

# Hierarchy Focused Debug Console Documentation

## How to Use? (Important):

Minimum Unity version for this package is 2023.1. Also, you must add a context (a game object or a component) to any debug message (info, warning or error), otherwise Hierarchy Focused Debug Console will be able to determine the target object and mark it in the hierarchy. Unity automatically adds context to auto-generated error messages (such as null reference exceptions), so you don't have to worry about them.

```
0 references
public class Tester : MonoBehaviour {

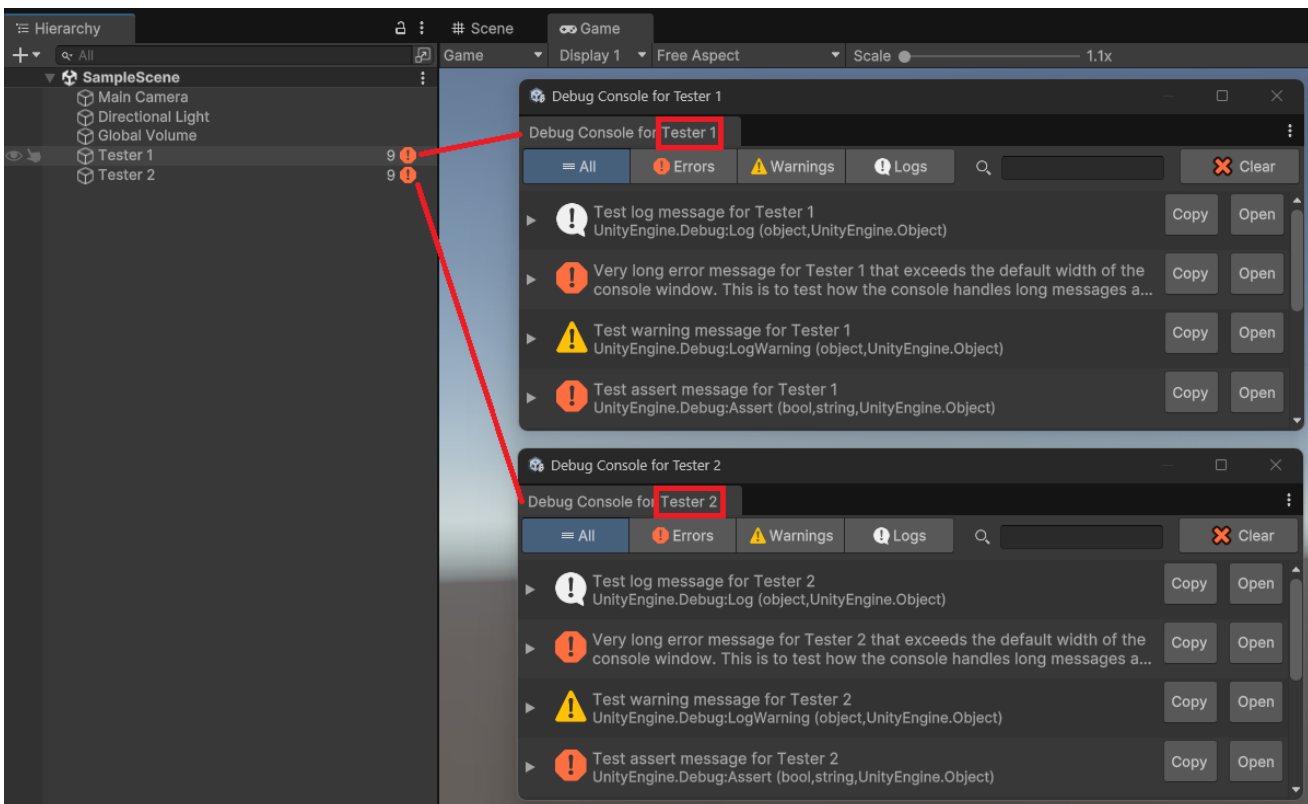
    1 reference
    private void Log() {

        Debug.Log("Message"); // This will NOT be marked in the hierarchy
        Debug.LogWarning("Message"); // This will NOT be marked in the hierarchy
        Debug.Assert(false, "Message"); // This will NOT be marked in the hierarchy
        Debug.LogError("Message"); // This will NOT be marked in the hierarchy

        Debug.Log("Message", gameObject); // This will be marked in the hierarchy
        Debug.LogWarning("Message", this); // This will be marked in the hierarchy
        Debug.Assert(false, "Message", gameObject); // This will be marked in the hierarchy
        Debug.LogError("Message", this); // This will be marked in the hierarchy

        Rigidbody rigidbody = null;
        rigidbody.AddForce(Vector3.up); // This will be marked in the hierarchy
    }
}
```

When an object in the hierarchy is marked, click the icon to open the debug console which is specific to that object.



## Options:

To see options: Tools -> Hierarchy Focused Debug Console

**Enabled:** You can disable Hierarchy Focused Debug Console by unchecking this option without removing this package from your project.

**Zebra Stripping:** Enables / disables zebra stripping in the hierarchy object specific console window.

**Alignment:** Sets the alignment of the mark in the hierarchy window.

**Priority:** Hierarchy Focused Debug Console marks only one icon per each object in the hierarchy for a simple view. If the object has more than one type of messages, then it uses the prior type as the icon. For example, if the object has error, warning and info messages at the same time and priority set as info, then an info icon will be displayed in the hierarchy window.

## Window:

- 1) You can see the callstack by clicking a message.
- 2) You can filter messages by type.
- 3) You can search through messages (also you can apply filters at the same time).
- 4) You can clear messages. **Please note that this will clear every message in the Unity console.**
- 5) You can copy the message or the callstack.
- 6) You can open the related script at the related line with your script editor.

