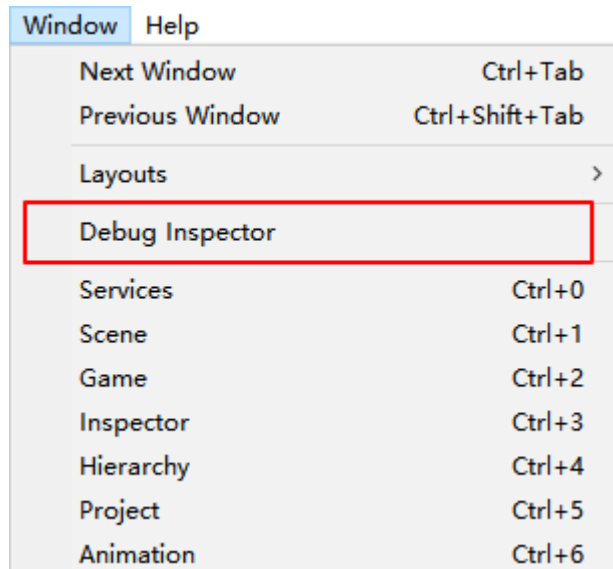


# **Debug Inspector**

# Debug Inspector Window

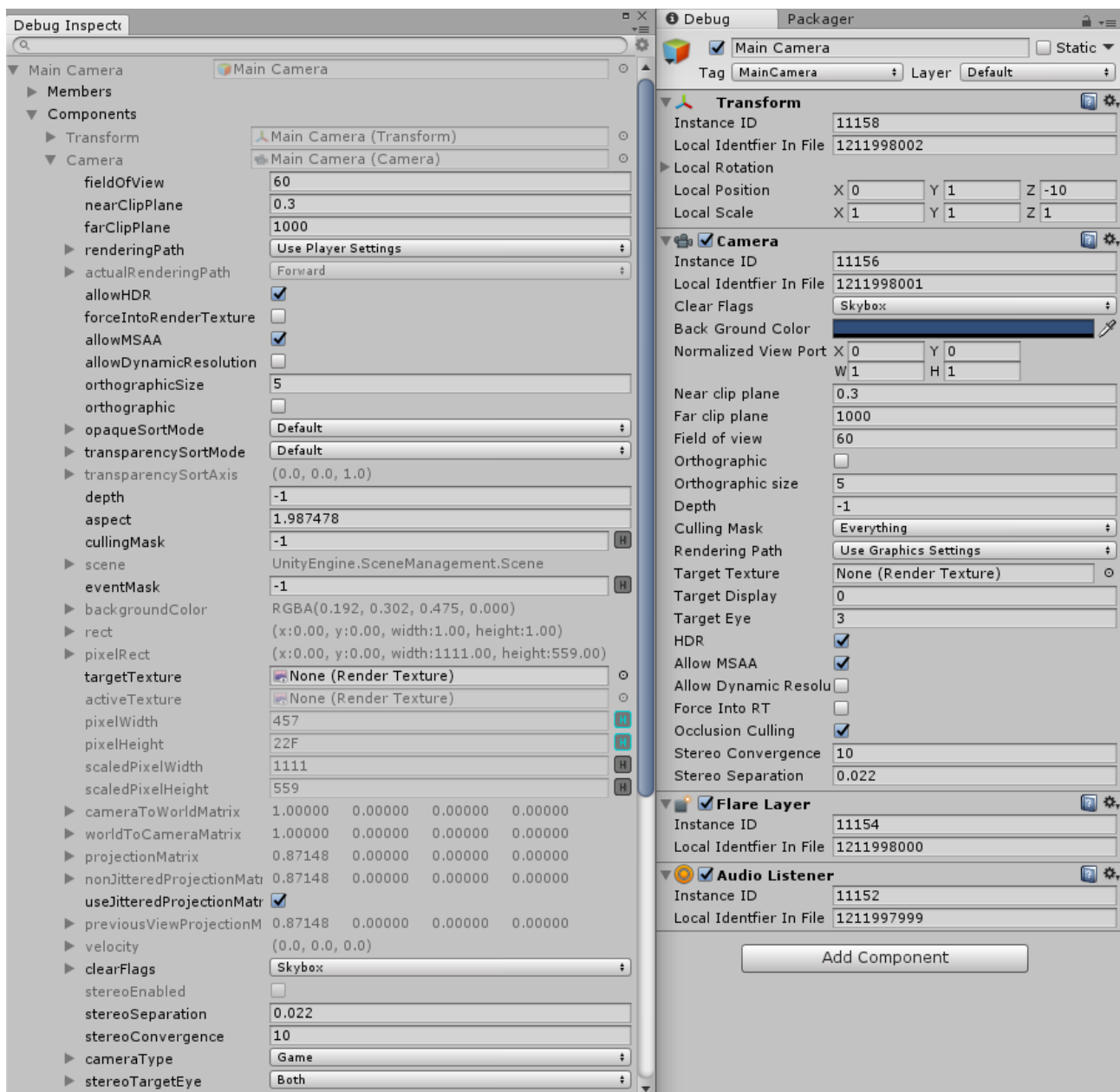
## Open Debug Inspector Window

You can open Debug Inspector window from menu Window/Debug Inspector.



## Object Hierarchy

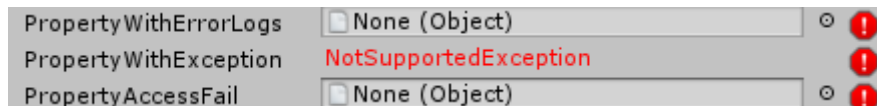
What you see in Debug Inspector window is sort of enhanced version of Unity built-in inspector in debug mode.



What Unity built-in inspector in debug mode lacks but Debug Inspector implements are:

- It shows all members of the selected object, including properties and non-serialized fields recursively until primitive type member.
- It shows collection items in splitted pages if the any object in the member hierarchy implemented any collection interface, e.g. ICollection, IList, IEnumerable.

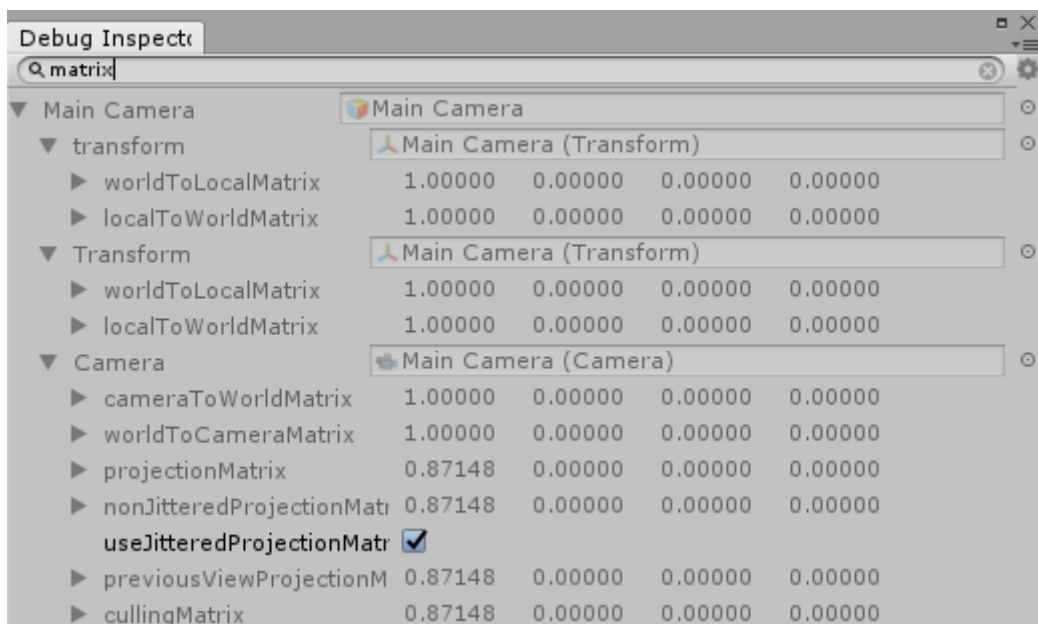
- You can modify any non-serialized field and properties with set method or any writable collection element on GUI without writing code.
- It's capable to switch integer member to hexadecimal with a toggle click.
- Error logs and exception thrown during accessing the member are not display in the Console window but collected by the Debug Inspector, and an error button is displayed to indicates error occurs.



## Search Bar

You can filter the displayed members by its name, only member of which its name contains text in search bar is displayed.

Note that only members that are initialized by the Debug Inspector are filtered by default. You can change this behaviour to search the whole hierarchy deep to primitive type by change settings, but this makes the search perform an asynchronous action and takes much of time.

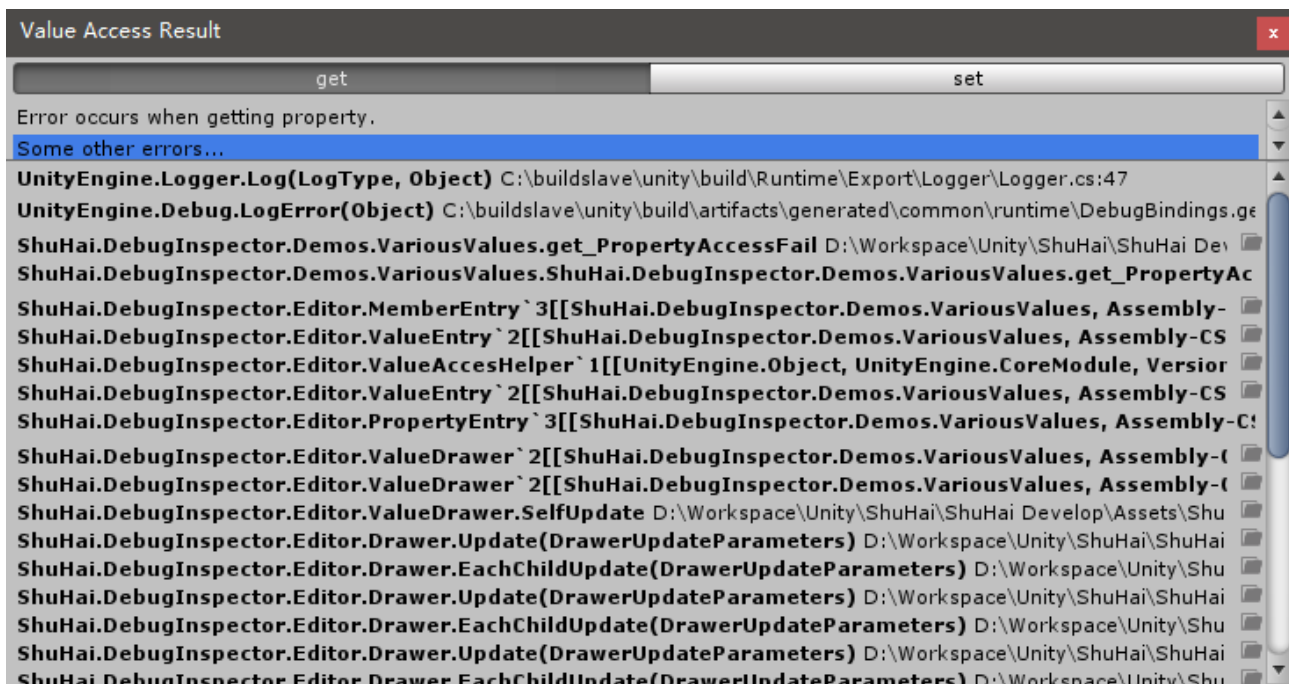


## Value Access Result Window

You can open Value Access Result window by click the error button in the end of the property on GUI.

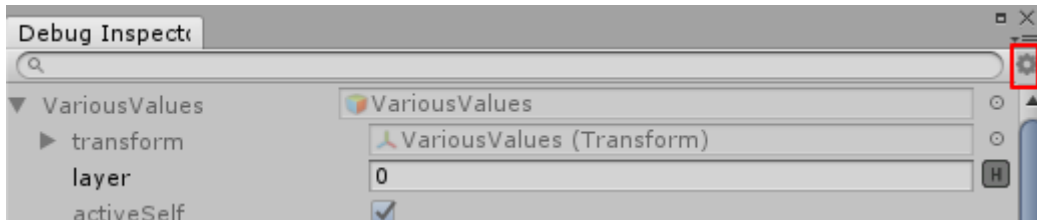
It shows detailed information (error messages and stack trace) of error logs and exception thrown during accessing the property.

You can open related file and locate line by click the file button.

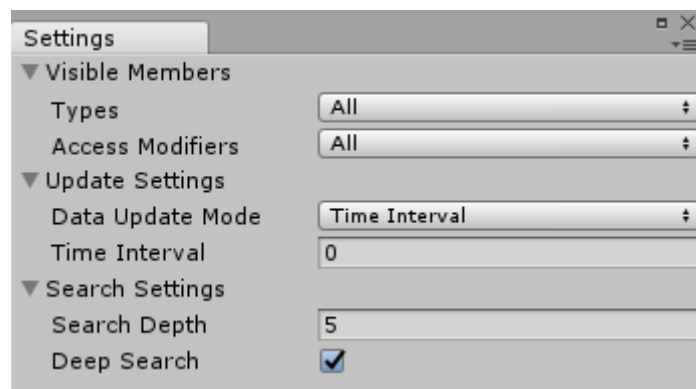


# Settings Window

You can open settings window by click the button in top-right corner of the Debug Inspector window.



You can set some behaviours of the Debug Inspector in settings window:



- Visible Members: Determine whether show properties or fields in Debug Inspector window and filter members by its access modifiers.
- Update Settings: Determine how frequently the Debug Inspector is updated.
- Search Depth: Determine how deep the search is applied in the object hierarchy.
- Deep Search: If checked, perform asynchronous action to search the whole hierarchy deep to primitive type; otherwise, only search initialized Debug Inspector objects. Initialized objects are objects that ever displayed on GUI (Objects are not initialized until you click the triangle icon before it).