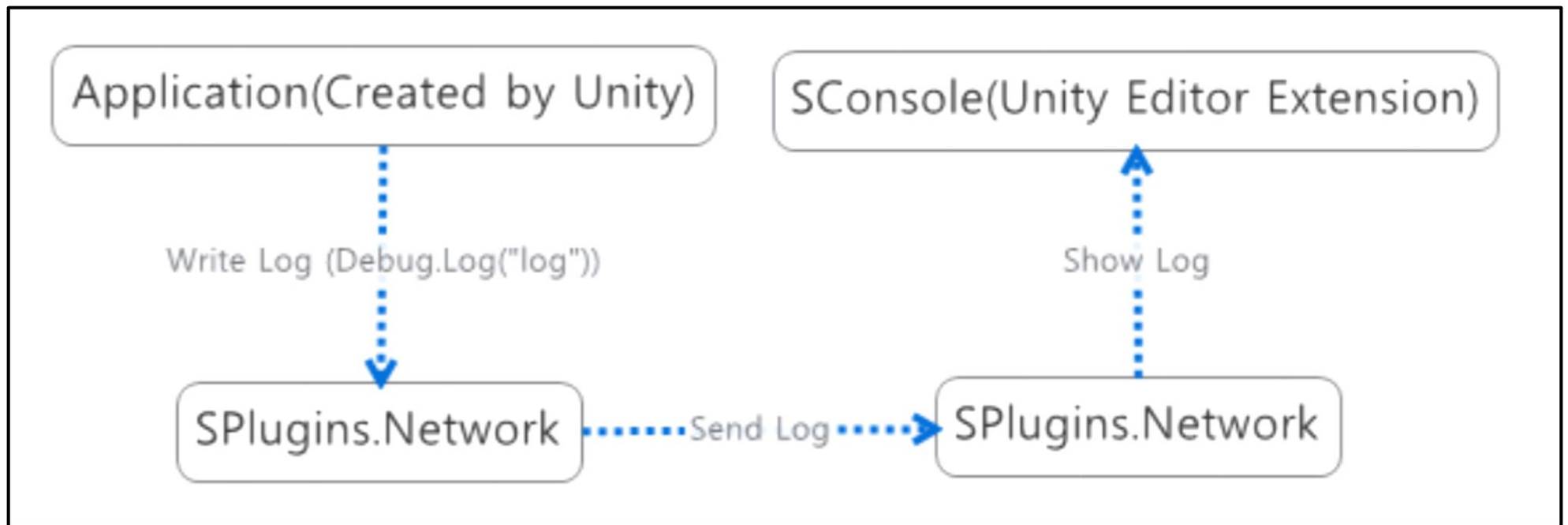


1. FEATURE

- A. Through the network the logs that are generated by the application that is built on UNITY, it can be seen in the UNITY EDITOR.
- B. You can use a search and filter for logs
- C. You can see the system information
- D. Execution of the application can be remotely custom command.
 - This plugin utilizes sockets (which currently requires Unit Pro)

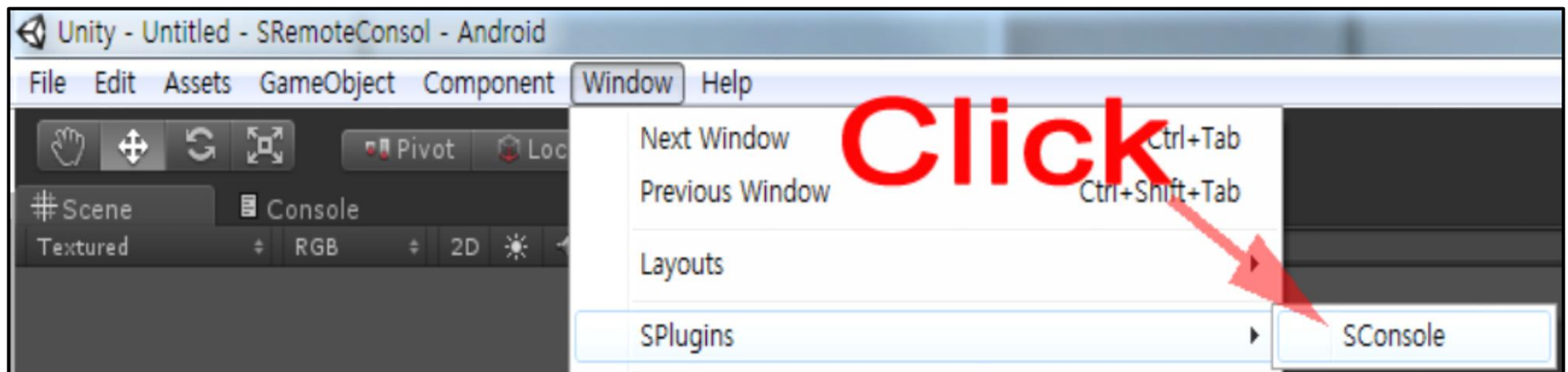


2. HOW TO USE

A. Start Local Mode (refer to Example_StartLocal.unity)

You can see the logs without network connection

- i. Start SConsole Editor



- ii. Write Script (refer to SampleStartLocal. Cs)

```
7 public class SampleStartLocal : MonoBehaviour
8 {
9     void Awake ()
10    {
11        SPlugins.SRemoteConsole.StartLocal ();
12        SPlugins.SRemoteConsole.RegisterUnityDebugLogCallback ();
13    }
14    void OnDestroy ()
15    {
16        SPlugins.SRemoteConsole.ShoutDown ();
17    }
18 }
```

iii. You can see the logs

The screenshot shows the SConsole window with a log table and system information. The log table has columns for Time(S), FrameCount, ObjectName, and Log. The log entries show various events, including animation plays and warnings/errors. The system information panel on the right shows details about the client and host, including IP addresses, port, and system specifications.

	Time(S)	FrameCount	ObjectName	Log
!	1.389878	48	unitychan_Left	[ANIMATION] Play Animation [WALK00_F]
!	1.761261	70	SPlugins	Write Log
!	2.10907	90	SPlugins	Write Warning
!	2.519073	114	SPlugins	Write Error
!	2.721462	126	unitychan_Left	[ANIMATION] Play Animation [WALK00_F]
!	3.611448	178	unitychan_Right	[ANIMATION] Play Animation [LOSE00]
!	4.061319	204	unitychan_Left	[ANIMATION] Play Animation [WALK00_F]
!	5.418875	283	unitychan_Left	[ANIMATION] Play Animation [WALK00_F]

UnityChanLoopAnimation:Update() (at Assets\Sample\Scripts\UnityChanLoopAnimation.cs:39)

SendCommand

Network

Client	Host
LocalIP	192.168.0.100
HostIP	192.168.0.100
Port	27889
Connect	

SystemInfo

▼ Profiler

UsedHeapSize	46.57627MB
FramePerSecond	59.63766

▼ SystemInfo

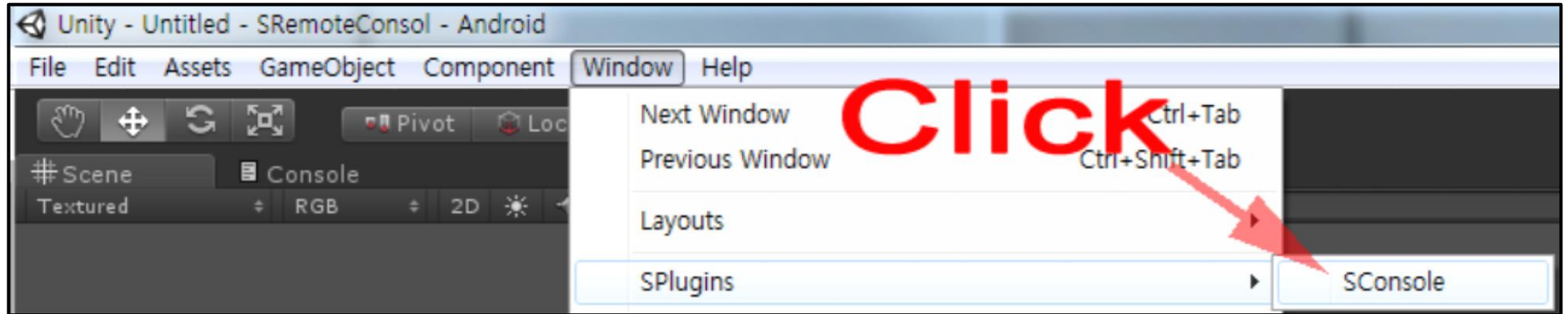
OperationSystem	Windows 7 Service Pack 1 (6.1.7601) 64bit
DeviceModel	Intel(R) Core(TM) i5-2500 CPU @ 3.30GHz (8175 MB)
ProcessorCount	4
SystemMemorySize	8175

B. Start Network Mode (refer to Example_StartClient.unity)

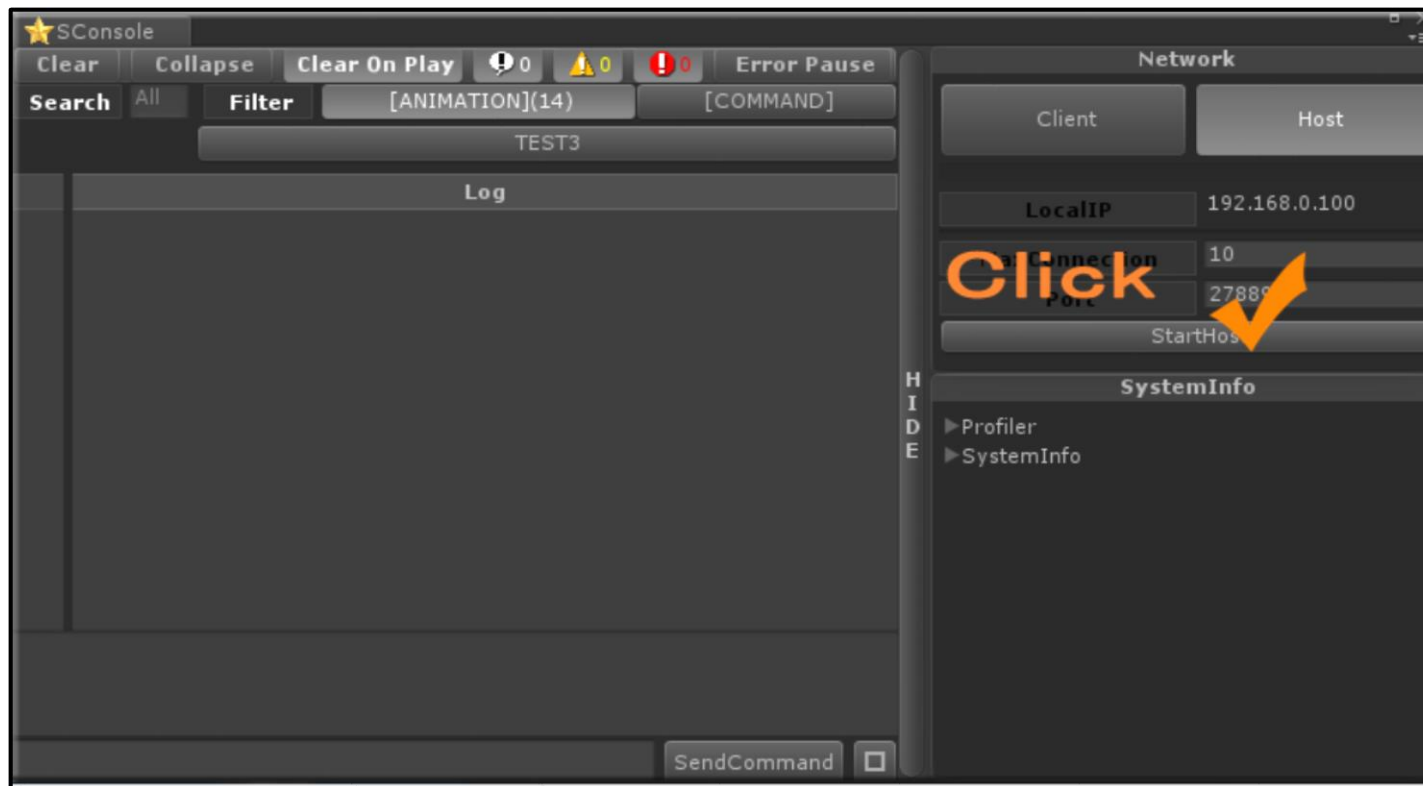
Through the network the logs that are generated by the application that is built on UNITY, it can be seen in the UNITY EDITOR

In order to enable the network connection, Host IP Address is public IP or Client and Host is in the same area network

Start SConsole Editor



Click StartHost button



Write script (refer to SampleStartClient.cs)

```
8 public class SampleStartClient : MonoBehaviour
9 {
10     void Awake()
11     {
12         string hostIPAddress = "192.168.0.10"; //SConsoleEditor Local IP
13         int port = 27889; //SConsoleEditor Port
14         SPlugins.SRemoteConsole.StartClient(hostIPAddress, port);
15         SPlugins.SRemoteConsole.RegisterUnityDebugLogCallback();
16     }
17
18     void DelegateSystem(string _message)
19     {
20         this._systemMessageList.Add(_message);
21     }
22
23     void OnDestroy()
24     {
25         SPlugins.SRemoteConsole.ShoutDown();
26     }
27 }
```

You can see the logs

The screenshot displays the SConsole application interface. At the top, there's a toolbar with buttons for 'Clear', 'Collapse', 'Clear On Play', and status indicators for 17 objects, 1 warning, and 1 error. Below this is a search bar and filter tabs for '[ANIMATION]', '[COMMAND]', and 'TEST3'. The main log table has columns for Time(S), FrameCount, ObjectName, and Log. The log entries show a sequence of events for 'unitychan_Left' and 'SPlugins'. A game preview window at the bottom left shows a character on a checkered floor. On the right, there are panels for 'Network' and 'SystemInfo'.

	Time(S)	FrameCount	ObjectName	Log
!	1.389878	48	unitychan_Left	[ANIMATION] Play Animation [WALK00_F]
!	1.761261	70	SPlugins	Write Log
!	2.10907	90	SPlugins	Write Warning
!	2.519073	114	SPlugins	Write Error
!	2.721462	126	unitychan_Left	[ANIMATION] Play Animation [WALK00_F]

Network

Client	Host
LocalIP	192.168.0.100
HostIP	192.168.0.100
Port	27889
Connect	

SystemInfo

▼ Profiler

UsedHeapSize	46.57627MB
FramePerSecond	59.63766

▼ SystemInfo

OperationSystem	Windows 7 Service Pack 1 (6.1.7601) 64bit
DeviceModel	Intel(R) Core(TM) i5-2500 CPU @ 3.30GHz (8175 MB)
ProcessorCount	4
SystemMemorySize	8175

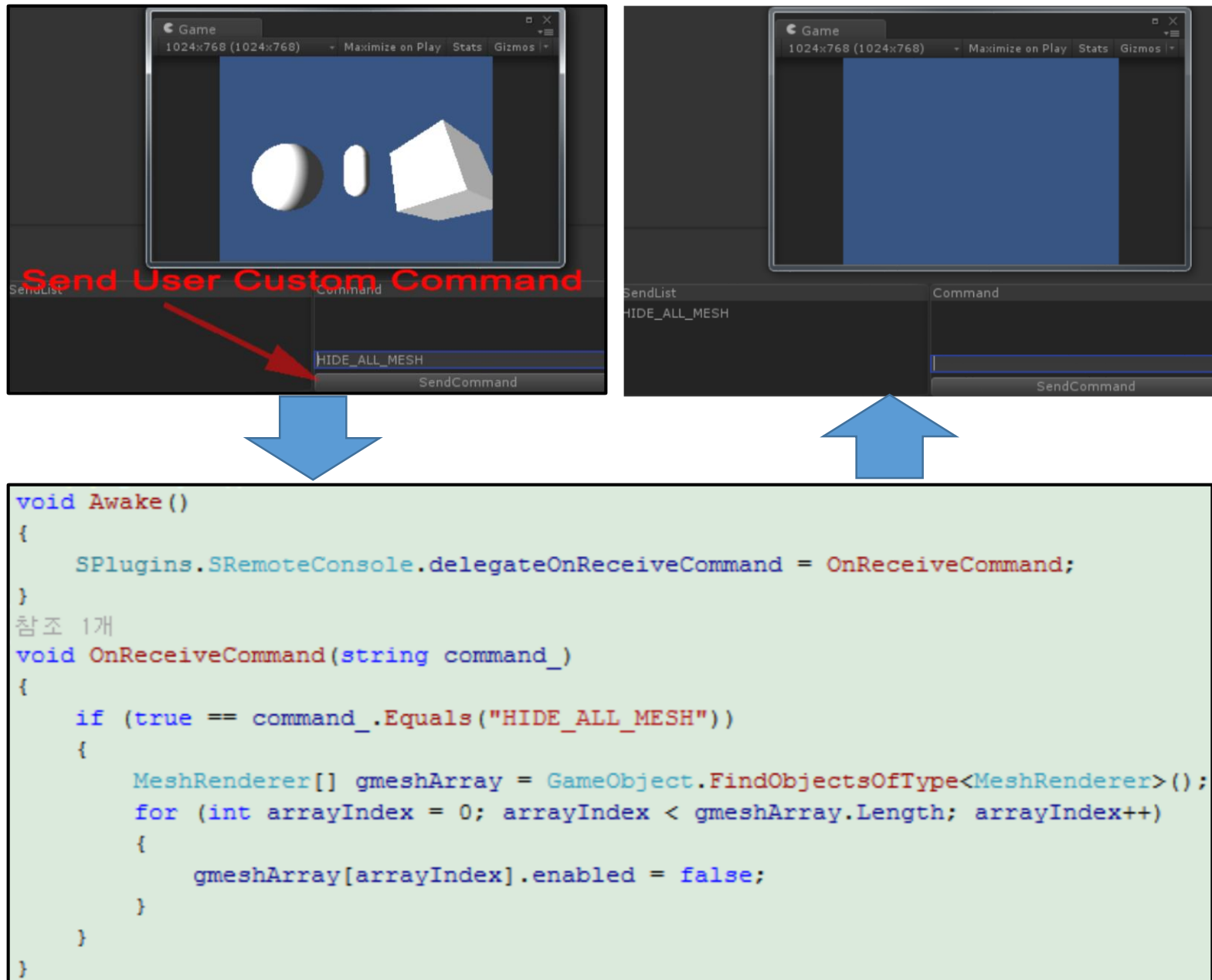
SendCommand ☐

1. MAJOR FUNCTIONS

A. You can use the search for logs.



B. Execution of the application can be remotely custom command



C. Save the log file by the SCV, XML, TXT type

TYPE	TIME	FRAME_COUNT	OBJECT_NAME	S	L
Warning	1.006869	40	SPlugins	SLogMgr:OnGUI() (at Assets\Samp	Write Warning
Log	1.410254	63	unitychan_Left	UnityChanLoopAnimation:Update() [ANIMATION]	Play Anim.
Log	1.602892	74	SPlugins	SLogMgr:OnGUI() (at Assets\Samp	Write Log
Error	2.074795	102	SPlugins	SLogMgr:OnGUI() (at Assets\Samp	Write Error
Log	2.748627	142	unitychan_Left	UnityChanLoopAnimation:Update() [ANIMATION]	Play Anim.
Warning	2.984463	156	SPlugins	SLogMgr:OnGUI() (at Assets\Samp	Write Warning
Log	3.641638	195	unitychan_Right	UnityChanLoopAnimation:Update() [ANIMATION]	Play Anim.

Save the log file by the CSV, XML, TXT type

<SPluginsRemoteConsoleLog>
<Data>
<TYPE>Log</TYPE>
<TIME>1.355298</TIME>
<FRAME_COUNT>63</FRAME_COUNT>
<OBJECT_NAME>SPlugins</OBJECT_NAME>
<S>SLogMgr:OnGUI() (at Assets\Sample\Scripts\SL
<L>Write Log</L>
</Data>
<Data>

[TYPE]Log [TIME]9.413408 [FRAME_COUNT]191 [OBJECT_NAME]
[S]UnityChanLoopAnimation:Update() (at Assets\Sample
[L][ANIMATION] Play Animation [LOSE00]
[TYPE]Log [TIME]9.5512 [FRAME_COUNT]199 [OBJECT_NAME]
[S]UnityChanLoopAnimation:Update() (at Assets\Sample
[L][ANIMATION] Play Animation [WALK00_F]
[TYPE]Log [TIME]10.89114 [FRAME_COUNT]278 [OBJECT_NAME]
[S]UnityChanLoopAnimation:Update() (at Assets\Sample

D. You can see the system information



- The free version, limited the custom command and limited the save file type

Need more Help?

Visit <http://splugins.blogspot.com>

Or email us at

sunityplugins@gmail.com

Release Notes

[SPluginsRemoteConsole 2.4\(2015_01_27\)](#)

1. Fixed network bug