

VirgoC
1.0.0

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1 An elegant developer console for Unity	1
2 Namespace Index	3
2.1 Package List	3
3 Hierarchical Index	5
3.1 Class Hierarchy	5
4 Class Index	7
4.1 Class List	7
5 Namespace Documentation	9
5.1 DeveloperConsole Namespace Reference	9
6 Class Documentation	11
6.1 DeveloperConsole.Console Class Reference	11
6.1.1 Member Function Documentation	13
6.1.1.1 AddCommand()	13
6.1.1.2 Command()	13
6.1.1.3 Print()	14
6.1.1.4 PrintError()	15
6.1.1.5 PrintSuccess()	15
6.1.1.6 PrintWarning()	15
6.1.1.7 RemoveCommand()	16
6.1.2 Member Data Documentation	16
6.1.2.1 isSelected	16
6.1.2.2 keyOpen	16
6.1.2.3 keyOpenAlt	16
6.1.2.4 keyType	16
6.1.3 Property Documentation	16
6.1.3.1 Singleton	16
Index	17

Chapter 1

An elegant developer console for Unity

VirgoC_ lets you easily create and use commands inside your Unity game or project, with autocomplete, resizing, text coloring and command suggestion.

Chapter 2

Namespace Index

2.1 Package List

Here are the packages with brief descriptions (if available):

DeveloperConsole	9
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Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

MonoBehaviour	
DeveloperConsole.Console	11

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

DeveloperConsole.Console	11
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Chapter 5

Namespace Documentation

5.1 DeveloperConsole Namespace Reference

Classes

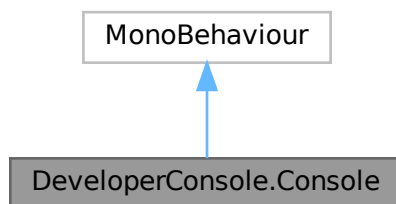
- class **Console**

Chapter 6

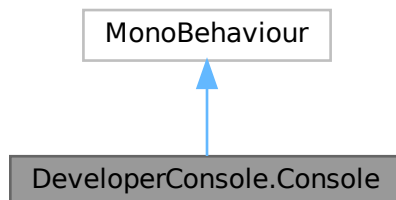
Class Documentation

6.1 DeveloperConsole.Console Class Reference

Inheritance diagram for DeveloperConsole.Console:



Collaboration diagram for DeveloperConsole.Console:



Public Member Functions

- delegate void **Command** (string[] args)
- void **PrintError** (string message)
Prints error colored message to the console.
- void **Toggle** ()
Use to toggle console from another script.

Static Public Member Functions

- static bool **AddCommand** (string commandText, **Command** command)
Use this method to add new commands the console.
- static bool **RemoveCommand** (string commandText)
Use this method to remove commands from the console.
- static void **Print** (string message)
Prints default colored message to the console.
- static void **PrintSuccess** (string message)
Prints success colored message to the console.
- static void **PrintWarning** (string message)
Prints warning colored message to the console.
- static void **Open** ()
Use to open console from another script.
- static void **Close** ()
Use to close console from another script.

Public Attributes

- KeyCode **keyOpen** = KeyCode.Tilde
- KeyCode **keyOpenAlt** = KeyCode.Quote
- KeyCode **keyType** = KeyCode.T
- Color **colorDefault** = Color.white
- Color **colorSuccess** = Color.green
- Color **colorWarning** = Color.yellow
- Color **colorError** = Color.red
- Color **colorCommands** = Color.magenta
- TMP_InputField **inputField**
- TMP_Text **consoleText**
- Scrollbar **scrollBar**
- RectTransform **consoleTextPanelRect**
- RectTransform **inputFieldRect**
- RectTransform **scrollBarRect**
- Button **resizeBtn**
- Button **closeBtn**
- bool **isSelected** = false

Protected Member Functions

- void **M_Print** (string message)
- void **M_PrintSuccess** (string message)
- void **M_PrintWarning** (string message)
- void **M_PrintError** (string message)
- bool **M_AddCommand** (string commandText, **Command** command)
- bool **M_RemoveCommand** (string commandText)
- void **M_Open** ()
- void **M_Close** ()
- void **M_Toggle** ()

Properties

- static **Console Singleton** [get, set]

6.1.1 Member Function Documentation

6.1.1.1 AddCommand()

```
static bool DeveloperConsole.Console.AddCommand (  
    string commandText,  
    Command command ) [static]
```

Use this method to add new commands the console.

Parameters

<i>commandText</i>	The string that will have to be submitted via the input field to use this command.
<i>command</i>	The method that will be called, with 'string[] args' as argument

Returns

True if successful.

6.1.1.2 Command()

```
delegate void DeveloperConsole.Console.Command (  
    string[] args )
```

Format your custom commands should use. E.g.: void TeleportPlayerCommand(string[] args)

6.1.1.3 Print()

```
static void DeveloperConsole.Console.Print (  
    string message ) [static]
```

Prints default colored message to the console.

Parameters

<i>message</i>	Message to print.
----------------	-------------------

6.1.1.4 PrintError()

```
void DeveloperConsole.Console.PrintError (
    string message )
```

Prints error colored message to the console.

Parameters

<i>message</i>	Message to print.
----------------	-------------------

6.1.1.5 PrintSuccess()

```
static void DeveloperConsole.Console.PrintSuccess (
    string message ) [static]
```

Prints success colored message to the console.

Parameters

<i>message</i>	Message to print.
----------------	-------------------

6.1.1.6 PrintWarning()

```
static void DeveloperConsole.Console.PrintWarning (
    string message ) [static]
```

Prints warning colored message to the console.

Parameters

<i>message</i>	Message to print.
----------------	-------------------

6.1.1.7 RemoveCommand()

```
static bool DeveloperConsole.Console.RemoveCommand (
    string commandText ) [static]
```

Use this method to remove commands from the console.

Parameters

<i>commandText</i>	The command to remove from the list.
--------------------	--------------------------------------

Returns

True if successful.

6.1.2 Member Data Documentation

6.1.2.1 isSelected

```
bool DeveloperConsole.Console.isSelected = false
```

True if the input field is currently selected. Can be used to lock player input while typing.

6.1.2.2 keyOpen

```
KeyCode DeveloperConsole.Console.keyOpen = KeyCode.Tilde
```

Choose on the inspector which key to use to open the console.

6.1.2.3 keyOpenAlt

```
KeyCode DeveloperConsole.Console.keyOpenAlt = KeyCode.Quote
```

Choose on the inspector which key to use to open the console.

6.1.2.4 keyType

```
KeyCode DeveloperConsole.Console.keyType = KeyCode.T
```

Choose on the inspector which key to use to open the console and immediately start typing, or type onto the already open console without clicking.

6.1.3 Property Documentation

6.1.3.1 Singleton

```
Console DeveloperConsole.Console.Singleton [static], [get], [set]
```

Access this property from your code to access this script. E.g.: Console.Singleton.isSelected

The documentation for this class was generated from the following file:

- VKG/VirgoC/Runtime/Console/Console.cs

Index

- AddCommand
 - DeveloperConsole.Console, 13
- Command
 - DeveloperConsole.Console, 13
- DeveloperConsole, 9
- DeveloperConsole.Console, 11
 - AddCommand, 13
 - Command, 13
 - isSelected, 16
 - keyOpen, 16
 - keyOpenAlt, 16
 - keyType, 16
 - Print, 13
 - PrintError, 15
 - PrintSuccess, 15
 - PrintWarning, 15
 - RemoveCommand, 15
 - Singleton, 16
- isSelected
 - DeveloperConsole.Console, 16
- keyOpen
 - DeveloperConsole.Console, 16
- keyOpenAlt
 - DeveloperConsole.Console, 16
- keyType
 - DeveloperConsole.Console, 16
- Print
 - DeveloperConsole.Console, 13
- PrintError
 - DeveloperConsole.Console, 15
- PrintSuccess
 - DeveloperConsole.Console, 15
- PrintWarning
 - DeveloperConsole.Console, 15
- RemoveCommand
 - DeveloperConsole.Console, 15
- Singleton
 - DeveloperConsole.Console, 16