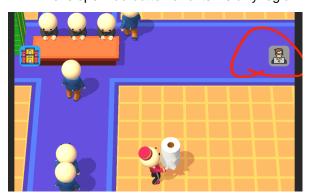
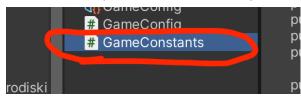
1. DeveloperHud button and its visibilty logic.





2. Find and Open GameConstants script.



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

```
public static class GameConstants
{
    private static string[] __developerDevicesID = new string[] { "MyDeviceID01", "MyDeviceID02"};|
```

- 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.