

Code Examples

Basic Log Messages

```
1. using UnityEngine;
2.
3. public class FixingProblems : MonoBehaviour
4. {
5.     void Start()
6.     {
7.         // Basic Messages
8.         Debug.Log("This is a Log Message.");
9.         Debug.LogWarning("This is a Log Warning.");
10.        Debug.LogError("This is a Log Error.");
11.
12.        // With object highlighting
13.        Debug.Log("This is a Log Message.", gameObject);
14.        Debug.LogWarning("This is a Log Warning.", gameObject);
15.        Debug.LogError("This is a Log Error.", gameObject);
16.    }
17.}
```

Editor Only Log Message

```
1. using UnityEngine;
2.
3. public static class CustomDebug
4. {
5.     [System.Diagnostics.Conditional("UNITY_EDITOR")]
6.     public static void LogMessage(string message)
```

```
7.  {  
8.    Debug.Log(message);  
9.  }  
10.}
```