Makoto Debugger PRO

Overview

Makoto Logger Pro is a development tool witch helps you to build your game faster. It includes a in-game debug view with the most information what is happening in the game - from changing the log level while runtime or manipulate game objects with the in-game inspector.

The list of features:

- Debug control panel
- Live Log view
- Game Objects currently loaded in scene view
- Components view of Game Object
- Live Property value view
- Live game object manipulation
- Debug cam ***(not released yet)***
- Show Colliders ***(not released yet)***
- Remove Makoto Studio Debugger Components or Game Objects ***(not released yet)***

Now you can debug the development version of your game, if you choose not to create a development build version, all these scripts and game objects will be removed or destroyed - however, it is recommended to use the **Remove Makoto Studio Debugger Components or Game Objects** function.

Installation

- Go to the package manager and click on "+" and then on "Add package from Git URL..." enter the following URL “https://github.com/MakotoStudio-Games/games.makotostudio.debugger.git“
- Unity wants to restart because of the installation of the new "Unity InputSystem" please do so (in the final version this is no longer necessary, so you have the choice which input system to use)
- Load package resources "Tools" "Makoto Studio Debugger" "Import Resources".
- Load TextMesh Pro "Essential Resources" "Windows" "TextMeshPro" "Import TMP Essential Resources".

Demo Scene

For an example:

- Add the "DebugExampleScene" and the "DebugExampleNextScene" to the "Scenes in Build". (Both are located in the Assets/MakotoStudioDebuggerResources/DEMO folder).
- Open the “DebugExampleScene” and click Play.

How it Works

Step 1

Import the package into your project and resources. This should be done via the menu items "Tools" "Makoto Studio Debugger" "Import Resources".

> This will import the resources from the package resources folder and create a basic configuration.

Step 2

Add the "DevBuildManager" prefab to your scene. (***If not already in the scene, add an event system***).

> If you have multiple scenes then in the scene you load at the beginning.

Step 3

Start your game in the editor, now you should see a debug information "DEBUG BUILD".

> If you don't see the "DEBUG BUILD" message, it can be due to several reasons (See: ***Debug Build Troubleshooting***).

Step 4

Try a few things:

E.g.

- Open the log window and activate the live log
- Change the log level
  - Now you can see that every time you change the log level, a message is displayed in the log output view

E.g.

- Open the "GameObjects Scene List View" and click on the "Load GameObjects" button here you can now see all the game objects in the current scene.

E.g

- Switch to the Debug Camera and fly in you scene
  - Combine this with the high light feature to Debug your scene and game objects

Step 5

For the High Light function to work you have to add the script "DevGameObject" (***Imported! The script must be disabled***) to the object you want to light.

- If you now load all game objects with the "GameObject Scene List View" and high light the game objects.

Features

Log Config View

The **Log Config View** allows you to control the Makoto Logger. From here you can control:

- Change log level
- Open the log file
- Open the in-game views:
  - Log output view
  - Game Object list view

    - Multiple Game Object Component Views
- High Light all game objects

Log output View

The **Log Output View** is a basic view that shows you the live log events, so you don't need to open the file in a separated window.

Game Object List View

The **Game Object List View** allows you to see all Game Objects that are currently in the scene (Loaded and Unloaded / Enabled and Disabled). From here you can open the **Game Object Components View**, enable/disable the Game Object or high light the game object.

Also this view shows you the Layer and Tag of the current Game Object.

Game Object Component View

The **Game Object Components View** lists all components that are on the current selected Game Object. It allows you to disable the single added components. Also you can edit and view the component properties.

Debug Cam *(not released yet)*

The **Debug Cam** view allows you to fly with a newly instantiated camera in the scene.

> ⚠ Subject to change without notice: The function may be changed or is not part of this product!

Show Colliders *(not released yet)*

This function allows you to light the colliders in the scene on the game objects (also for this you need to have the ***DevGameObject*** script on the game object)

> ⚠ Subject to change without notice: The function may be changed or is not part of this product!

Remove Makoto Studio Debugger Components or Game Objects *(not released yet)*

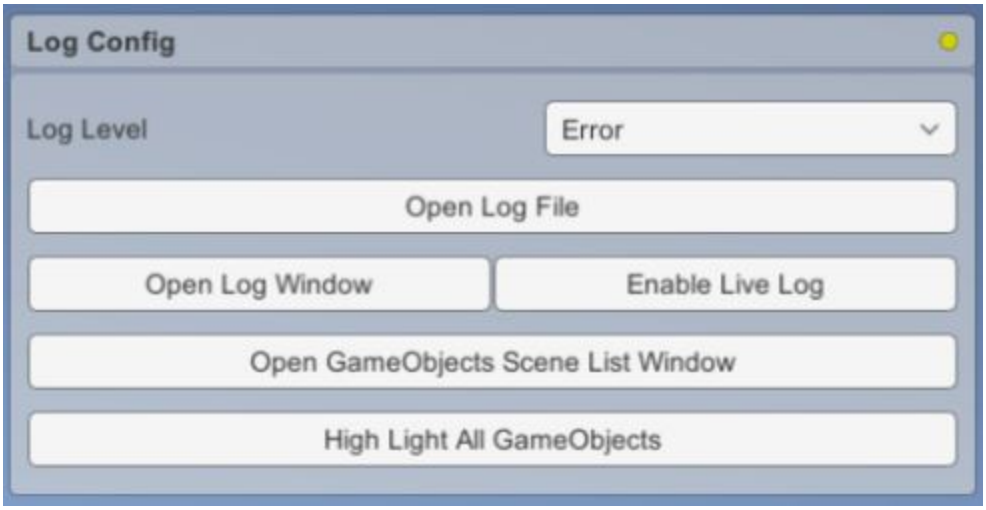
This feature allows you to remove any Makoto Studio Debugger Game Objects or Components before creating a release build.

> ⚠ Subject to change without notice: The function may be changed or is not part of this product!

Views

Log Config View

Position	Function	Description
1	Minimize Window	Minimize the window you also can use "F1" (Default configuration).
2	Log Level	Change the current log level.
3	Open Log File	Open the log file in "nodepad" (Windows Only).
4	Open Log Window	Open the log view (in-game).
5	Enable Live Log	Enable the live log in the in-game log view.
6	Open Game Objects Scene List View	Opens the "Game Object Scene List View".
7	High Light All Game Objects	High light all game Objects with the "DevGameObject" enabled script.
8	Debug Cam	Switch to the DebugCam or to the MainCamara



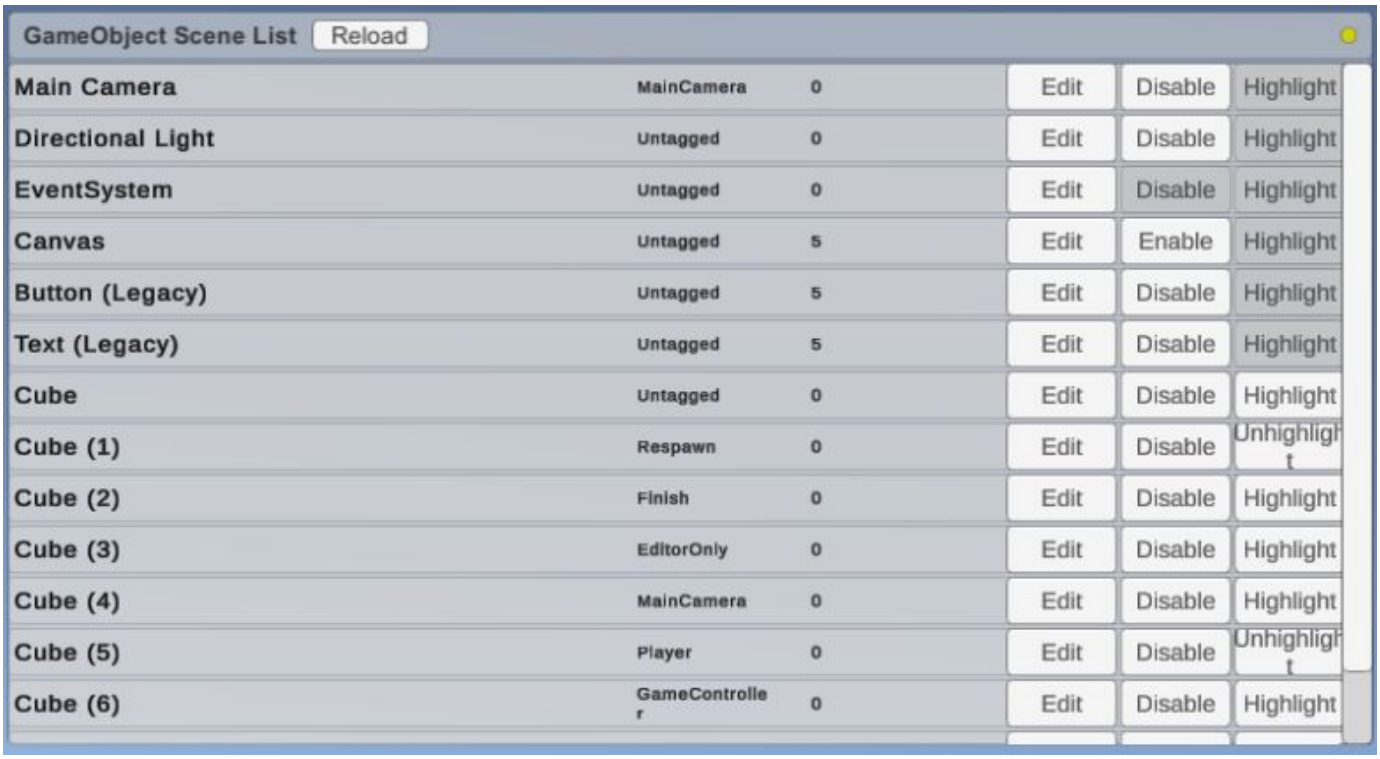
Log output View

Position	Function	Description
1	Minimize Window	Minimize the window (If live log enabled it logs still)
2	View Field	The filed of view where you can see the log

Game Object List View

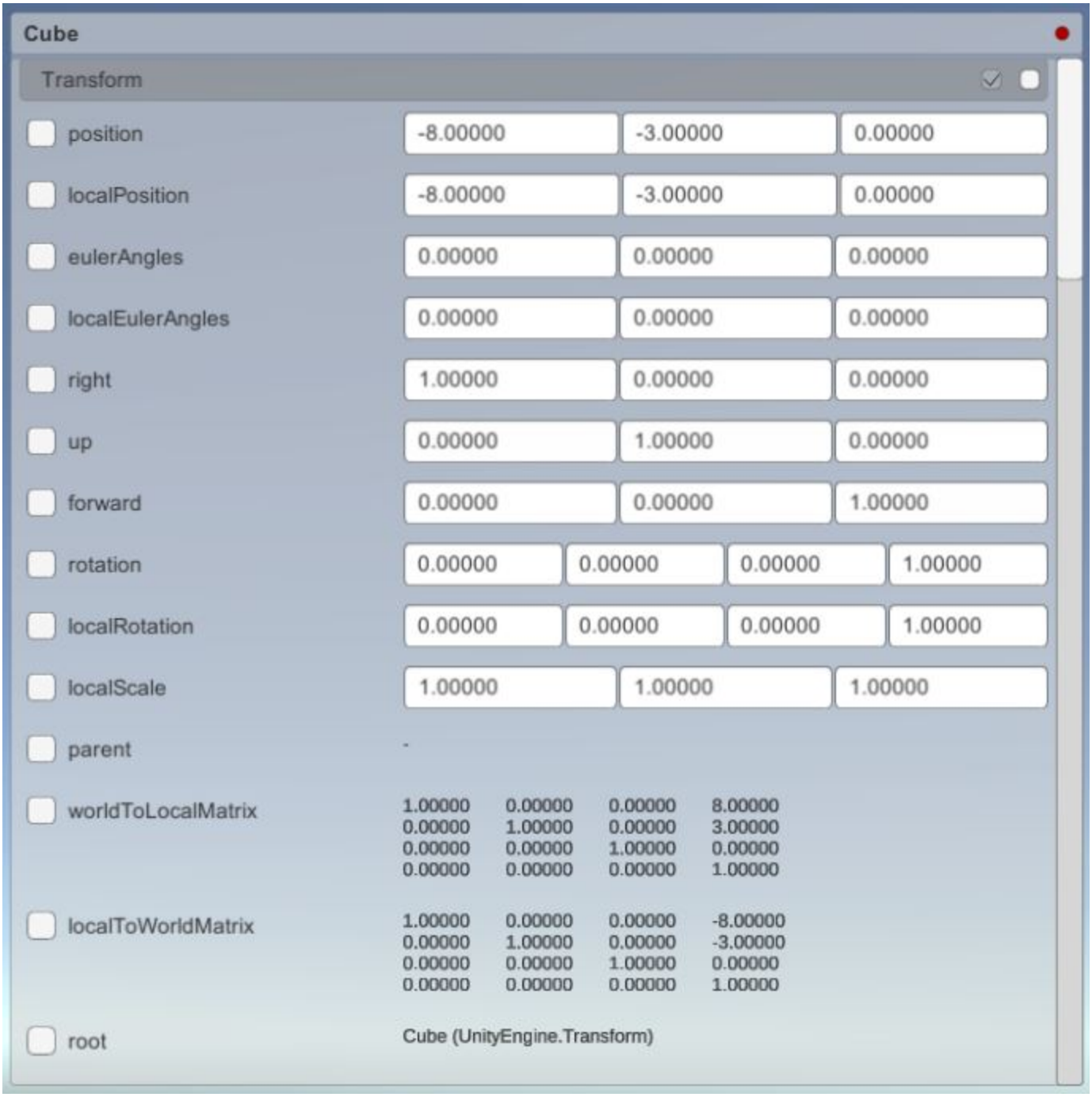
Position	Function	Description
1	Minimize Window	Minimize the window
2	Reload	Reload the list
3	Load Game Objects	Load all game objects in the current scene (game objects with the ***UI*** Layer will be ignored)
4	Game Object Name	The name of the game object
5	Game Object Tag	The tag name of the game object
6	Game Object Layer	The layer index of the game object
7	Edit	open the “Game Object Component View” (Can open multiple times)
8	Disable / Enable	Disable / Enable the game object
9	High Light / Un High Light	High Light the game object

Game Objects with the Layer “**UI**” will be ignored!



Game Object Component View

Position	Function	Description
1	Close Window	Close the window
2	Game Object Name	Name of the current edit game object
3	Component Name	Name of the component
4	Disable / Enable Component	Disable or enable the current component
5	Disable / Enable live update All on component	Disable or enable if the all value of properties on this component should be updated or not
6	Disable / Enable live update for property	Disable or enable if the current value of property should be updated or not
7	Values	The current value of the property


Cube
Transform
position
-8.00000
-3.00000
0.00000
localPosition
-8.00000
-3.00000
0.00000
eulerAngles
0.00000
0.00000
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localEulerAngles
0.00000
0.00000
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right
1.00000
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up
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forward
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rotation
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localRotation
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localScale
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parent
-
worldToLocalMatrix
1.00000 0.00000 0.00000 8.00000
0.00000 1.00000 0.00000 3.00000
0.00000 0.00000 1.00000 0.00000
0.00000 0.00000 0.00000 1.00000
localToWorldMatrix
1.00000 0.00000 0.00000 -8.00000
0.00000 1.00000 0.00000 -3.00000
0.00000 0.00000 1.00000 0.00000
0.00000 0.00000 0.00000 1.00000
root
Cube (UnityEngine.Transform)