## **Easy Log View Documentation**

2021-12-18

writing at the time the plugin version: 2.0.0

#### 1.Overview

Display DebugLog on the game.

```
[03:32:50] This is test log: 506
[03:32:49] This is test log: 916
[03:32:49] This is test log: 341
[03:32:48] This is test log: 494
[03:32:47] This is test log: 369
[03:32:47] This is test log: 467
[03:32:46] This is test log: 825
[03:32:45] This is test log: 529
[03:32:45] This is test log: 927
[03:32:43] Clear log

Warning Log

Error Log
```

## 2. Validated environment

Windows10 64bit

Unity 2019.4.31f1 (LTS)

### 3.Installation

UnityAssetStore よりEasyLogView をUnity プロジェクトにインポート。 mikinel/EasyLogView/Prefabs/Console ScrollView.prefab をCanvas 下に配置。 必要に応じてEventSystemを配置。

## 4. Update History

2.0.0 (2021-12-18) Reverse scroll direction, added line limit setting, refactoring

1.0.1 (2019-2-8) Fix bug 1.0.0 (2019-2-7) Initial release

# 5.Contact

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