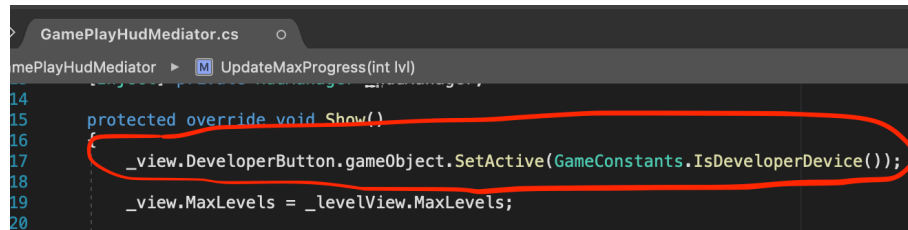
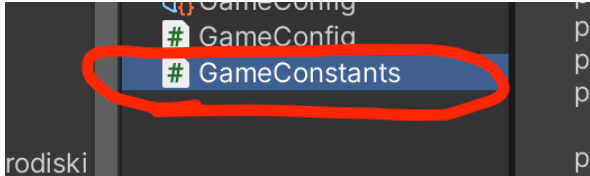


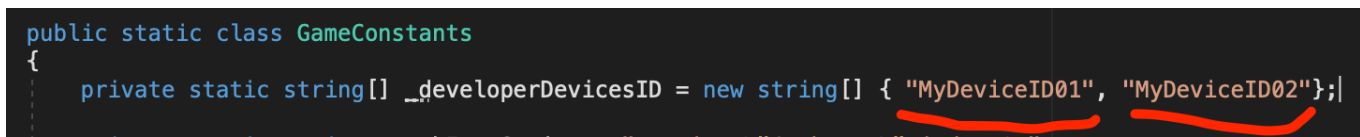
1. DeveloperHud button and its visibility logic.



2. Find and Open GameConstants script.



3. Fill in _devepolerDevicesID list. Example if you have two devices:



4. Save GameConstants script.

5. Once you'll be running the game on the one of those devices, DeveloperHud will be availbale.

P.S. Please Google how to find device ID for either iOS/Android/Mac/Windows etc.