Polygon Planet

Version: 1.05.07

Thank you for downloading Advanced Debug Console

Thank you for downloading the asset. If you like it please consider leaving a review on the unity asset store.

Feedback and Feature Requests

Feel free to give us feedback or request features as we will use it to shape the development of future updates.

Extensions

Do you need core parts of the game changed or want/need specific functions? Contact us through the support methods above and we will try and assist you.

Documentation

This document will help you set up and customize the project to be your own, if the documentation does not cover something or your not sure what something means contact us through the support methods above.

Table of Contents

Requirements

Overview

In order for the game to work the way it was intended, take the time to review the listed requirements below.
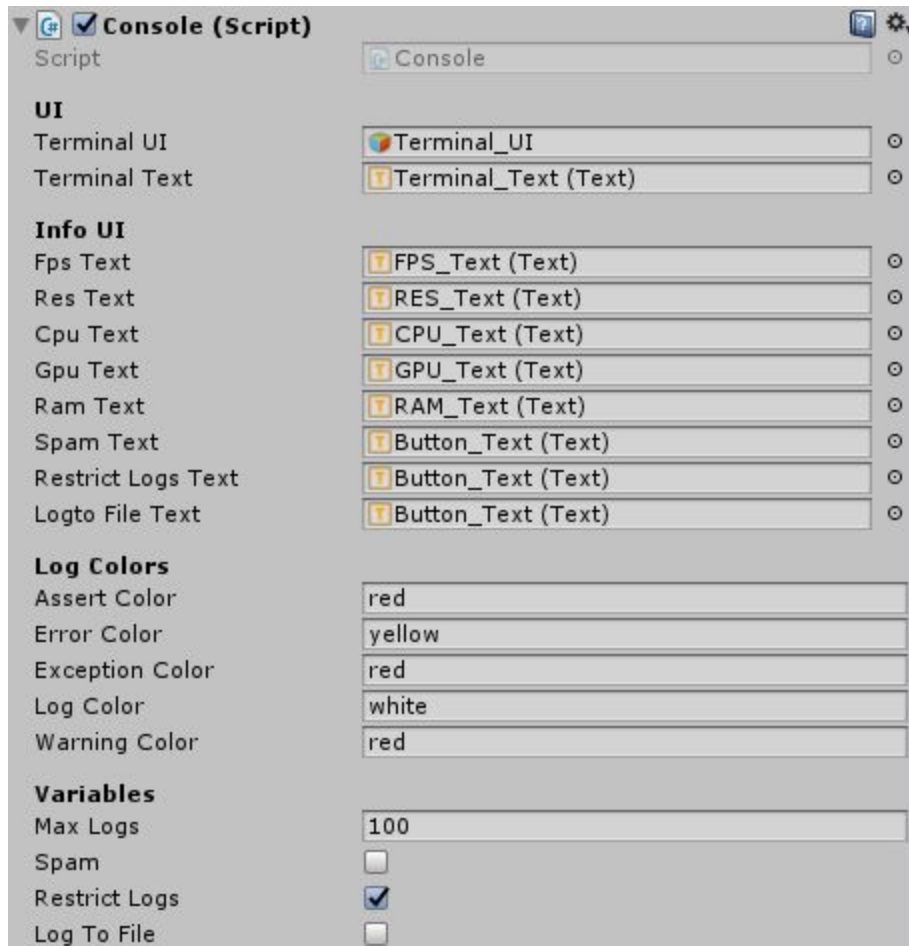
Resolution

Advanced Debug Console is designed for landscape resolutions, however it could be modified to work with portrait resolutions.

Scripts

Console: Handles everything for the terminal.

Console

Location

Hierarchy/Console_Canvas/Console

Log Colors

Colors for the logs.

Variables

Max Logs: How many logs should be shown when restrict logs is on.

Spam: Spams the console when on.

Restrict Logs: Whether or not to restrict the logs.

Log To File: Outputs logs to a file.

Changing Toggle Key

```
private void Awake()
{
    DontDestroyOnLoad(gameObject);
    toggleKey = KeyCode.Backspace;
    logs = new List<Log>();
    StartCoroutine(CalculateFPS());
}
```

Overview

To change what key opens the console open the console script and in the awake function replace where it says toggleKey = KeyCode.[YourKeyCode].