symbol to automatically remove Device Console from your final builds. (Player Settings -> Scripting Define Symbols)



If you want to know more, please read **DeviceConsoleLoader.cs**.

(2) Way of using API

Call **DeviceConsoleLoader.Load()** in your codes to start Device Console.

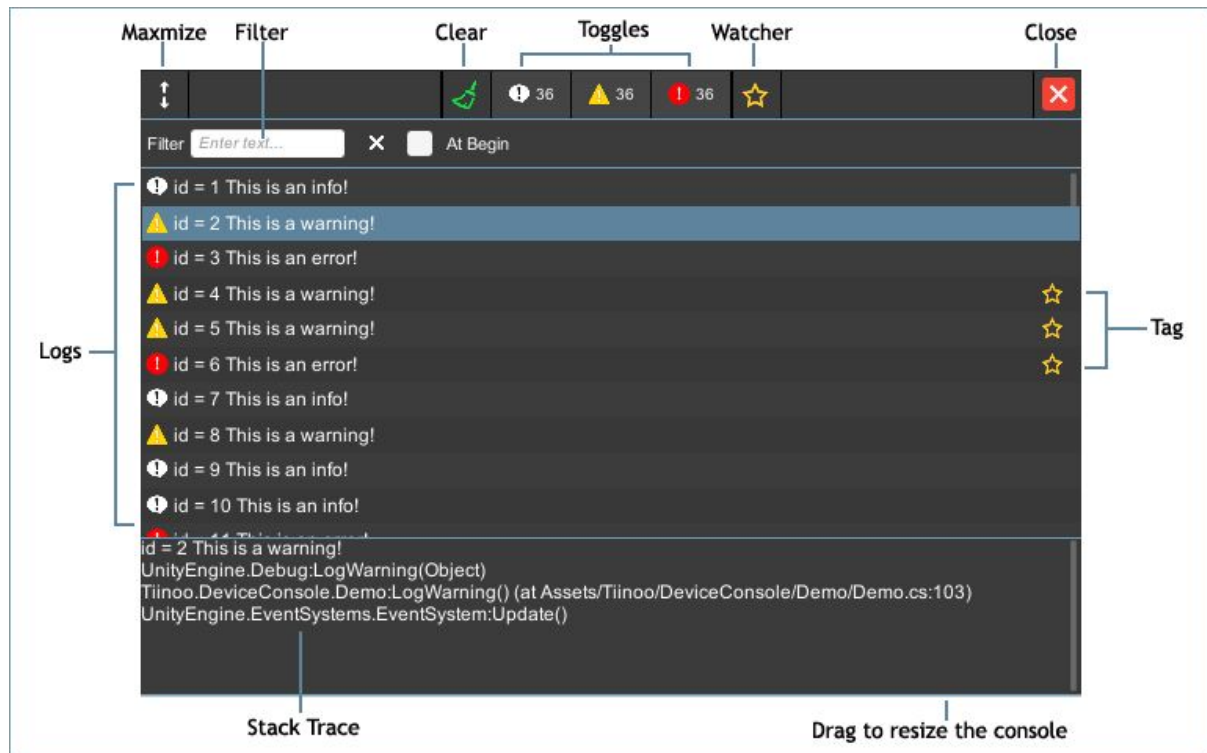
In this case, in order to remove Device Console from your final builds, you should remove the codes of calling DeviceConsoleLoader.Load(). **FINAL_BUILD** symbol will not take effect.

2.1 How to open the console?

On mobile: Swipe down with two fingers. (Default settings)

On desktop: press the back quote key (`) on your keyboard. (Default settings)

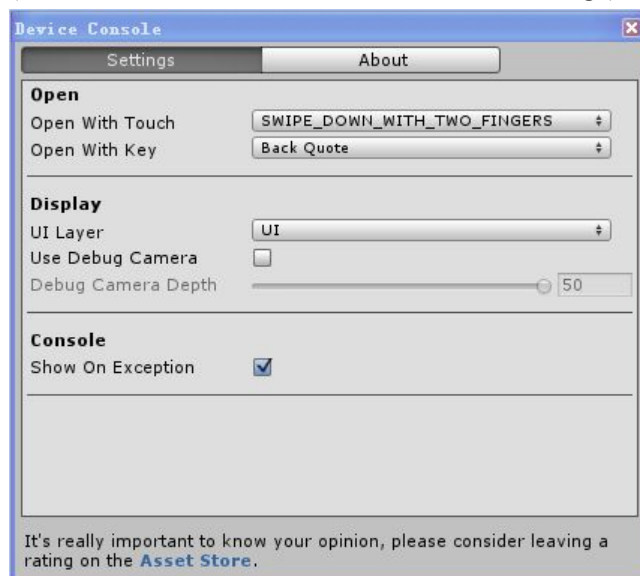
2.2 How to use the console?



2.3 How to configure?

Use the settings window to configure.

(Window -> Tiinoo -> Device Console -> Settings)



Open

Open With Touch	Select the gesture to open the console on mobile.
Open With Key	Select the key to open the console on desktop.

Display

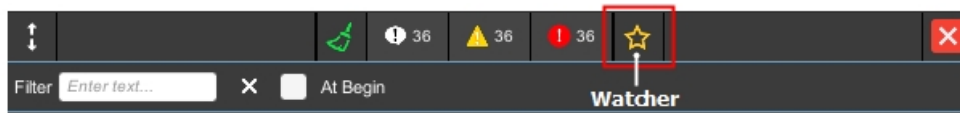
UI Layer	The layer which the Device Console UI will be placed in. Default is the build-in UI layer.
Use Debug Camera	Device Console uses Overlay render mode by default. If you choose this option, it will create a camera with the given depth. So you can decide what is rendered over it.
Debug Camera Depth	Depth of the debug camera.

Console

Show On Exception	Show the console when an exception occurs even if the console is closed.
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2.4 How to view the logs you care about separately?

- (1) Call `DCWatcher.LogXXX()` instead of `Debug.LogXXX()` to output the logs you care about.
- (2) Don't forget to add "`using Tiinoo.DeviceConsole;`" to the scripts which call the `DCWatcher.LogXXX()`.
- (3) Toggle watcher icon in the console to see the logs you care about separately.



2.5 How to remove the plugin?

To remove plugin (version == 1.0.0)

Delete the folder Assets/DeviceConsole

To remove plugin (version >= 2.0.0)

Delete the folder Assets/Tiinoo/DeviceConsole

3. Support

Thank you for using this plugin!

I hope you will find this plugin is helpful and it will save some of your priceless time!

It's really important to know your opinion, please consider leaving a rating on the Asset Store page.

And feel free to drop me bug reports, feature suggestions and other thoughts on the forum or via email!

Links:

[Asset Store](#) | [Website](#) | [Unity Forum thread](#)
[Docs](#) | [Web Player Demo](#)

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