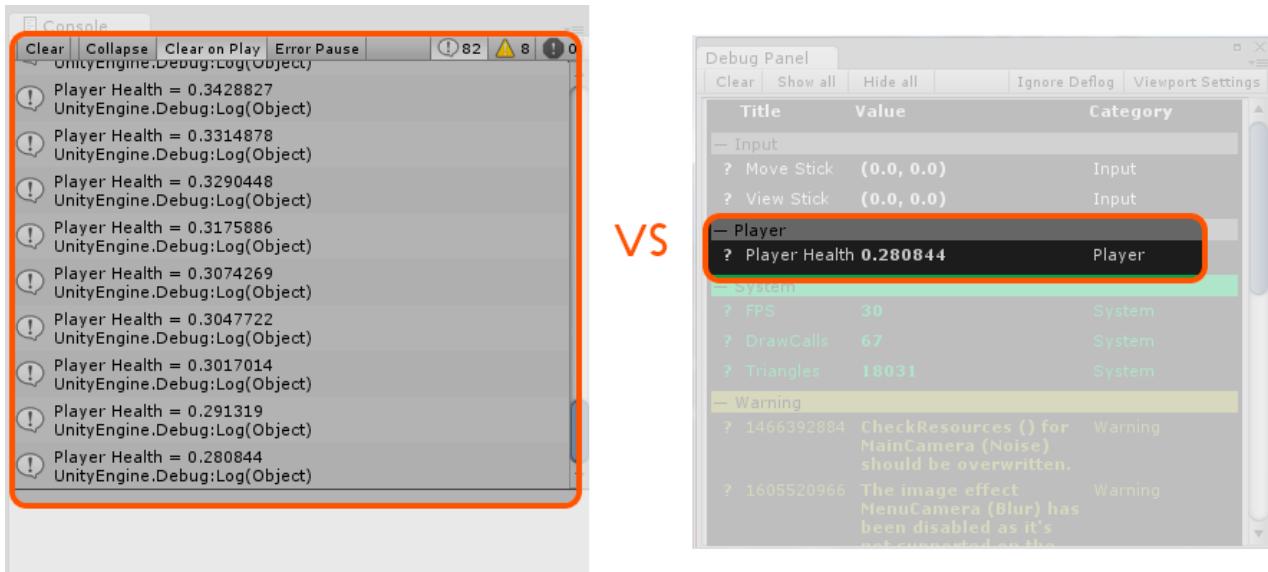


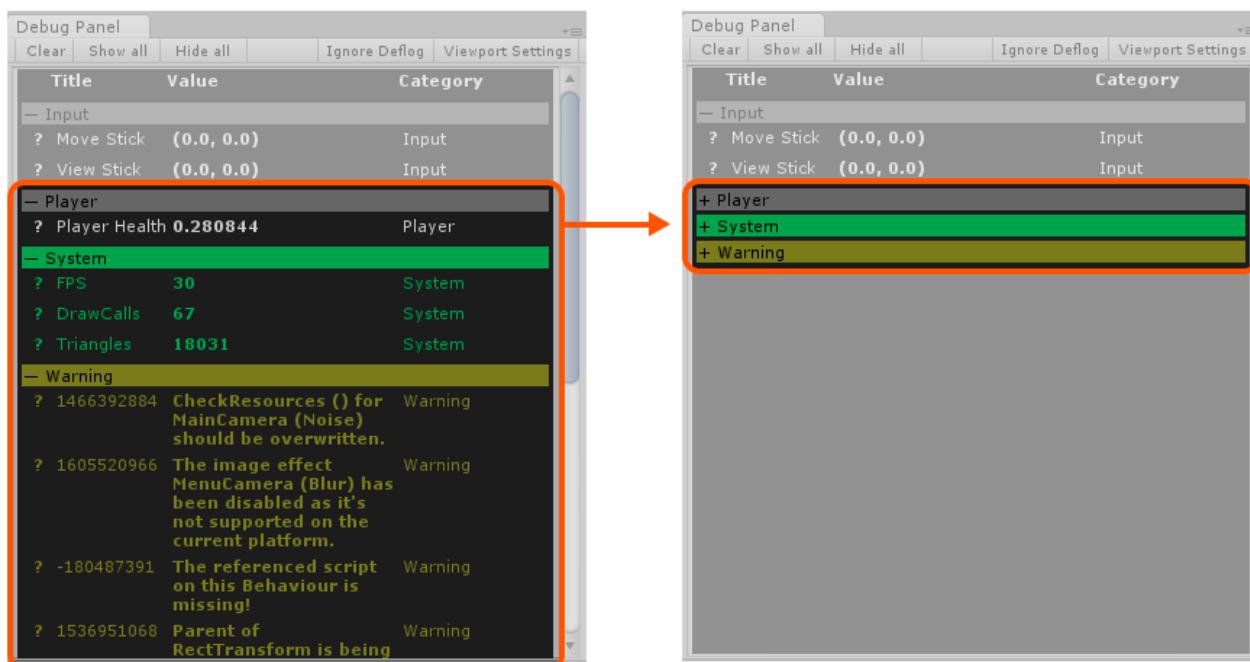
FEATURES of the DEBUG PANEL

Debug Panel extends the functionality of the standard Unity3d console. Makes debugging handy and visual. The main features of Debug Panel:

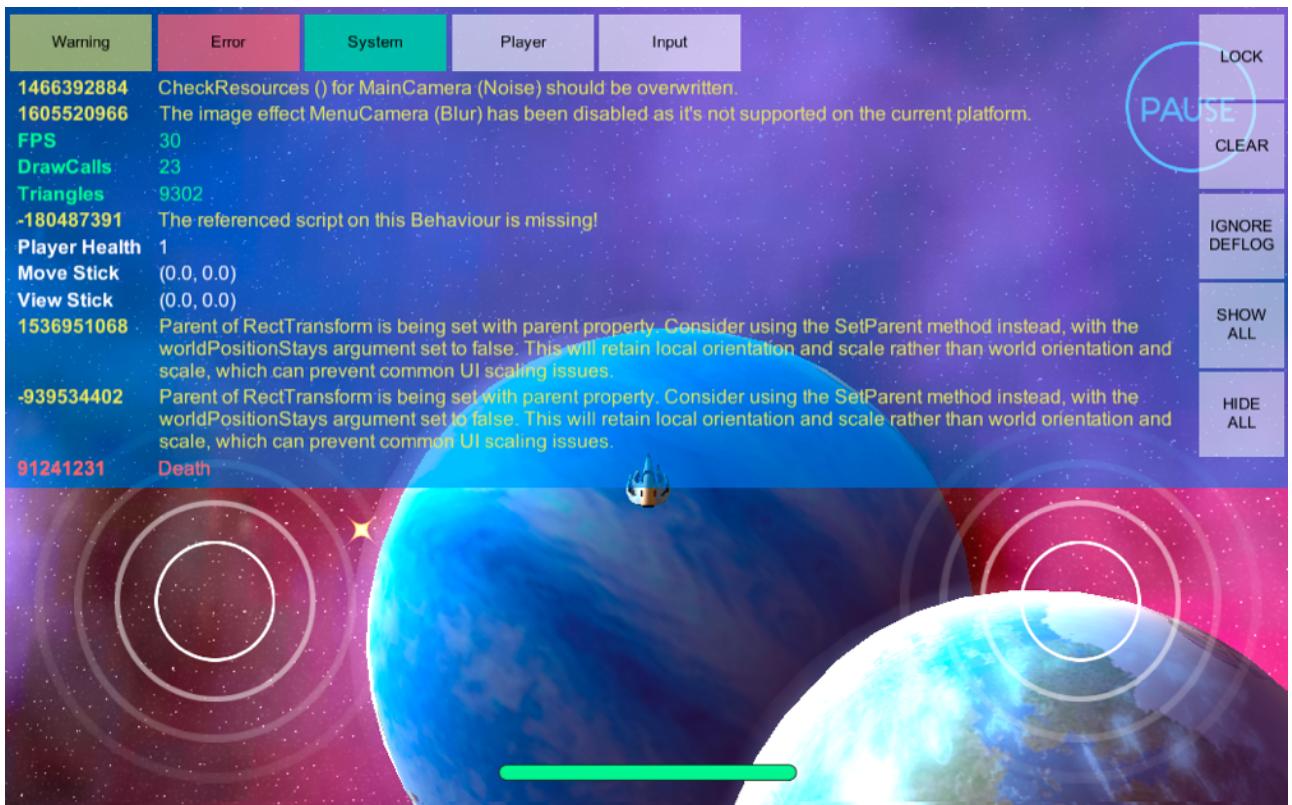
1. Always shows the current value of the variable in one line. No more arrays messages in the console.



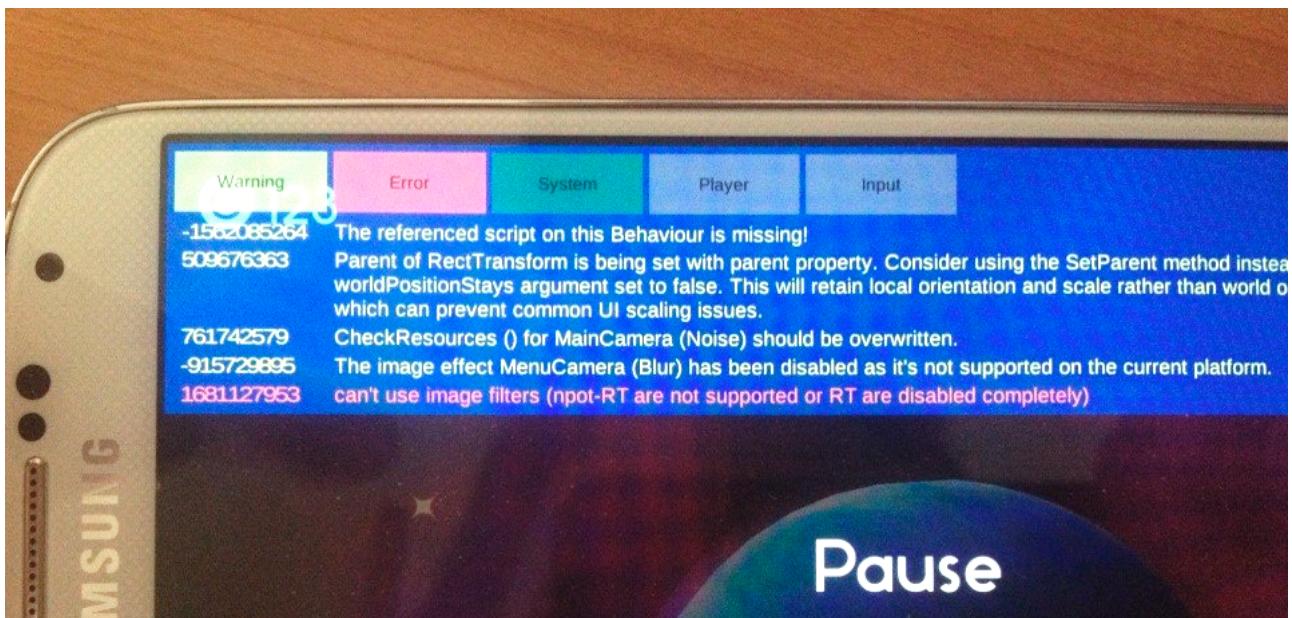
2. Allows you to group variables by category. If necessary, any category can be collapse or expand.



3. Allows you to work even in the compiled application thanks to the Viewport Debug Panel.

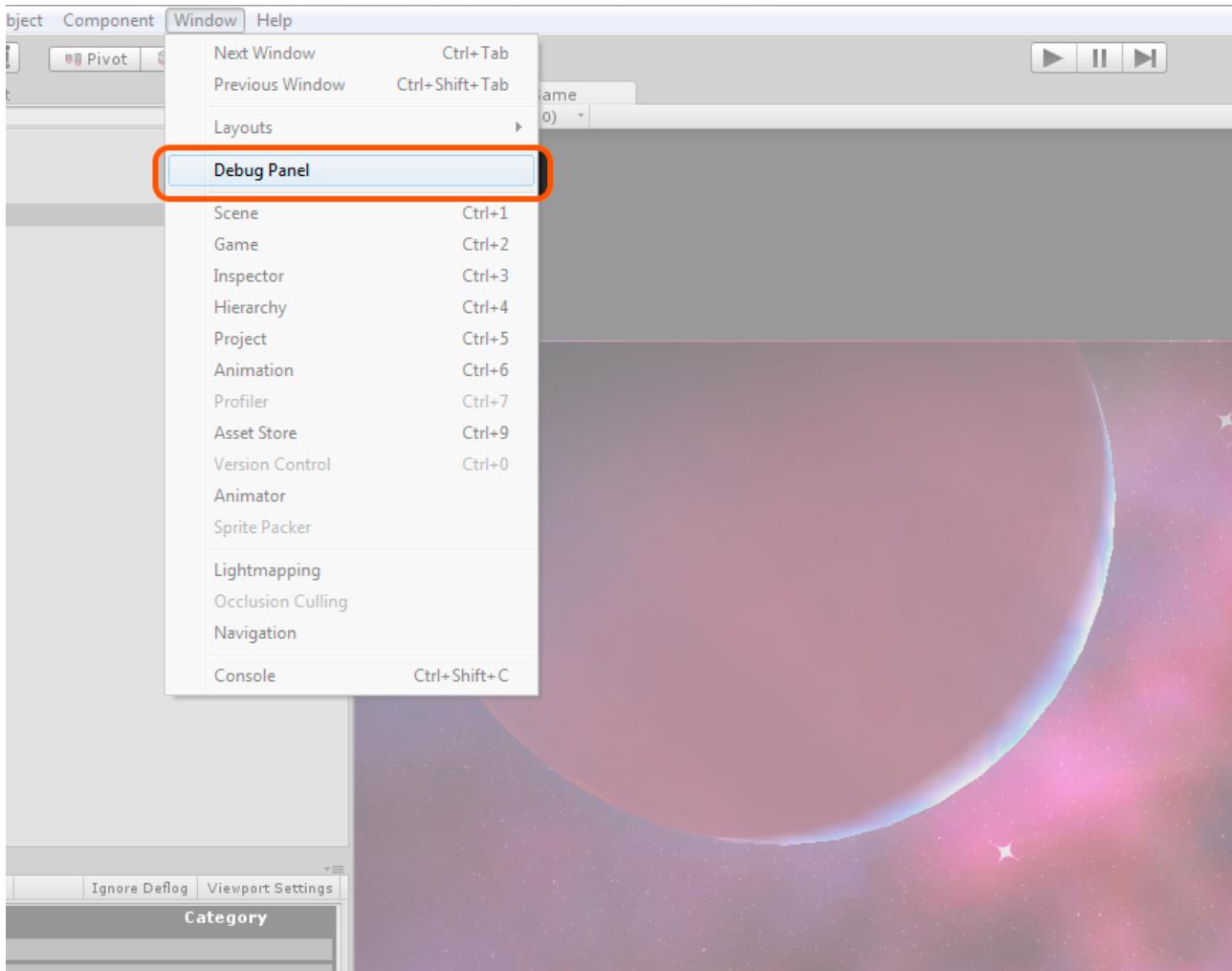


4. Viewport Debug Panel allows you to receive error messages and warnings, even in the compiled application.



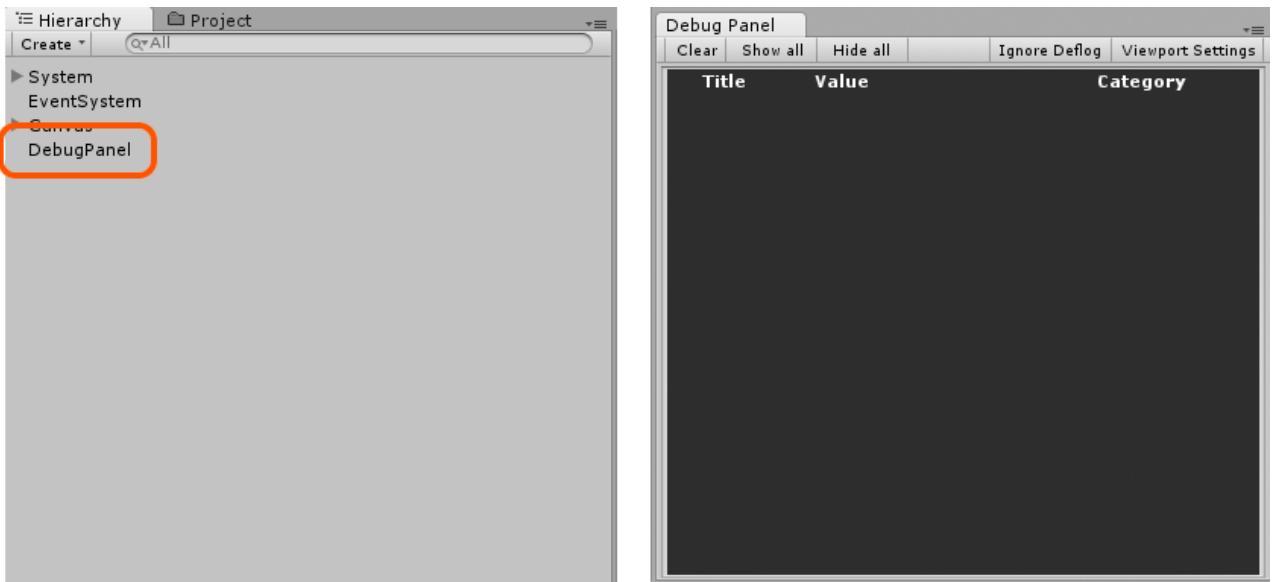
HOW TO START

To begin working with Debug Panel, click the Window - Debug Panel.



You will see the interface Debug Panel. Place it as you wish.

By the way, the algorithm immediately creates a special object in the scene - it is very important for the work of the panel. Don't try to remove it, anyway you can't :)



TOOL INTERFACE

The upper part of the interface takes the toolbar.



1. «Clear» button allow you to remove all the entries from memory.
2. «Show all» button allows to expand the content of all categories.
3. «Hide all» button allow you to collapse the content of all categories.
4. «Ignore Deflog» (switcher) button allow turn on/off function to ignore entries of errors and warnings.
5. «Viewport Settings» allows to open the Viewport Debug Panel settings.

The main part of the interface occupies an area of output entries.

Title	Value	Category
— System		
? FPS	30	System
? DrawCalls	18	System
? Triangles	5060	System
— Warning		
? 1466392884	CheckResources () for MainCamera (Noise) should be overwritten.	Warning

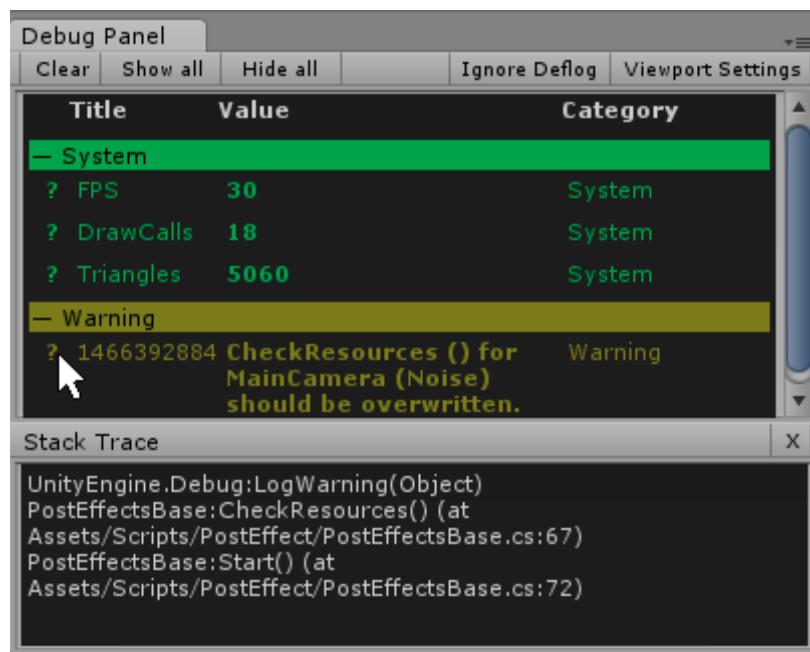
Fields under the “Title” contain short titles of entries. Column “Value” contains the values of the relevant entries. Column “Category” contains the name of the

category entries. Also, all entries in the table are grouped by category. To collapse or expand category, just click on the appropriate heading.

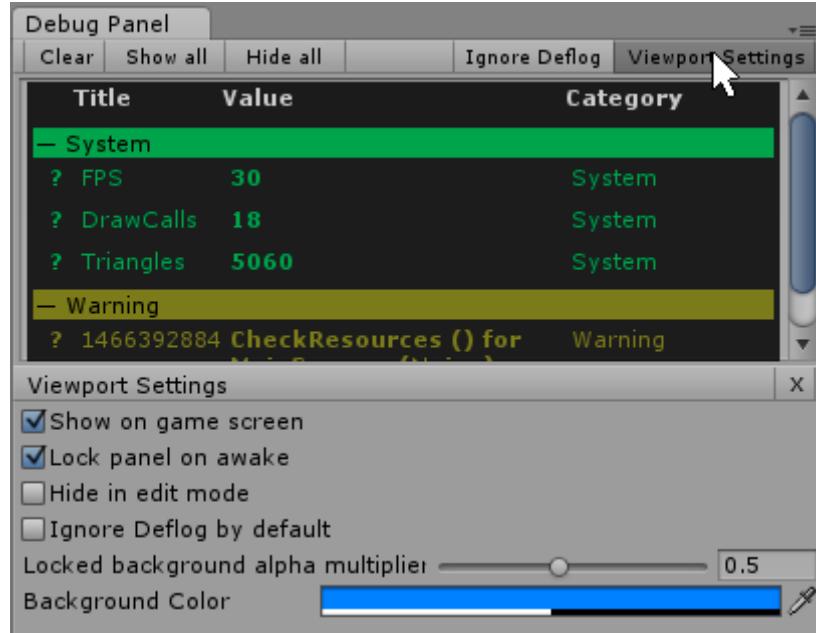
Title	Value	Category
+ System		
? FPS	30	System
? DrawCalls	18	System
? Triangles	5060	System
+ Warning		
? 1466392884	CheckResources () for MainCamera (Noise) should be overwritten.	Warning

Title	Value	Category
+ System		
+ Warning		
? 1466392884	CheckResources () for MainCamera (Noise) should be overwritten.	Warning

Each row begins with a "?" symbol. This button, by pressing on will open the information about the entry. It can be closed by clicking on X-button.



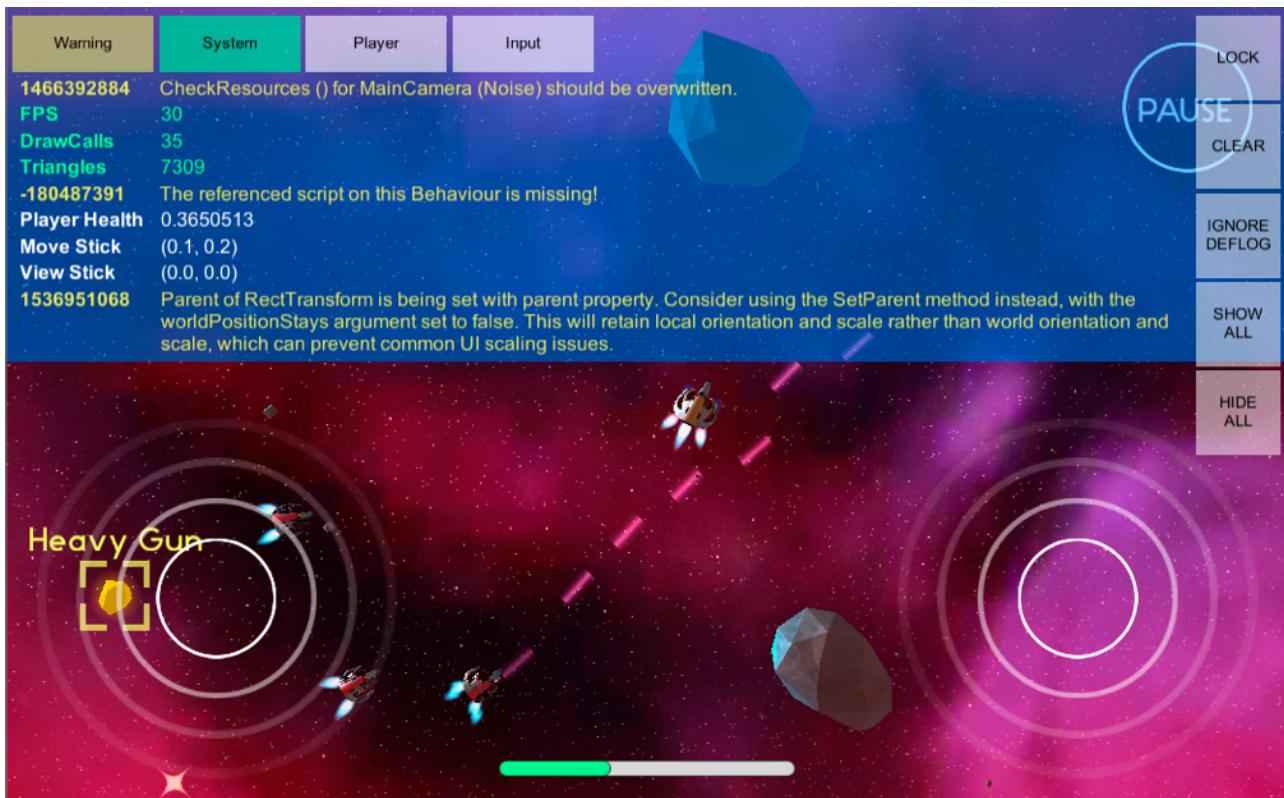
You can also open the Viewport Debug Panel settings – for that press the button "Viewport Settings" toolbar.



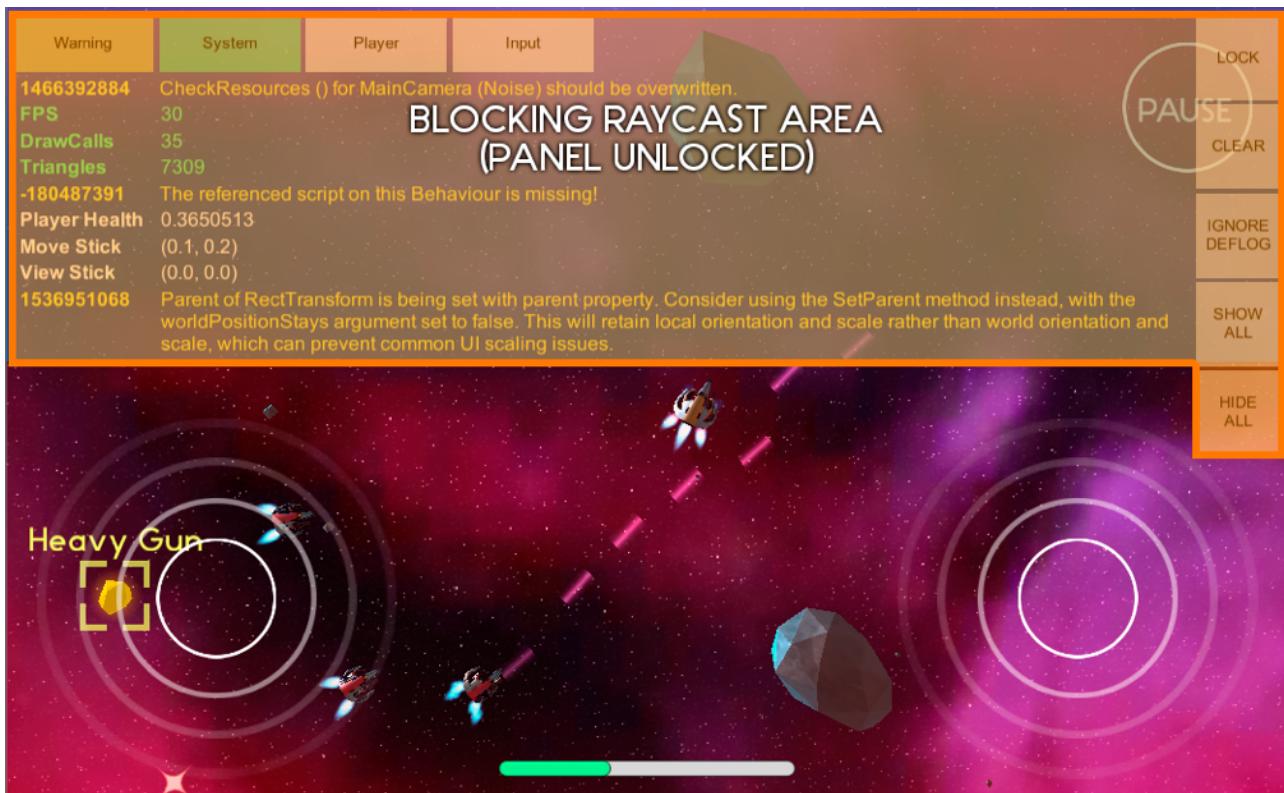
Here you will find the following interface elements:

1. «Show on game screen» checkbox allows you to turn on/off Viewport Debug Panel.
2. «Lock panel on awake» - when the application start it locks the Viewport Panel immediately.
3. «Hide in edit mode» - hides the Viewport panel when you working in editor Unity3d.
4. "Ignore Deflog by default" - when the application starts immediately blocks error and warning entries on the Viewport Debug Panel.
6. «Locked background alpha multiplier» slider — transparency value for the Viewport Debug Panel in lock mode.
7. «Background Color» color picker — background color of the panel.

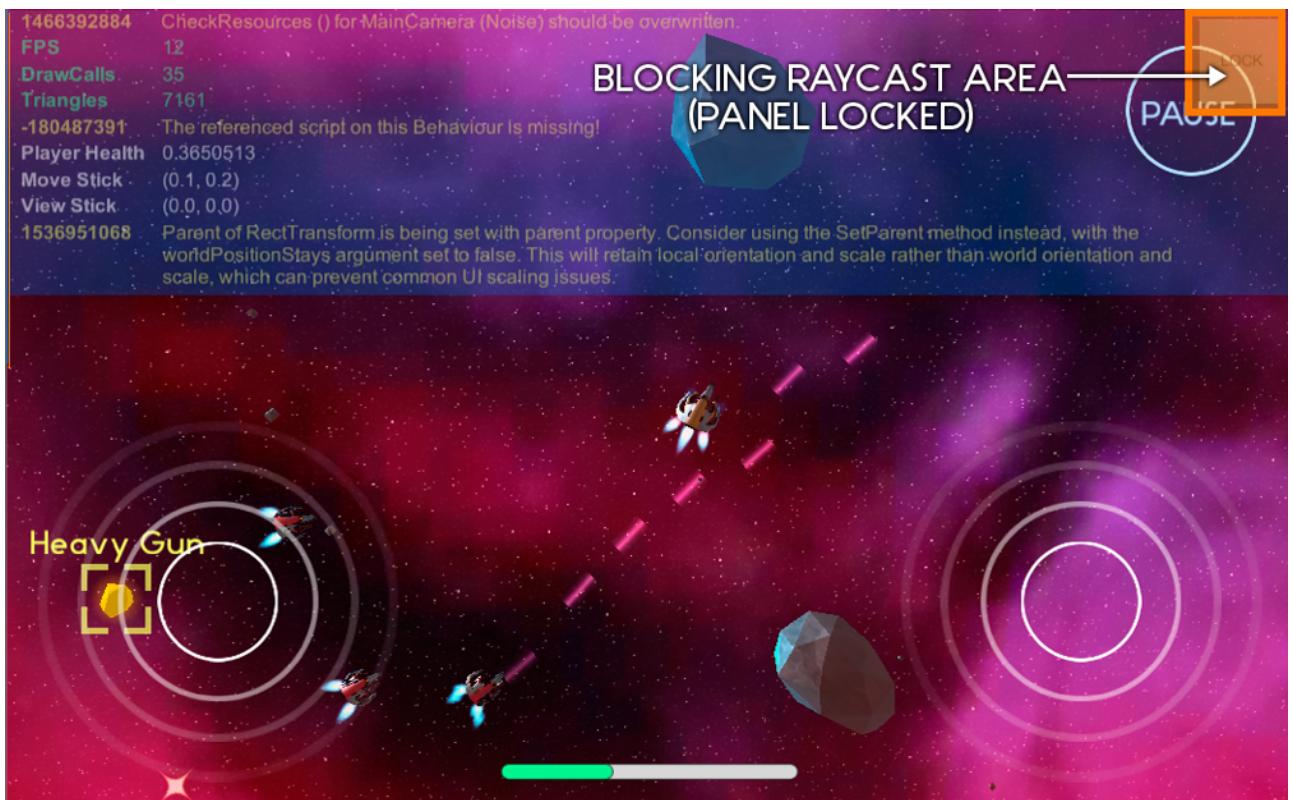
Now a little about how Viewport Debug Panel looks.



In the upper right corner of the toolbar is almost the same as in the editor. An exception is the button "Lock" - it allows to optimize the panel so it does not interfere you to interact with the application.



When you lock the panel all the extra buttons disappear.



In the top-left corner is the array of buttons to enable or disable display entries specific category. The following line displays all necessary entries.

IMPLEMENTATION

For using this tool just stop using “*Debug.Log*” function.
Instead, you must use next function:

```
DebugPanel.Log(string title, string category, object value);
```

When “title” – name of the entry,
“category” – name of the category,
“value” – variable.

It is also possible the following form:

```
DebugPanel.Log(string title, object value);
```

In this case, the entry will be assigned category.

The following function allows you to remove an entry from the panel:

```
DebugPanel.Break(string title);
```