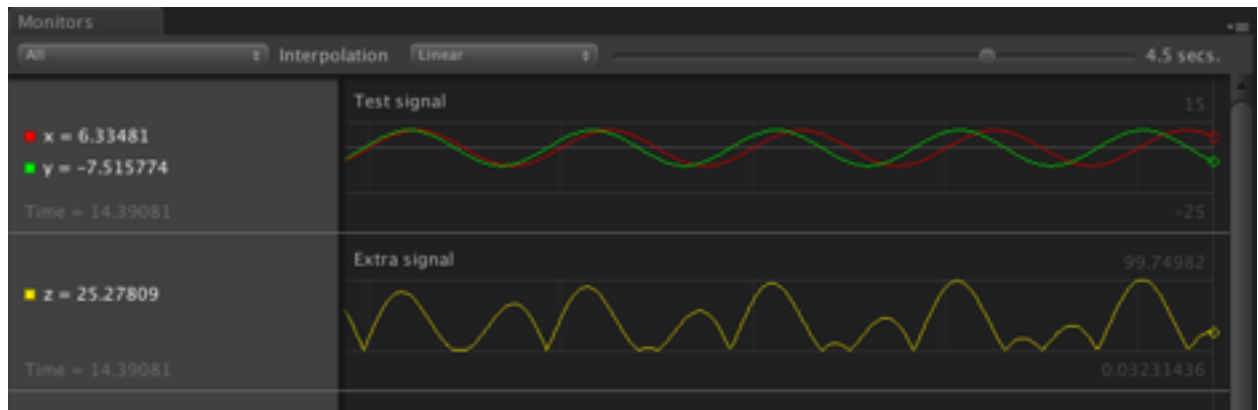


Monitor Components v. 1.01

This editor extension lets you connect a monitor to any part of your game. This is very useful when you are debugging code or tweaking gameplay.

Monitors view

Open monitors view by clicking Monitors in the Window main menu. Sampled graphs are only visible in play or pause mode.



Controls in the top bar lets you filter by game object, select how sample points are connected (interpolation) and change the size of the time window (0.1 — 20 sec). Select individual monitor inputs by clicking on them in the legend. Measure time intervals by clicking and dragging inside the graph region.

Components

Here is a list of the different monitor components.

| | |
|---------------------------|--|
| MonitorComponent | Attach to any game object and monitor public and private fields of a component. |
| MonitorTransform | Attach to any game object to monitor <i>position</i> , <i>rotation</i> and <i>scale</i> of its Transform component. |
| MonitorRigidbody | Attach to a Rigidbody component to monitor <i>position</i> , <i>rotation</i> , <i>velocity</i> and <i>angular velocity</i> . |
| MonitorRigidbody2D | Attach to a Rigidbody2D component to monitor <i>position</i> , <i>rotation</i> , <i>velocity</i> and <i>angular velocity</i> . |
| MonitorAudioSource | Attach to a AudioSource and monitor <i>volume</i> , <i>pitch</i> and <i>isPlaying</i> . |
| MonitorDebugLog | Attach to monitor Debug.Log messages over time. |

Support

If you have any questions or suggestions for future features please send me an email at peter@bipbipspl.dk.