

# Debugging



# Logs

```
if (delta.magnitude < shotRange && !inCooldown) {  
    Debug.Log("ik ga schieten");  
    shootScript.CallShot("Player");  
    //triggerAnimationScript.CallTrigger("Fire");  
    inCooldown= true;  
    StartCoroutine(Cooldown(coolDownTime));  
}
```



[14:41:38] ik ga schieten  
UnityEngine.Debug:Log (object)

# warnings

```
if (delta.magnitude < shotRange && !inCooldown) {  
    Debug.LogWarning("pas op ik ga schieten");  
    shootScript.CallShot("Player");  
    //triggerAnimationScript.CallTrigger("Fire");  
    inCooldown= true;  
    StartCoroutine(Cooldown(coolDownTime));  
}
```



[14:40:44] pas op ik ga schieten  
UnityEngine.Debug:LogWarning (object)

# errors

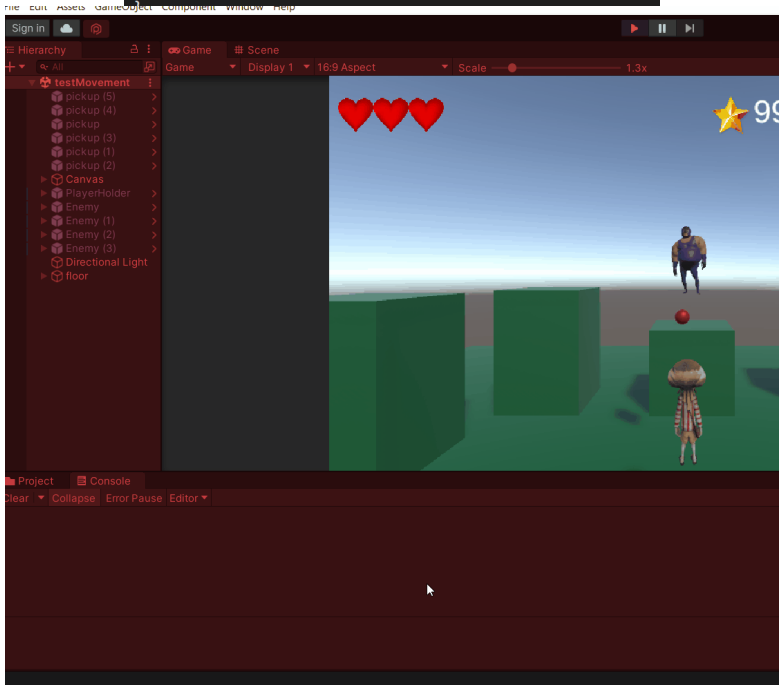
```
if (delta.magnitude < shotRange && !inCooldown) {  
    Debug.LogError("ik had niet mogen schieten");  
    shootScript.CallShot("Player");  
    //triggerAnimationScript.CallTrigger("Fire");  
    inCooldown= true;  
    StartCoroutine(Cooldown(coolDownTime));  
}
```



[14:42:50] ik had niet mogen schieten  
UnityEngine.Debug:LogError (object)

# highlight object

```
if (delta.magnitude < shotRange && !inCooldown) {  
    Debug.Log("ik ben degene die nu schiet!", gameObject);  
    shootScript.CallShot("Player");  
    //triggerAnimationScript.CallTrigger("Fire");  
    inCooldown= true;  
    StartCoroutine(Cooldown(coolDownTime));  
}
```



# Log



# VS



# Breakpoint

```
Unity Message | 0 references
private void FixedUpdate()
{
    if (jump) {
        //calculate force by exact height [source](https://gamedevbeginner.com/
        Debug.Log("jumpheight:" + jumpHeight);
        Debug.Log("gravityScale: " + gravityScale);
        Debug.Log("grav.y : " + Physics.gravity.y);

        jf = Mathf.Sqrt(jumpHeight * -2 * (gravityScale * Physics.gravity.y));

        Debug.Log("jumpforce: " + jf);

        jump = false;
        rb.AddForce(Vector3.up * jf, ForceMode.Impulse);
        onFloor = false;
    }
    rb.AddForce((gravityScale-1)*Physics.gravity*rb.mass);
}
```

Project Console

Clear Collapse Error Pause Editor

UnityEngine.Debug.Log (object)

[13:53:17] gravityScale: 10  
UnityEngine.Debug.Log (object)

[13:53:17] grav.y : -9.81  
UnityEngine.Debug.Log (object)

[13:53:17] jumpforce: 14.00714  
UnityEngine.Debug.Log (object)

Quit.cs AnimationBlend.cs Shoot.cs TriggerAnimation.cs Hearts.cs EnemyShootingBehaviour.cs KillOnHit.cs Jump.cs

Assembly-CSharp

```
40
41
42
43
44
45
46
47
48
49
50
51
```

```
private void FixedUpdate()
{
    if (jump) {
        //calculate force by exact height [source](https://gamedevbeginner.com/how-
        jf = Mathf.Sqrt(jumpHeight * -2 * (gravityScale * Physics.gravity.y));

        jump = false;
        rb.AddForce(Vector3.up * jf, ForceMode.Impulse);
    }
}
```

130 % No issues found

Autos

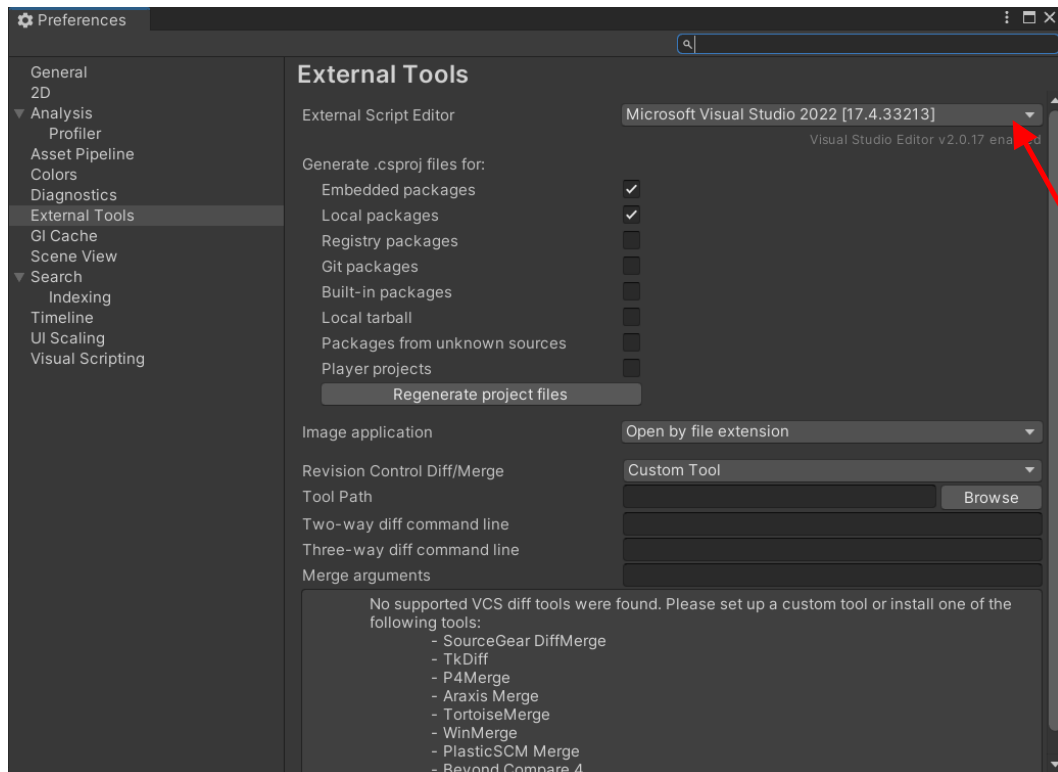
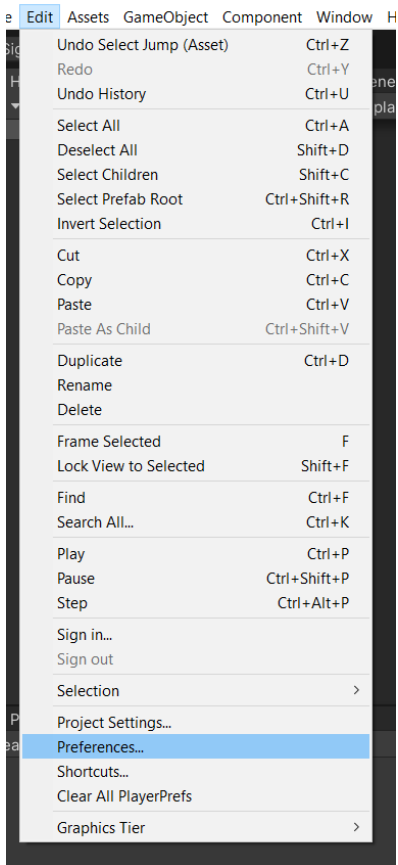
Search (Ctrl+E) Search Depth

Name	Value	Type
Physics.gravity	"(0.00, -9.81, 0.00)"	UnityEngine.Vector3
Physics.gravity.y	-9.81	float
gravityScale	10	float
jf	5	float
jump	true	bool
jumpHeight	1	float
this	"PlayerHolder (Jump)"	Jump

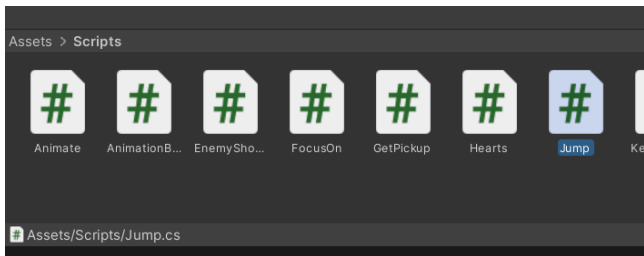
Call Stack

Void Jump.FixedUpdate ()+0xc at C:\github\S

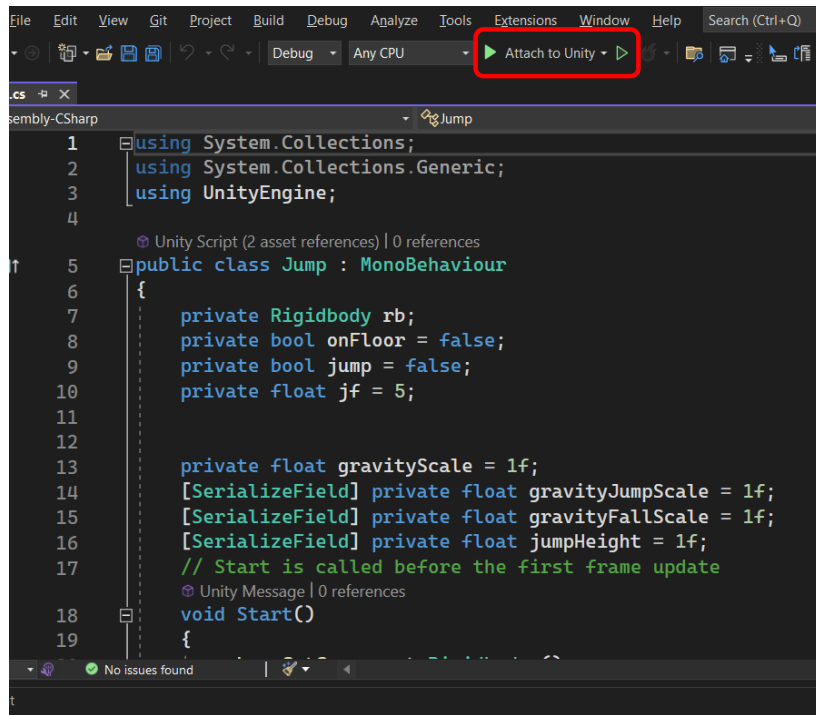
# Sluit Visual Studio Koppel Unity aan Visual Studio



# Open je script vanuit unity

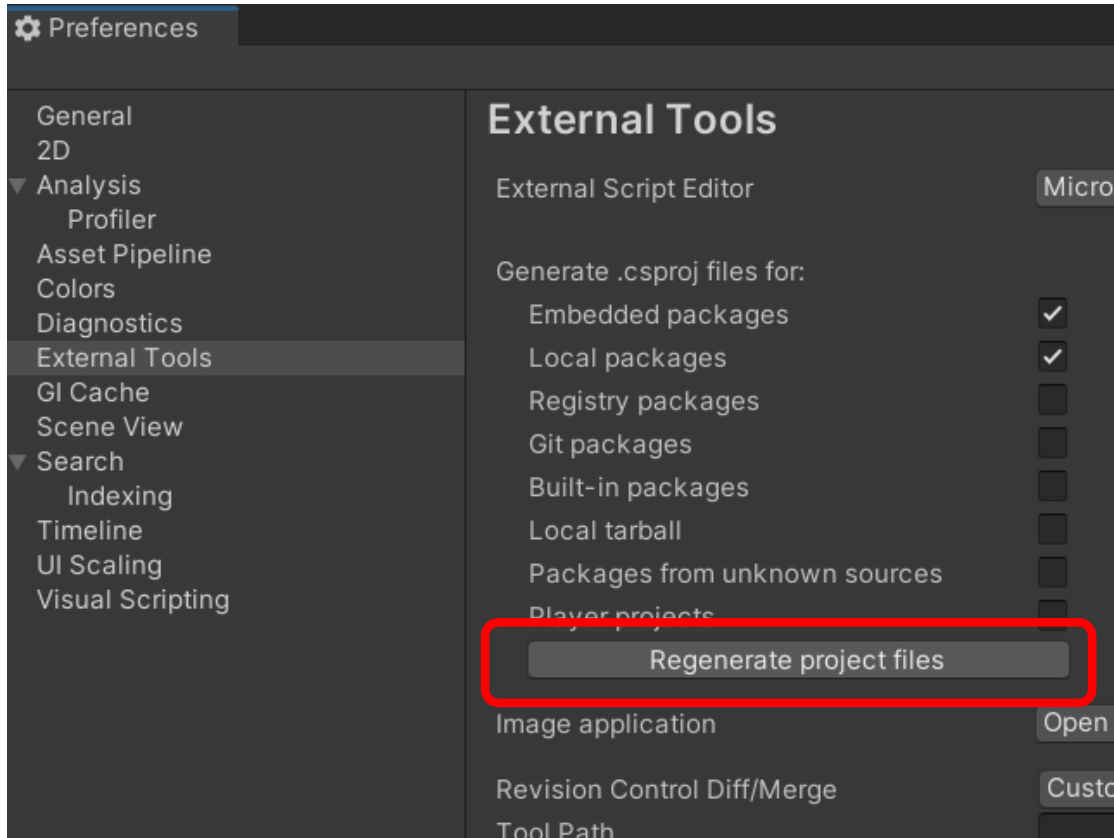


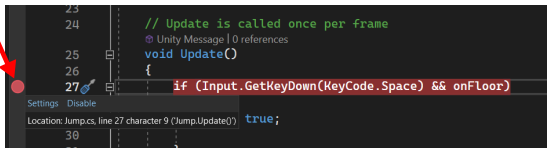
# is "Attach to Unity" beschikbaar in VS?



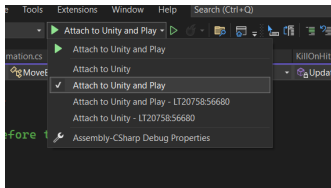


# Probeer evt. "Regenerate project files"





Plaats een breakpoint waar je het probleem verwacht

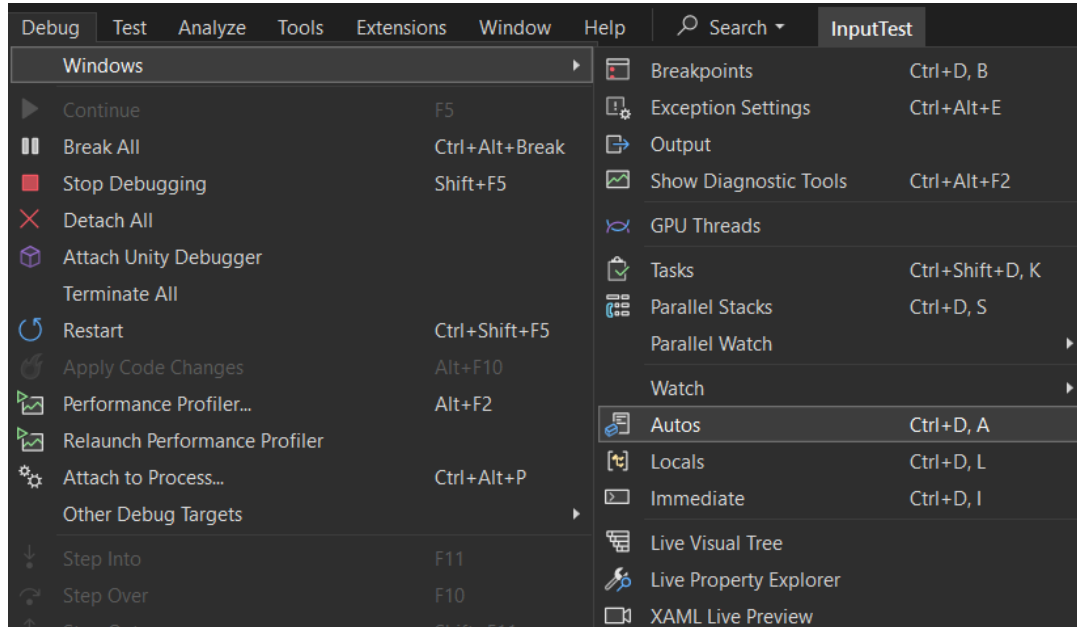


Kies "Attach & Play"



Test je game

# Zorg dat je "Autos" window open staat



# De breakpoint pauzeert je game

```
19 {
20     rb = GetComponent<Rigidbody>();
21 }
22
23
24 // Update is called once per frame
25 [Unity Message | 0 references]
26 void Update()
27 {
28     if (Input.GetKeyDown(KeyCode.Space) && onFloor)
29     {
30         jump= true;
31     }
32     if (rb.velocity.y > 0) {
33         gravityScale = gravityJumpScale;
34     } else if (rb.velocity.y < 0) {
35         gravityScale = gravityFallScale;
36     }
```

Autos

Search (Ctrl+E) → Search Depth: ▾

Name	Value	Type
KeyCode.Space	Space	UnityEngine.KeyCode
onFloor	false	bool
this	"PlayerHolder (Jump)"	Jump

Call Stack

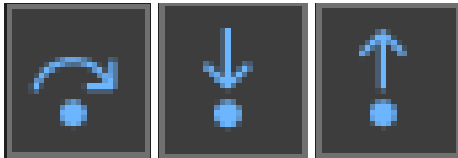
Name

Void Jump.Update (0+0x1 at C:\github\SDM3PROG\MyFirstGame\Assets\Scripts\Jump.cs:[27:9-27:56])

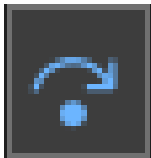
Autos | Locals | Watch 1

Call Stack | Breakpoints | Exception Settings | Command Window | Immediate Window | Output

Alle waarden in de context van je regel zijn zichtbaar

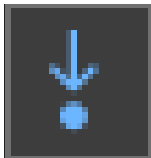


stap door je code heen



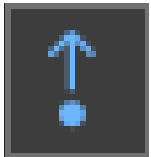
Step over:

Sla de functie over. Hij wordt wel uitgevoerd maar niet geïnspecteerd



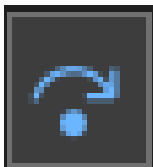
Step into:

Inspecteer de functie die wordt uitgevoerd



Step out:

stap uit de functie terug naar waar hij werd aangeroepen



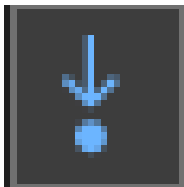
```
23 void Update()
24 {
25     if (Input.GetKeyDown(shootKey)) {
26
27         CallShot();
28
29     }
30 }
31
32 2 references
33 public void CallShot(string _targetTag = "Enemy")
34 {
35
36     targetTag = _targetTag;
37
38     taScript.CallTrigger("Attack");
39
40     StartCoroutine(AwaitDelay(delay));
41 }
```

130 % No issues found

Autos

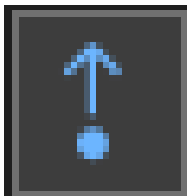
Search (Ctrl+E) Search Depth:

Name	Value	Type
shootKey	LeftControl	UnityEngine.KeyCode
this	"PlayerHolder (Shoot)"	Shoot



```
25 17 (Input.GetKeyDown(KeyCode.Space)) {  
26  
27 CallShot();  
28  
29 }  
30 }  
31 2 references  
32 public void CallShot(string _targetTag = "Enemy")  
33 {  
34     targetTag = _targetTag;  
35  
36  
37     taScript.CallTrigger("Attack");  
38  
39     StartCoroutine(AwaitDelay(delay));  
40 }
```





```
Unity Message | 0 references
23 void Update()
24 {
25     if (Input.GetKeyDown(shootKey)) {
26
27         CallShot();
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32 public void CallShot(string _targetTag = "Enemy")
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34     targetTag = _targetTag;
35
36     taScript.CallTrigger("Attack");
37
38     StartCoroutine(AwaitDelay(delay));
39 }
```

130 % No issues found

Autos

Search (Ctrl+E) Search Depth:

Name	Value	Type
▸ this	"PlayerHolder (Shoot)"	Shoot

Find ze bugs!

De Enemy schiet nooit!

Het schot raakt de speler niet

```
Assembly-CSharp
28 transform.LookAt(targetPos);
29
30 Vector3 delta = transform.position - target.position;
31
32 if (delta.magnitude < shotRange && !inCooldown) {
33
34     shootScript.CallShot("Player");
35     //triggerAnimationScript.CallTrigger("Fire");
36     inCooldown= true;
37     StartCoroutine(Cooldown(coolDownTime));
38 }
39
40 }
```

Name	Value	Type
delta	"(0.00, 0.94, 0.79)"	UnityEngine.Vector3
delta.magnitude	1.226209	float
inCooldown	false	bool
shootScript	"Enemy (Shoot)"	Shoot
shotRange	0	float
this	"Enemy (EnemyShootingBehaviour)"	EnemyShootingBeh...

```
Assembly-CSharp
30 }
31 2 references
32 public void CallShot(string _targetTag = "Enemy")
33 {
34     targetTag = _targetTag;
35
36
37     taScript.CallTrigger("Attack");
38
39     StartCoroutine(AwaitDelay(delay));
40 }
41 1 reference
private IEnumerator AwaitDelay(float time) {
```

Name	Value	Type
_targetTag	"Player"	string
targetTag	"Player"	string
this	"Enemy (Shoot)"	Shoot