

```
using UnityEngine;
using System.Collections;

public static class Log {

    private static string texto = "Bienvenido";
    private static int maxLength = 1024;
    public static void AddLine(string line){
        texto=line+"\n"+texto;
        if(texto.Length>maxLength){
            texto = texto.Substring(0,maxLength);
        }
    }

    public static string GetText(){
        return texto;
    }
}
```