**Sentry注意事项**

**1.Xcode需要配置enable ObjC exception**

**2.调试模式下，不上报crash**

**3.c# crash的制造（Unity2018.3才有的方法）**

|  |
| --- |
| C#  using UnityEngine;  UnityEngine.Diagnostics.Utils.ForceCrash(UnityEngine.Diagnostics.ForcedCrashCategory.Abort); |