Debug Inspector

Overview

DebugInspector is an indispensable Editor tool designed to streamline and enhance the management of Debug statements in your scripts.

With DebugInspector, you can easily inspect, edit, and manage all the Debug statements from within the **Debug Inspector Window**, eliminating the need to navigate through individual scripts.

Why DebugInspector?

1. **Centralized Debug Management**: View and manage all Debug statements in one central location without opening multiple scripts.
2. **Efficient Debug Search**: Swiftly locate Debug statements with the efficient search feature.
3. **Edit On-the-Fly**: Make real-time modifications to Debug statements directly within the inspector, saving time and streamlining your workflow.
4. **Folder-Based Inspection**: Quickly zero in on scripts within specific folders to refine your focus.
5. **Hide/Unhide Debug Statements**: Enhance readability by toggling the visibility of Debug statements.
6. **Delete All Debugs**: Quickly remove all Debug statements in a script with a single click.

Installation

1. Download the DebugInspector package from the Unity Asset Store.
2. Import the package into your Unity project.
3. Once imported, you'll find the DebugInspector in the Window menu.

How to Use

Opening the Tool

- Navigate to `Window` in the Unity top bar and select `Debug Inspector`.

Selecting a Folder

1. Use the `Select Folder` dropdown to specify a folder in your project.
2. The tool will then showcase scripts containing Debug statements from your chosen folder.

Searching for Scripts

- Utilize the `Search` to effortlessly filter out scripts by their name.

Viewing and Editing Debug Statements

1. Each listed script will show the current Debug statement highlighted for easy identification.
2. Toggle between different Debug statements in a script with the `Next` and `Previous` buttons.
3. Make direct edits to any Debug statement in the given text box. These changes will immediately reflect in the actual script.
4. Press `Save Edit` to validate changes or use `Remove` to erase the Debug statement from the script.

Other Features

- Click the `Open Script` button to access the script in your default editor.
- Click the `View All Debugs` button to see all Debug statements in a selected script.
- Use the `Hide` toggle to manage visibility of Debug statements.

Precautions

1. **Backup**: It's prudent to always keep backups of your scripts or use a version control system. DebugInspector aims for reliability, but it's wise to retain copies of your source scripts.
2. **Performance**: Projects brimming with scripts might witness some latency during Debug statement scans. Use folder filtering for snappier results.
3. **Compatibility**: This tool is fine-tuned for specific Unity versions. Ensure compatibility or trial run in a separate project first.
4. **Mandatory Refresh**: After making any modifications to the scripts using DebugInspector, a `Refresh` button will appear at the bottom. **It's imperative to click this button to apply the changes.** If you simply close the window without clicking the Refresh button, the edits won't be saved or reflected in the scripts. Always ensure to refresh after edits!

Support

If you encounter any issues, have suggestions to improve DebugInspector, or would like to share solutions for discovered bugs, please reach out through the Unity Asset Store support channels.

For collaborative feedback, discussion, and bug solution sharing, feel free to join our community over on GitHub. Your insights and contributions are invaluable in refining and enhancing this tool!

https://github.com/KimJinWooDa/DebugInspector