Github Link: https://github.com/stillwwater/command_terminal

Inputs:

- console window toggle: backtick
- full size console window: shift+backtick
- Close consol window: Escape

Enter help in the console to view all available commands, use the up and down arrow keys to traverse the command history, and the tab key to autocomplete commands.

Registering Commands

There are 3 options to register commands to be used in the Command Terminal.

1. Using the RegisterCommand attribute:

The command method must be static (public or non-public).

```
[RegisterCommand(Help = "Adds 2 numbers", MinArgCount = 2,
MaxArgCount = 2)]
static void CommandAdd(CommandArg[] args) {
    int a = args[0].Int;
    int b = args[1].Int;

    if (Terminal.IssuedError) return; // Error will be handled by Terminal

    int result = a + b;
    Terminal.Log("{0} + {1} = {2}", a, b, result);
}
```

MinArgCount and MaxArgCount allows the Command Interpreter to issue an error if arguments have been passed incorrectly, this way you can index the CommandArg array, knowing the array will have the correct size.
In this case the command name (add) will be inferred from the method name, you can override this by setting Name in RegisterCommand.

```
[RegisterCommand(Name = "MyAdd", Help = "Adds 2 numbers", MinArgCount
= 2, MaxArgCount = 2)]
```