Easy Log View Documentation

1.Overview

Display DebugLog on the game.
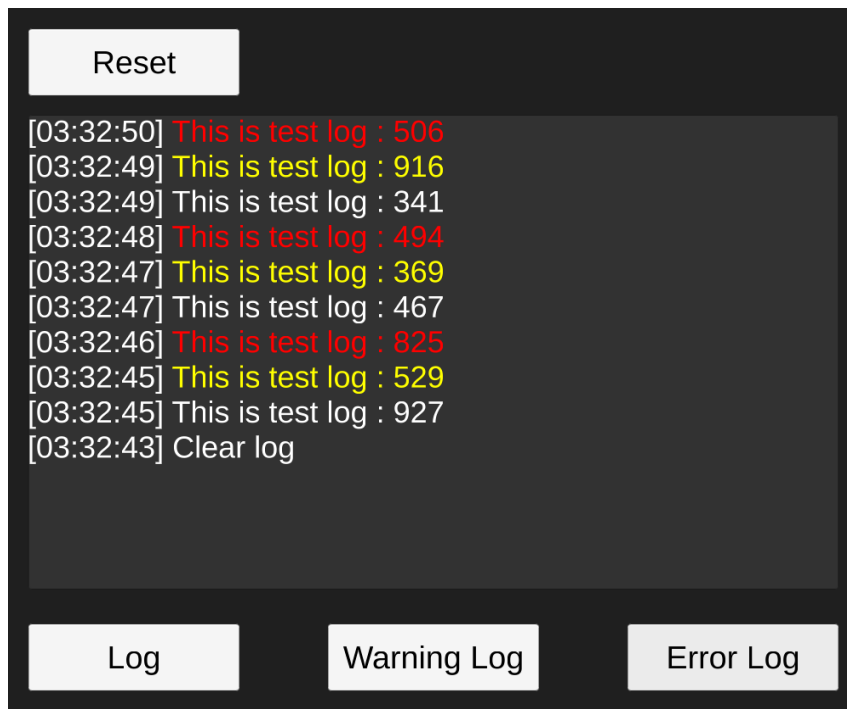
2.Validated environment

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

mikinel

Twitter : @kemmimilk
Mail : nmxi.service@gmail.com