BluConsole >_

Are you looking for [images](#)?

Fell free to contribute! Any PR are welcome (just be consistent with the code guideline)

Any doubts, you can post an issue, or send me an email: gilberto.alexsantos@gmail.com

To install, just download the **bluconsole.unitypackage**, install it, and open the window on: Window/BluConsole. Simple like that.

Features Implemented

It has all the UnityConsole features, with a few additions:

Search Box

You can filter your logs in a [Helm](#) like way.

Callstack Navigation

You can open any line of the call stack with a double click.

Log Copy

Right click on the Log, and copy the text to the Clipboard. Simple like that!

Default filter

If you catch yourself filtering always by the same query, just put that in the FilterSettings (Editor Default Resources/BluConsole/BluLogSettings).

StackTraceIgnore

If you want to ignore a function in the StackTrace, just put the [BluConsole.StackTraceIgnore] annotation on it.

For now, that's it! New features are coming, stay tuned.

TODO

- Publish in AssetStore
  - Create a description file to the AssetStore (see [submission guideline](#))
  - Create [Key Images](#) to AssetStore submission

- Support Regex in the Search Box
- Support for themes (Font size, Colors, etc)

Known Issues

- When filtering logs, the toggles with the number of logs are displayed incorrectly
- Sometimes when you double click the log to open the file on your Editor, if your unity is configured to open VS, it opens Mono instead. I saw a workaround here: [A workaround exists: Manually open Visual Studio and open the Unity project. Now double clicking a file will open it in Visual Studio but the whole project has to be migrated each time... it appears Unity is not accepting the Visual Studio Migration changes.](#)

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Images

Console	>- BluConsole

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❗ Small Message

① Crazy Message... Crazy Message...

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Copy to clipboard

❗ Small Message

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① Crazy Message... Crazy Message...

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Small Message
BluConsole.Test.Test3:LogLevelThree(String, BluLogType) (at Assets/BluConsole/Scripts/Test/Test3.cs:36)
BluConsole.Test.Test2:LogLevelThree(String, BluLogType) (at Assets/BluConsole/Scripts/Test/Test2.cs:41)
BluConsole.Test.Test1:LogLevelThree(String, BluLogType) (at Assets/BluConsole/Scripts/Test/Test1.cs:46)
BluConsole.Test.TestManager:GenerateLotOfLogs() (at Assets/BluConsole/Scripts/Test/TestManager.cs:116)
BluConsole.Test.TestManager:Update() (at Assets/BluConsole/Scripts/Test/TestManager.cs:67)