

Device Console

1. Overview

Device Console

- view logs on devices easily

Is this a tool for you?

- Are you looking for a way to view debug logs in games?
- Do you wish to have a powerful debug console to test and debug on devices?

If you have met any of the above issues, Device Console is the tool for you.

Features:

- Provides an **in-game console** to view full Unity console logs on devices.
- **Filter** the logs.
- The logs you care about can be viewed separately.
- **Easy to disable** it from your builds.
- Implemented with **UGUI**.
- Supports all the platforms Unity supports.

2. Quick Start

Don't forget to remove the old version of the plugin before updating. See [How to remove the plugin?](#)

Import the plugin, then read the following instructions.

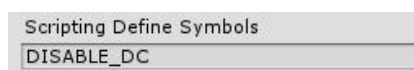
>> [Watch the video](#)

2.1 Setup

Please drag the **DCLoader.prefab** into your first scene. That's all.

(Path of the DCLoader.prefab: Assets\Tiinoo\DeviceConsole\DCLoader.prefab)

If you want to disable Device Console from your builds, you can add a **DISABLE_DC** symbol in "Player Settings -> Scripting Define Symbols". Then there will be no console on devices. As follows:



2.2 How to open the console?

On mobile: Swipe down with two fingers.

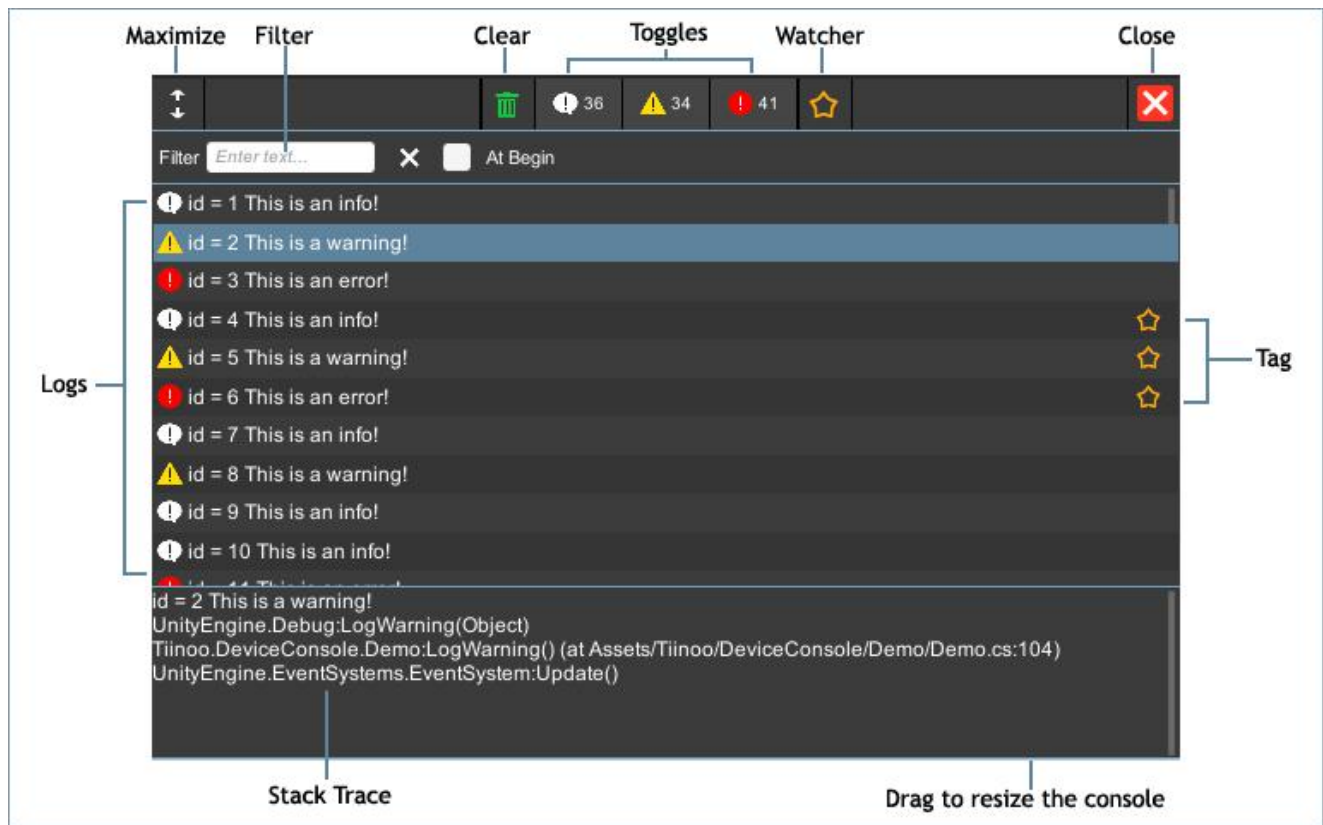
On PC: press the key F1.

Tips:

Above are the default settings, you can change them in the settings window of Device Console.

(Window > Tiinoo > Device Console > Settings)

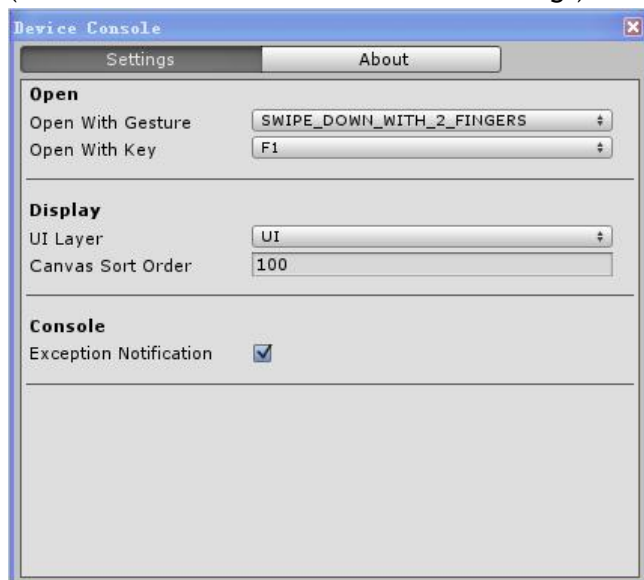
2.3 How to use the console?



2.4 How to configure?

Use the settings window to configure.

(Window > Tiinoo > Device Console > Settings)



Open

Open With Gesture	Select the gesture to open the console on mobile.
Open With Key	Select the key to open the console on PC.

Display

UI Layer	The layer of the Device Console UI.
Canvas Sort Order	The sort order of the Device Console canvas in Overlay render mode. If you can't make the Device Console appear over your UI, which is made with UGUI and uses Overlay render mode too, please set this value to a bigger value.

Console

Exception Notification	Show the console when an exception occurs even if the console is closed.
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2.5 How to view the logs you care about separately?

- (1) Call `DCWatcher.LogXXX()` instead of `Debug.LogXXX()` to output the logs you care about.
- (2) Don't forget to add "`using Tiinoo.DeviceConsole;`" to the scripts which call the `DCWatcher.LogXXX()`.
- (3) Toggle watcher icon in the console to see the logs you care about separately.



2.6 How to remove the plugin?

To remove the plugin (version == 1.0.0)

Delete the folder Assets/DeviceConsole

To remove the plugin (version >= 2.0.0)

Delete the folder Assets/Tiinoo/DeviceConsole

3. Support

If you have any questions, suggestions or feature requests, please send an email to me.

Links:

[Asset Store](#) | [Website](#) | [Unity Forum thread](#)
[Docs](#) | [Youtube](#) | [Online Demo](#)

Email: support@tiinoo.com