

# [Build] Debugger

## Debug Console

**Setup** Add the DebugConsole component to an empty gameobject.

**Use** If you tick the persist checkbox the gameobject will stay alive during scene changes. The toggle key is the key that is used to enable and disable showing the debug console.

# File Logging

**Setup** To log all `UnityEngine.Debug.Log()` messages add the `LogUnityEngineDebugs` component to an empty gameobject. You can log straight to the file without the need for a component in the scene.

**Use** To log straight to the file you can use `LogToFile.Log()` within `BuildDebugging.FileLogging`. Otherwise you can just use the normal `Debug.Log()` and it will automatically be logged in the file.

Check the example scene to see how things are setup. You can find my contact details at [liamg.codes](https://liamg.codes)