

```
Q: \>QFSW
Q: \>Vx.y.z
```

q>Quantum Console_

Full documentation here <https://qfsw.co.uk/docs/QC/>

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All code is kept under the `QFSW.QC` namespace. This document serves as a brief starting guide and the full documentation should be consulted when possible.

Getting Started

In order to get started as quickly as possible, simply navigate to `Assets/Plugins/QFSW/Quantum Console/Source/Prefabs` and add the `Quantum Console` prefab to your scene. After this, you are ready to try out Quantum Console!

This prefab includes a `quantumConsole` script that provides processor I/O, auto complete, formatting and much more. You are free however to use your own prefab with the `quantumConsole` script or to make your own script entirely, as all the core functionality resides in the static processor.

1. To get started, use the `help` command. This will give you a brief intro into using the console
2. For more help about any specific command, use `man commandName` to see its user manual
3. For a list of all commands loaded by the processor, use `all-commands`

You will need to add an `EventSystem` to your scene if you do not already have one

Adding Commands

When integrating Quantum Console into your project you will likely want to add your own commands to the console.

To do this, you will need to use the `[Command]` attribute.

By adding this to your function, property or field you can turn it into a command that will be loaded by the Quantum Console Processor.

Example

```
[Command]
public static int Add(int a, int b)
{
    return a + b;
}
```

Which can be invoked by entering to the console

```
Add 10 20
```