

ReflexCLI Setup Guide

Reflex is intended to be as simple as possible to integrate with your project. As such, after downloading the asset from the store, the console will be functional in your game project.



Online Documentation

Complete documentation is available online at reflex.richardmeredith.net/documentation

Verifying Installation

1. Download package from the Asset Store into your project.
2. Press play in the editor.
3. Press Tab to open the console.
4. Type "PrintCommands" to display a list of all commands.
5. Hit Escape to close the console.

Creating Commands

You can create your own commands by using the `[ConsoleCommand]` attribute on a method, field or property. See the [online documentation](https://reflex.richardmeredith.net/documentation) for more details on how to customise command names and provide support for your own custom types.

```
using ReflexCLI.Attributes;
namespace CommandTest
{
    class TestCommandLibrary
    {
        [ConsoleCommand]
        private static string Echo(string inString)
        {
            return inString;
        }

        [ConsoleCommand]
        protected static int IntegerField = 32;

        [ConsoleCommand]
        public static bool BooleanProperty
        {
            get { return IntegerField > 0; }
        }
    }
}
```

Contact

For all enquiries, please use reflex@richardmeredith.net.