

To access any debugging information for Terminal Tales, Unity provides a log file after opening the game.

The log file can be found in these locations:

### **Windows**

C:\Users\USERNAME\AppData\LocalLow\Studio 14\Terminal Tales\Player.log

### **macOS**

~/Library/Logs/Studio 14/Terminal Tales/Player.log

### **Linux**

~/.config/unity3d/Studio 14/Terminal Tales/Player.log