

Visual Console

Nestable horizontal console logs

by Christian Ibarra (ChrisGameDev)

Demo guide:

1. Open **Visual Console** by going to the upper menu “Tools > Chris Game Dev > Visual Console”.
2. Open the **demo** scene located at “Chris Game Dev > Visual Console > Demo > DemoScene”. Press **Play** to watch how the logs appear on the Visual Console window.
3. To see how these logs where created: Open “Chris Game Dev > Visual Console > Demo > visualConsoleDemo.cs”.

How to use:

Open the Visual Console by going to the upper menu “Tools > Chris Game Dev > Visual Console”.

1. **Default log:** Any log from Unity's default **Debug.Log()** will appear on Visual Console window.
2. **Normal log:** To create and customize a normal Visual console log, use **VisualDebug.Log()**.
3. **Nesting log:** To create a “nesting” Visual console log, use **VisualDebug.NestingLog(id)** and pass it an identifier which you will later use to close the scope of the nesting log.
4. **End Nesting log:** To close or end a “nesting” Visual console log, use **VisualDebug.NestingLogEnd(id)** and pass it the identifier of an active nesting log you want to close.
5. **Presets:** to quickly create visual logs, you can use **VisualDebug.LogPreset(id, message)** and **VisualDebug.NestingLogPreset(id, message, presetName)**.
6. **Colors and presets:** the **VisualConsole scriptable object** (located in the “Visual Console” folder) contains all colors and presets used, you can load its default values in its context menu (3 dots at the top of the inspector).
7. **Add “VisualConsole Loader” prefab to the scene hierarchy:** to make sure the main scriptable object loads correctly to avoid errors. (Prefab located in the “Visual Console” folder).
 1. You can then also increase priority of “**VisualConsole_loader**” in “**Projects settings > Script execution order**”.

Hide nested logs:

Double click a nesting log to hide its nested logs. Double click it again to show them.

Log Colors:

You can use all the colors included in Unity's USS, here:

<https://docs.unity3d.com/6000.0/Documentation/Manual/UIE-uss-color-keywords.html>

Customization:

You can add colors and presets through the inspector of the “*VisualConsole Scriptable Object*”

located in “Chris Game Dev > Visual Console”.

1. To add new presets, you can edit the logPreset list.
2. To add new colors, you can edit the color_data list.

Tips:

1. In Unity's default console menu, use “Strip logging callstack”, for a more abbreviated list of logs.
2. You can customize the default log style by editing the USS class “.LogButton” located in “Chris Game Dev > Visual Console > uss > consoleStyles.uss”

Known issues:

1. About delayed visual logs:

1. When an exception error occurs, Unity's default console will display logs up to that exception, but since Unity's Editor UI frame updates are interrupted when an error happens, Visual Console will not display the latest logs since it cannot update its UI layout. To display the latest Visual Console logs just Un-Pause the editor.
2. For that reason this Visual Console does not replace Unity's default console, but instead is a companion.