School of Computer Science
**University of Lincoln**
2021/22

Virtual and Augmented Reality CMP-VAR-2122
**EXTRA DEBUGGING**

Overview

Debugging a mobile Unity project is difficult without additional tools such as the AR desktop Companion (student discount link is on Black board). Below is a logger script (and singleton class) with instructions to set it up. This basically create a function that add text to a text mesh component so you can out put what going on if you do not have a connected device.
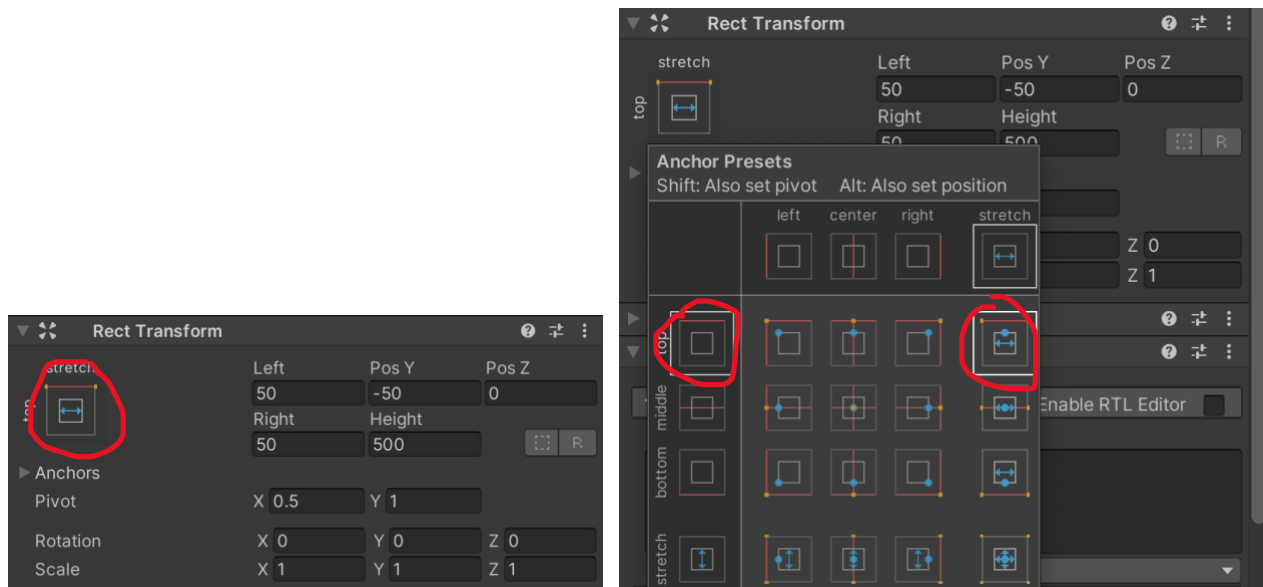
1. Import the singleton.cs (in the core folder) and logger.cs files provided.
2. In your scene go to add -> UI -> Canvas. It will automatically add a Canvas Scaler script (good for responsive design) and Graphic Raycaster.
3. Scale it: The size of the canvas is up to you but I tend to make to make sure the UI Scale mode in the Graphic Scaler is set to "Scale with Screen size" with screen match mode at "Match width or Height" The tolerance should be .5. This will make your canvas full screen to the dimensions you have set in your game tab. My example is for iphone XR but you should set your to your phones dimensions or closest to it. (see second image)
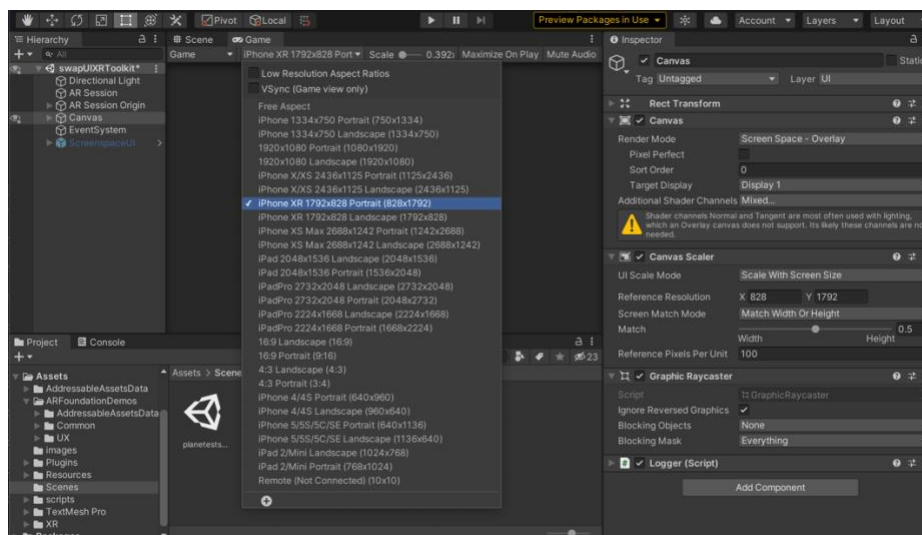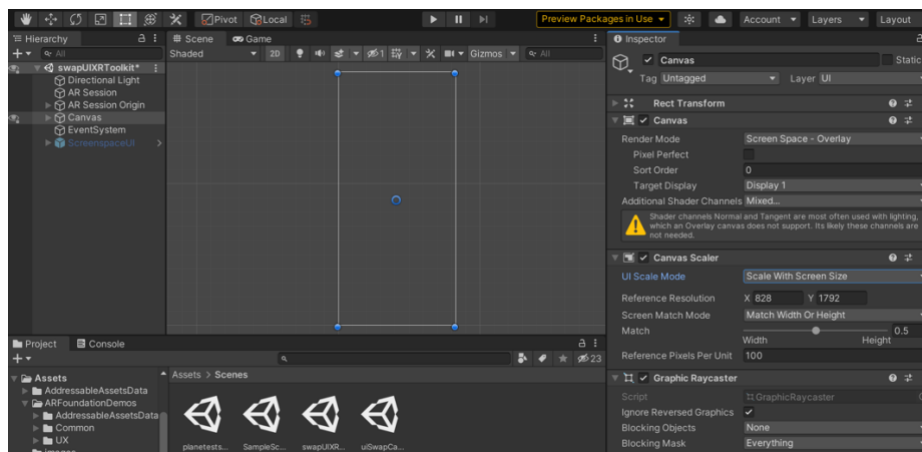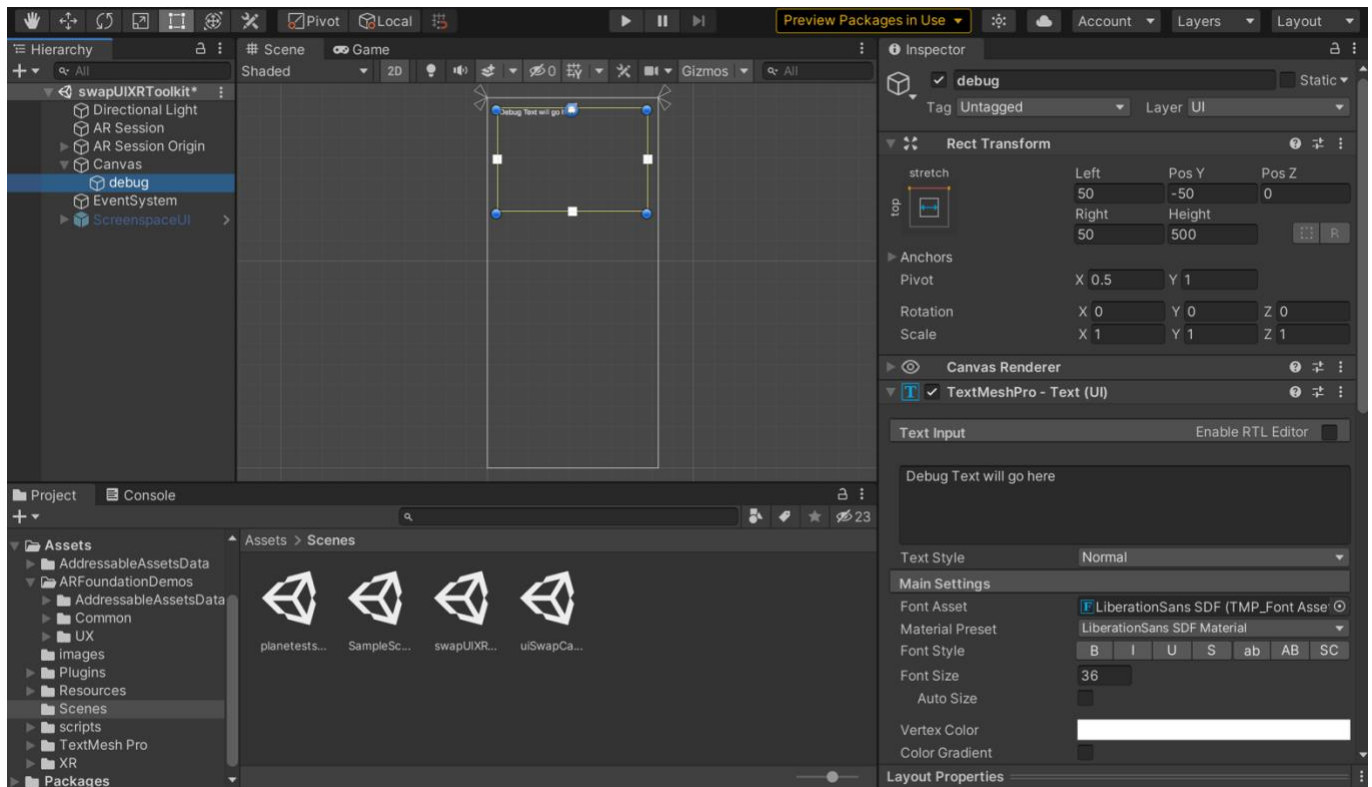
4. We need to add a text component inside our canvas so we can see out outputs and make sure what we think is happening is in fact happening. In your Canvas click add UI -> Text - TextMeshPro.
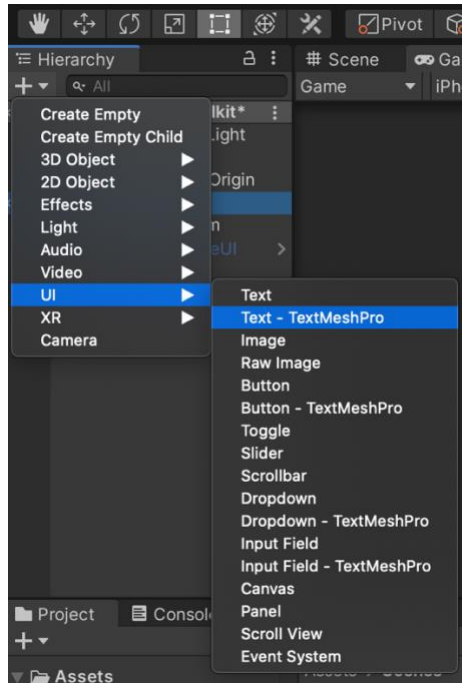

5. Label the Game object "Debug"
6. Position where you want, however I tend to make the component stretch across the screen and always anchored from the top. You can do this in the alignment inspector

7. On your canvas click add component and find the logger.cs script, alternatively drag the script onto Canvas's inspector panel.
8. Drag your Text Mesh Pro game object into the debug text area input field on the new logger script.
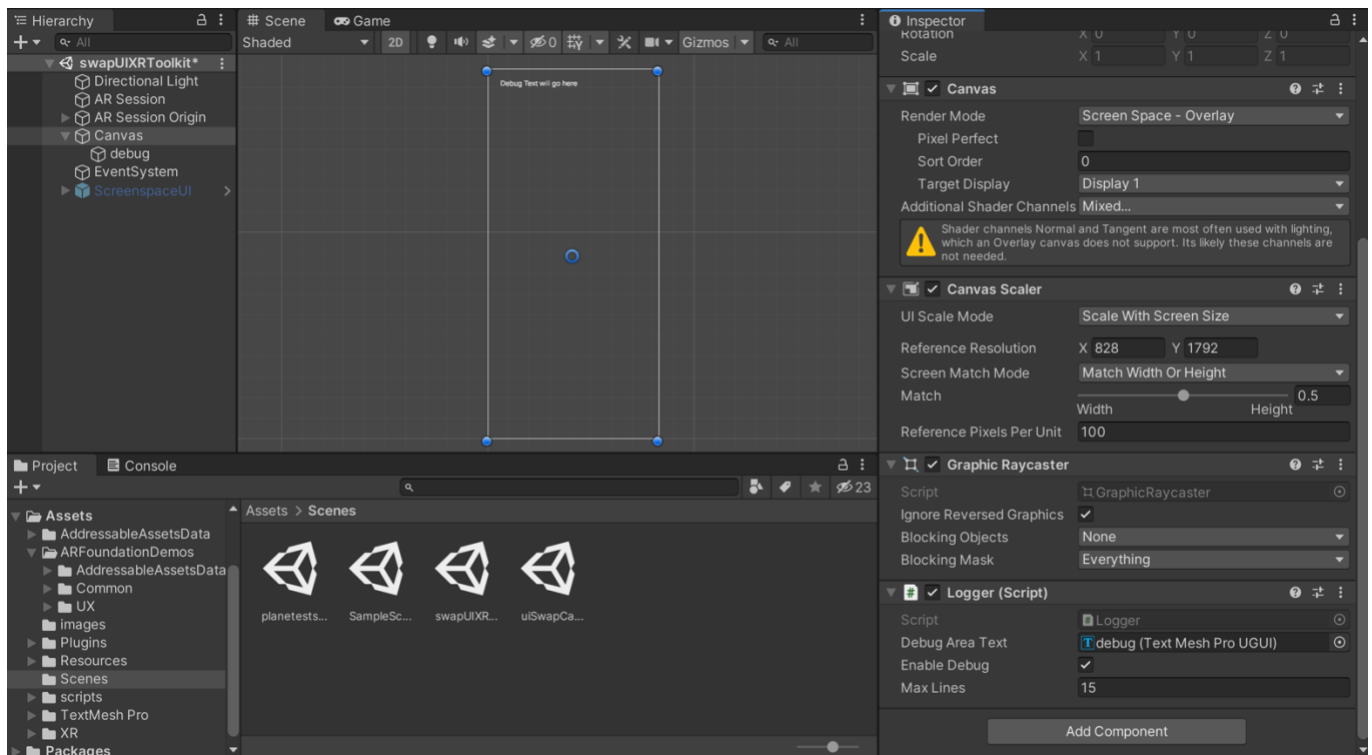
Know when you want to log something in the new debug panel use the following function.
(you can concatenate)

      //string
      Logger.Instance.LogInfo("string you want); or

      //object or soemthing
      Logger.Instance.LogInfo (pose.position);

That's it!