

Unium À La Carte

A Remote Debug Menu

<http://github.com/gwaredd/unium>

Introduction

Unium gives you a remote web-based API into your game.

One possible use case for this is to create a remote debug menu, which has some advantages and disadvantages over traditional “on screen” menus.

Of course, game programmers should be writing cool and funky game code and not spending their time writing debug menus. This is where Unium A La Carte (UALC) comes in.

UALC is a point and click debug menu builder that uses Unium under the hood to let you quickly put something useful together with minimal fuss.

Getting Started

To use Unium A La Carte in your game ...

- Copy the contents of the `Extras/alacarte/dist` folder (two files) to the root of the `StreamingAssets` folder.

That's it.

Now if Unium is enabled, when the game is running you can point your browser to the endpoint (e.g. <http://localhost:8342/>) and the web server will serve you up the A La Carte menu.

Have Fun

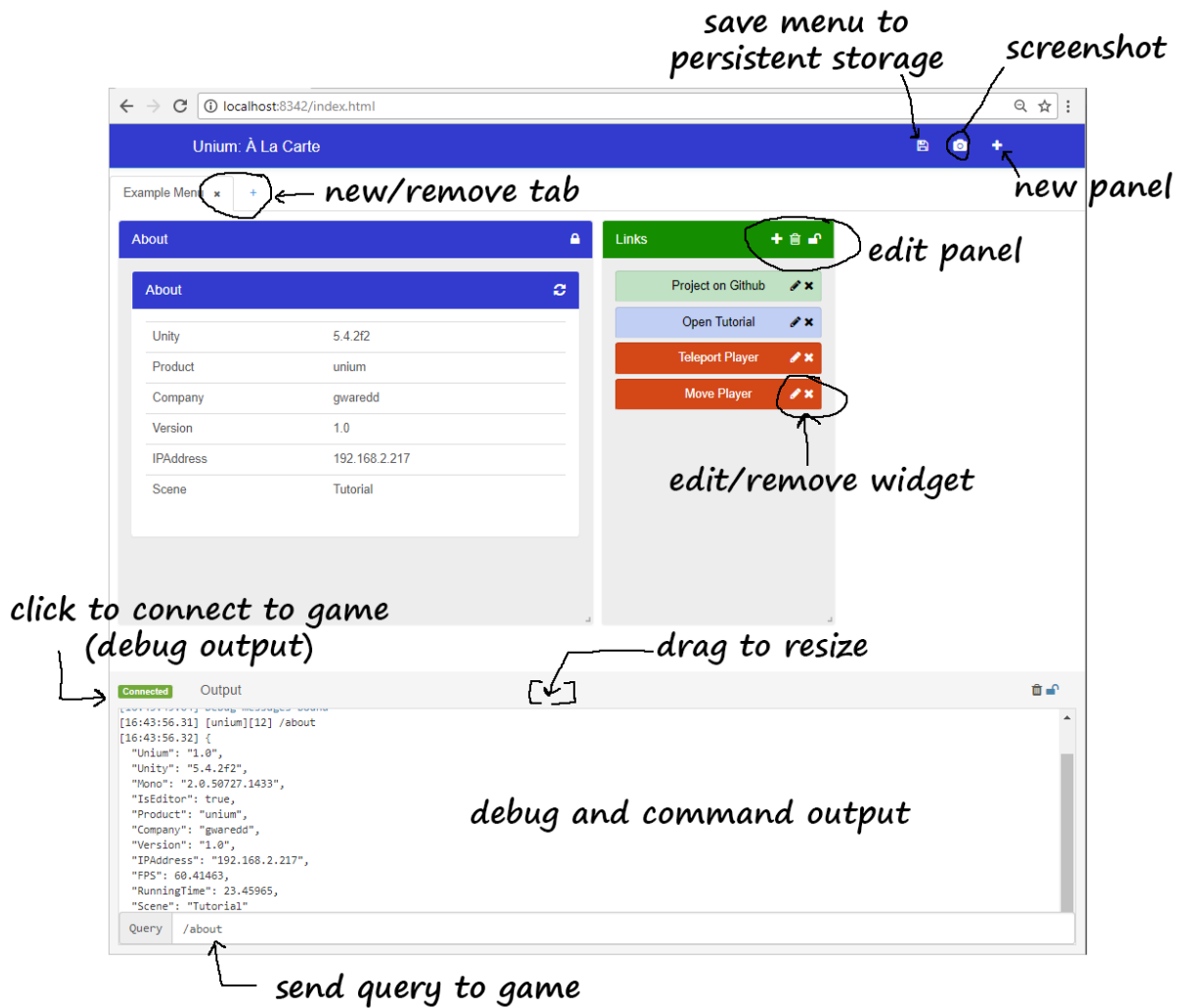
Config Files

Menu configurations are saved to a file called `alacarte.json` in the persistent storage on device. If no config can be found in the persistent storage, UALC will check the `StreamingAssets` folder for a file of the same name.

This means you can “distribute” a debug menu with a build by checking it into the `StreamingAssets` folder, or override it on device.

Interface

Quick tour of the UI. Most of it should be obvious, some maybe not.



Note that UALC does not automatically save changes. You need to click save to copy the menu configuration to the device.

Widgets

UALC currently only supports a couple of simple widgets.

Note that for the “query” parameter you can use relative or absolute addresses.

Button

Buttons send a query to the game. The results can optionally be copied to the output.

Link

Links open a new tab with the url(relative or absolute) of the query parameter. For example, a link to a bug database or other tool.

Table

Tables send a query to the game and display attempts to display the results in an appropriate way (see below).

If the game returns an object (e.g. /about) or an array with only one item in it, the rows of the table will show the fields of that object.

If the game returns an array of objects, the columns of the table will be taken from the keys of the first object.

The the game returns an array of values, then the results are just the index/value pairs.

Filter

A comma separated list of fields to include or exclude. If this field is left blank, the table will show everything.

Fetch on start up

If this option is selected, the query will be sent as soon as the widget loads. Otherwise it needs to be done manually by clicking the refresh icon in the top right.

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