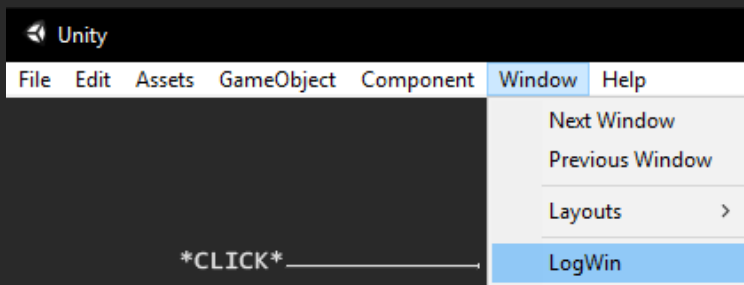# Julien Foucher

```
/*
 * Greetings and thanks for using Logwin.Log()
 *
 * Contact: me@julien-foucher.com
 * Up to date doc ==> http://www.memory-leaks.org/logwin/
 * Logwin.Log() on the asset store ==> http://u3d.as/1zig
 */
```
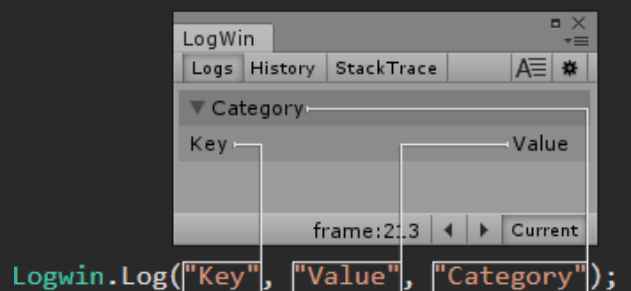
```
//////////////////////////////////////////////////////////////////////////
// HOW TO OPEN LOGWIN.LOG() WINDOW:
//////////////////////////////////////////////////////////////////////////
```



```
//////////////////////////////////////////////////////////////////////////
// HOW TO START USING LOGWIN.LOG():
//////////////////////////////////////////////////////////////////////////
```

```
//The easy way is to use the following method
//The key is the name of the entry
//The value is the data you wants to keep an eye on
Logwin.Log(string key, object value);

//You can also specify a category name as 3rd argument
//If you don't, your logs will be stored in the
//"Uncategorized" category
```



```
Logwin.Log("Key", "Value", "Category");
```

```
//////////////////////////////////////////////////////////////////////////
// INTERFACE:
//////////////////////////////////////////////////////////////////////////
```

```
//Select tab:
//--Logs: Main tab, this is where all your logs are
//--History: History of the selected log entry
//--StackTrace: StackTrace of the selected log entry
//Sort Categories: Sort the categories alphabetically
//Settings: Open the settings tab
//Frame by frame or realtime: switch mode
```
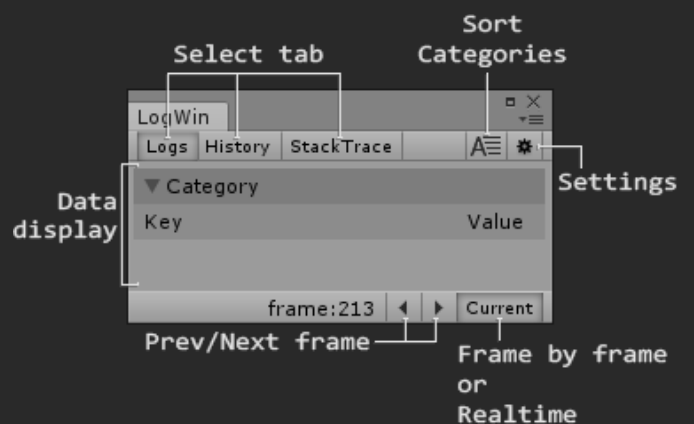
//
// FRAME BY FRAME MODE:
//

//Prev entry: jump to the previous entry frame
//Next entry: jump to the next entry frame
//Prev frame: jump to the previous entry frame
//Next frame: jump to the next entry frame
//Set frame: jump to a specific frame
//Not set this frame indicator:
//--If visible, the entry was not created this frame.
//--Click to jump to the entry creation.

Prev entry

Next entry

Not set this frame indicator

Set frame

Next frame

Prev frame
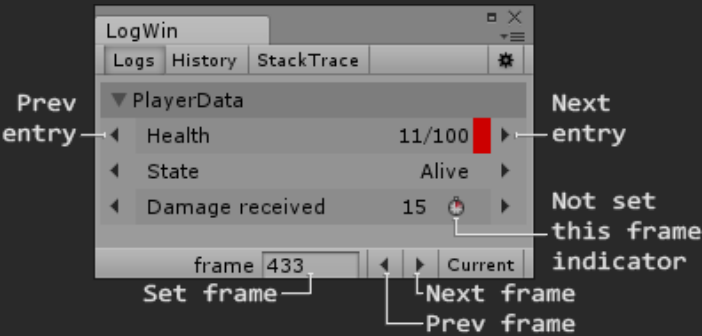
//
// HISTORY TAB:
//

//The history tab let you see all entries for a selected key
//Please note that you will not be able to access history if
//you disabled "Keep history" in the settings
//If you have set a history size limit, you will only see
//the specified amount of entries

Selected Entry

Entry list
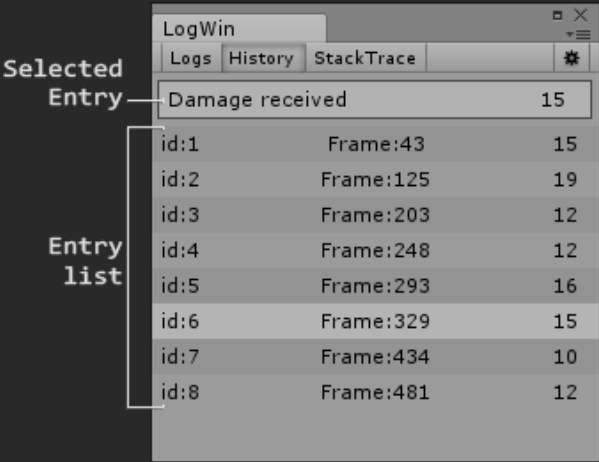
//
// STACKTRACE TAB:
//

//The StackTrace tab let you see the stacktrace of a selected entry
//Please note that you will not be able to access stacktrace if
//you disabled "Collect StackTrace" in the settings
//You can open the file by clicking on an element

Selected entry

Calls
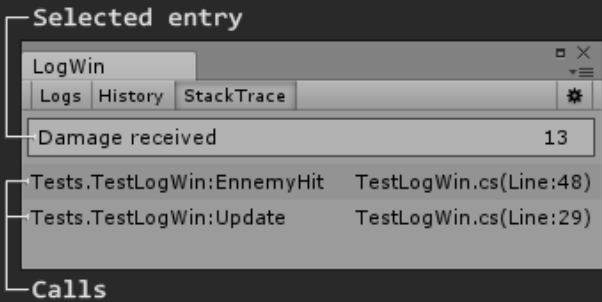
```csharp
/////////////////////////////////////////////////////////////////////////
// GO DEEPER:
/////////////////////////////////////////////////////////////////////////


//There are more advanced way to use Logwin.Log
//If you look at the following method

Logwin.Log(string key, object value, string categoryKey, params LogwinParam[] options);

//You see that you can add some options to the logs.
//For now, the available options are the following:

//Use this to pause the game if the parameter is set to true
LogwinParam.Pause(bool pause = true)

//Use this to display a small color rect on the side of the entry
LogwinParam.Color(Color color)


/////////////////////////////////////////////////////////////////////////

/*
 * If you have any questions
 * If you want a new feature
 * If you found a bug
 * ---> Please send me a message.
 *
 * If you have a bug report, please explain what you want to achieve,
 * what your problem is and how to reproduce the bug.
 */
```