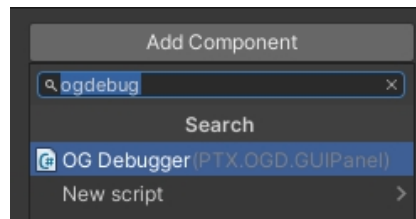


Overview:

OnGUIDebugger is an extension that allows you to easily and conveniently implement debugging functionality using OnGUI.

Create debugging features while viewing the layout.

First, create an empty GameObject by selecting **GameObject -> CreateEmpty**, then add the **OGDebugger** component.



[OGDebugger]

Use Match Scale: Choose whether or not to adapt the layout to the screen size ratio.

Use Fps Display: Choose whether to enable or disable the default FPS display feature.

Boot Type:

Shake: Use the shake feature on the device (shake to display the debug function button).

Editor Input: The input button for the editor when using the shake feature.

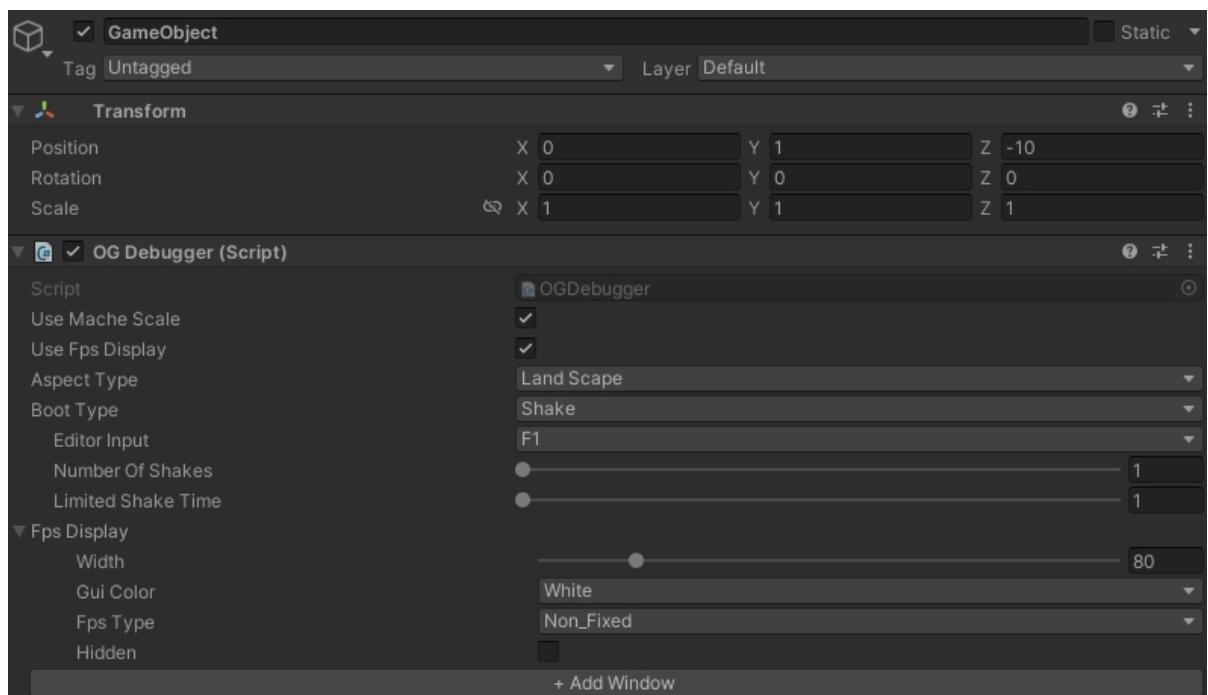
Number Of Shakes: The number of shakes required.

Limited Shake Time: The time duration between the start and end of the shaking.

Button: Always display the debug function button.

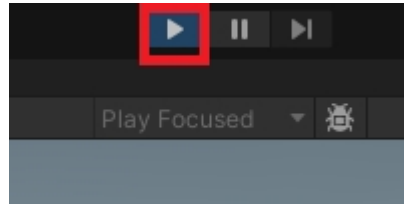
Fps Display: Settings for displaying the FPS feature.

+ Add Window: Button to create a GUI Window.



GUI Window作成

1. To design the layout while viewing it, press the **Play** button before starting the creation process.



2. Press the [+ **Add Window**] button to open the following screen.

ID: The ID for the GUI Window (must be unique).

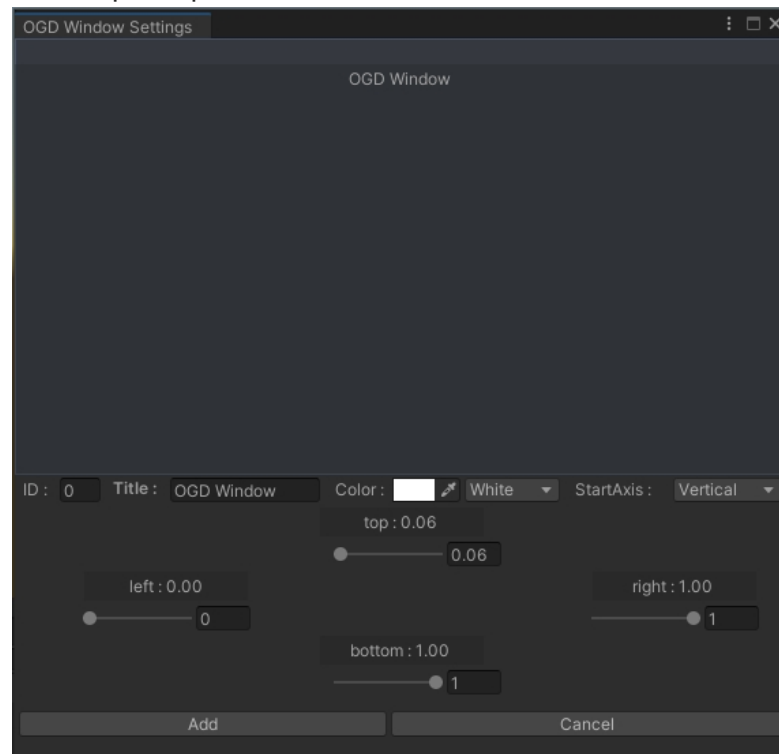
Title: The title of the GUI Window.

Color: The color of the title.

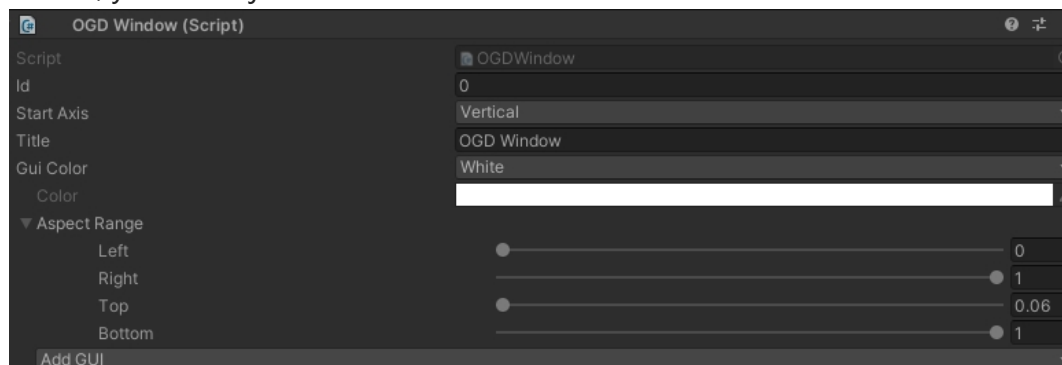
StartAxis: Choose whether to layout elements horizontally or vertically.

Adjust the **top**, **left**, **right**, and **bottom** margins to determine the size of the GUI Window.

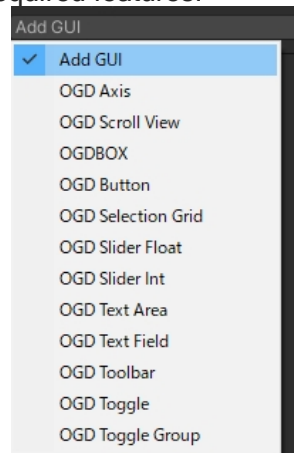
Once the settings are complete, press the **Add** button to create the window.



After creation, you can adjust the size as needed.



Press the AddGUI button to add the required features.



OGD Axis: A layout space for axes can be created, and functions can be added with the [Add GUI] button.

OGD ScrollView: A scroll view space can be created, and functions can be added with the [Add GUI] button.

Creating with Programming

Refer to **Demo2** for examples.

```
using PTX.OGD;
```

```
using PTX.OGD.GUIPanel;
```

```
private OGDBox toolbarOgdBox;
```

```
private OGDToolbar ogdToolbar;
```

```
//Initialization and Creation
```

```
toolbarOgdBox = gameObject.GetBox("ToolBar : ");
```

```
ogdToolbar = gameObject.GetToolbar(new string[] { "toolbar 1", "toolbar 2", "toolbar 3" });
```

```
//Adding Events
```

```
ogdToolbar.AddEventListener(num => { Debug.Log("toolbar :" + num); });
```

```
//Display
```

```
private void OnGUI(){
```

```
    toolbarOgdBox.Show();
```

```
    ogdToolbar.Show();
```

```
}
```