dezgo™ Assets

Panic Button
Editor extension for Unity

DOCUMENTATION
(revision : 09 Nov 2015)

Up-to-date version of this document : http://dezgo.com/assets/panic-button/doc
Support contact : asset-support@dezgo.com
Forum : http://forum.unity3d.com/threads/released-panic-button-stop-infinite-loops-in-1-second.350666/

If you enjoy Panic Button, please consider leaving a review on the Asset Store ☺
Thank you !

This extension will prevent bugs in your scripts from hanging the whole Unity editor.

This can happen if for example during development you write by mistake an infinite loop, or a script that takes an unusually high amount of time to complete.
In this case, the Unity editor is unable to respond and you cannot just push the « stop » button.

Fortunately, when Panic Button is installed, all you have to do is to press the « panic hotkey » (Shift+Escape by default) to abort the faulty script and pause the game instantly.

Table of Contents

How to install ?

Just import the package from the Asset Store, that's all.

If you have editor scripts that are already loaded, they will be protected at the next Unity compilation (after you make a change to one of the scripts or if you hit the Play mode).

Optionnally, you may want to change the default settings by going to the menu :
`Edit > Panic Button Settings`

Panic Button is installed in the following directory (you can relocate it if you want) :
Assets/Editor/PanicButton

How to use ?

A script is hanging and the editor is stuck ?
Fine, just press your panic hotkey (Shift+Escape by default) and you're done.
Tip : use the Shift key on the right-hand side, it's easier.

You can also set a watchdog timer to interrupt your game automatically for you if it's stuck for more than a specified period. It's enabled by default to 30 seconds, but you can lower this if you want in the Settings

How to work with DLL files ?

By default, Panic Button is able to abort any script written as C#, JavaScript or Boo source files in your *Assets/* folder.

But if you put your code in a DLL, your file needs to be modified a little bit by Panic Button in order to work.
This process adds a patch to the code that will allow the Panic Button to abort the code within the DLL at any time.

By default, Panic Button will not change any of your assets without your permission, so if you want to protect a DLL, you must add it in the « DLL PROTECTION » section of the Settings.
You can also check the « Protect all DLLs » checkbox if you want to protect all DLLs without manually selecting them.

Few things to keep in mind :
   • You can remove the patch code just by removing the DLL from the Panic Button's list.
     The DLL will be reverted to its original state at the next Unity compilation.

   • When you make a build, the patch code is automatically removed. Then, when the build is done, it's added back in the editor.

   • This only works for DLLs containing managed .NET code.
     It's not intended for native code plugins.

   • If you use Perforce, please ensure that the DLL files are not locked in read-only if they are not checked out.
     For convenience, you can also enable the « Protect even if read-only » option in Settings, and Panic Button will automatically set the files as writable, patch them and set the read-only attribute back.

How to uninstall ?

PLEASE FOLLOW THESE INSTRUCTIONS CAREFULLY

– If you have patched DLLs, first disable DLL protection in the settings, then hit the Play button to force Unity to recompile scripts. This way your DLL files will be unpatched.
– Now close Unity and delete the *Library/ScriptAssemblies* folder to purge Panic Button's work, then delete the *Assets/Editor/PanicButton* folder (or the folder where it is located if you moved it).

You may now restart Unity.

© 2015 Dezgo SAS