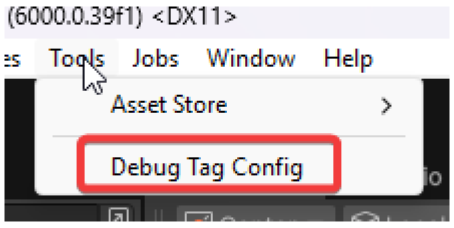
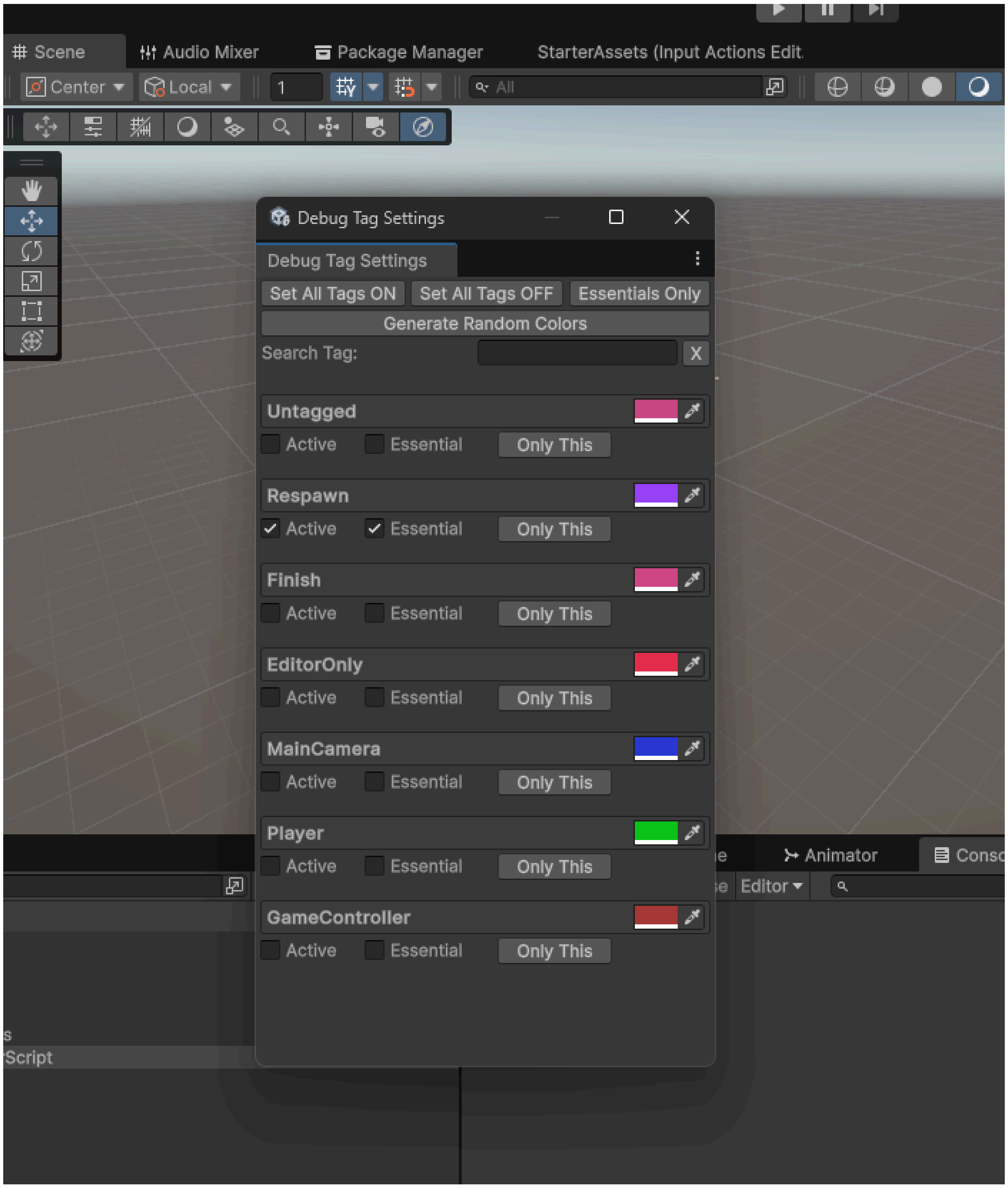
Documentation

01 - Enable TagDebug Window

Tools > TagDebugConfig



This will open a cfg windows, drag it wherever you want.



Untagged
☐ Active ☐ Essential Only This

Respawn
☑ Active ☑ Essential Only This

Finish
☐ Active ☐ Essential Only This

EditorOnly
☐ Active ☐ Essential Only This

MainCamera
☐ Active ☐ Essential Only This

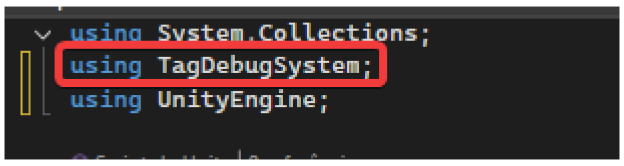
Player
☐ Active ☐ Essential Only This

GameController
☐ Active ☐ Essential Only This

You can generate random colors, change the color for each tag, enable or disable tags, mark them as essential, enable or disable everything, or enable only the essential ones.

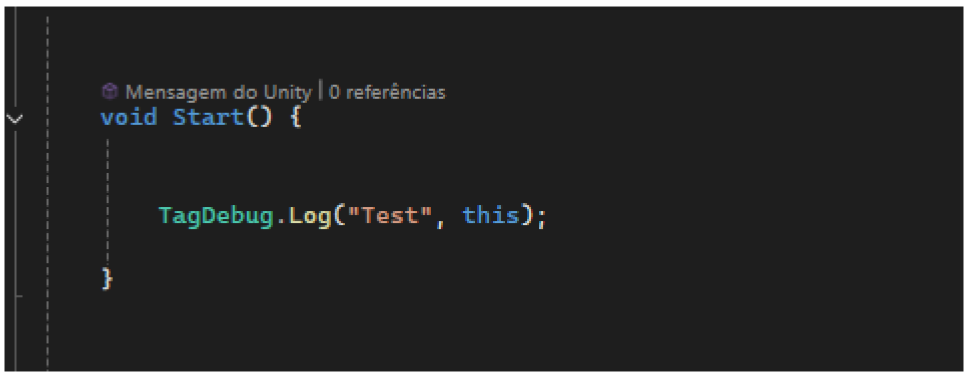
How To use

Declare the namespace



```
using System.Collections;
using TagDebugSystem;
using UnityEngine;
```

Now just use it, the script will use the configuration based on the tag of the GameObject it is associated with



```
Mensagem do Unity | 0 referências
void Start() {


    TagDebug.Log("Test", this);

}
```

To use it in a non-MonoBehaviour script, you need to pass a GameObject as a reference, and it will use the configurations of that GameObject.