

Sonagi Debug Watcher Console v1.4

Debug Watcher Console Tool can quickly debug the errors that occur is a tool that will help.

During gameplay you can see the log screen in real time. (Development Build mode)

During game play you do not have to worry about performance because the log data is (Not Development Build mode)

Features:

- Display Execute Time Stamp
- Optional Clear on Play
- Select Log Group
- Search Log Data
- Select Log Type (Info, Warning, Error)
- Log Watcher
- Development Build mode Log Play
- Command Run

1. Getting Started

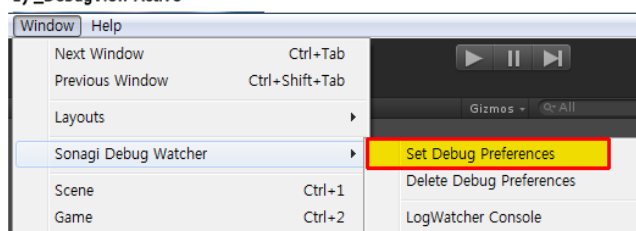
1) _DebugView Active

- Select the "Debug" menu in the toolbar at the top.
- Select "Sonagi Debug Watcher / Set Debug Preferences"

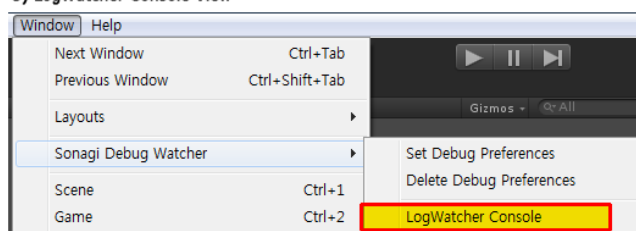
2) Log Watcher window Active

- Select the "Window" menu in the toolbar at the top.
- Select the "Sonagi Debug Watcher / Log Watcher Console"

1) _DebugView Active



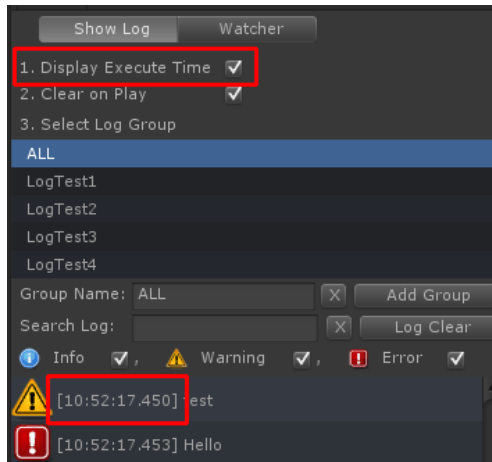
3) LogWatcher Console View



2. LogWatcher Window

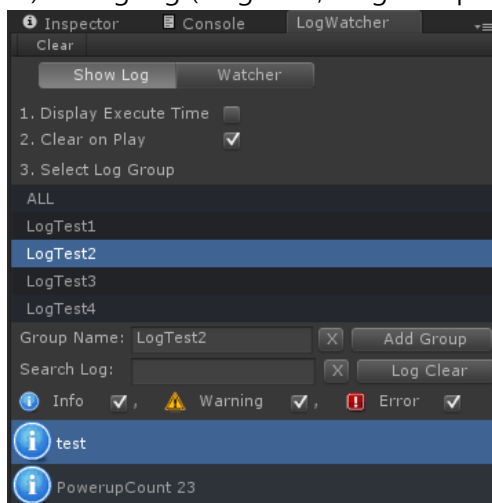
1) Show Log TAB

- Display Execute Time

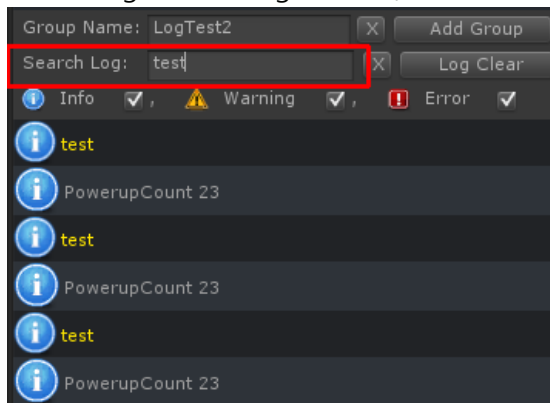


- Clear on Play : When **Clear on play** is enabled, all messages will be removed from the Console every time you go into Play mode.
- Select Log Group : When you select a log group in groups you can see the log information.

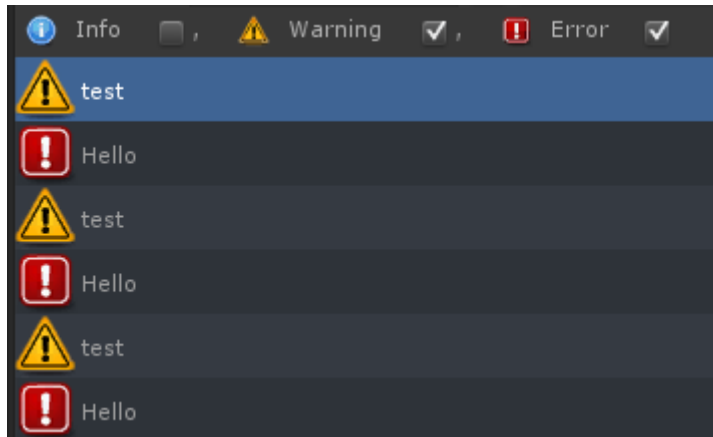
ex) Debug.Log ("LogData", "Log Group Name")



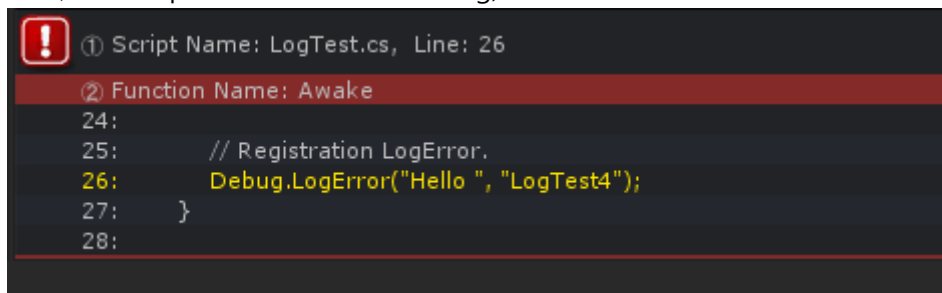
- Search Log : Search log data. ex) test



- Log View Window : Info, Warning, Error log data shows.



- Log Detail Window : Log shows the details. (Script Name, Function Name, Log Output Data, The script Line that called the Log)



2) Watcher TAB

- Debug.Watcher ("WatcherName", "Watcher Data") Watcher Data at the shows.
- Mouse over tooltip appears.

Show Log Watcher

1. Debug.Watcher () function call to show the value of one variable.
You easily can see the change in the value of the variable.

2. The variable name

3. The value of the variable

4. This button does not call list, can be turned off.

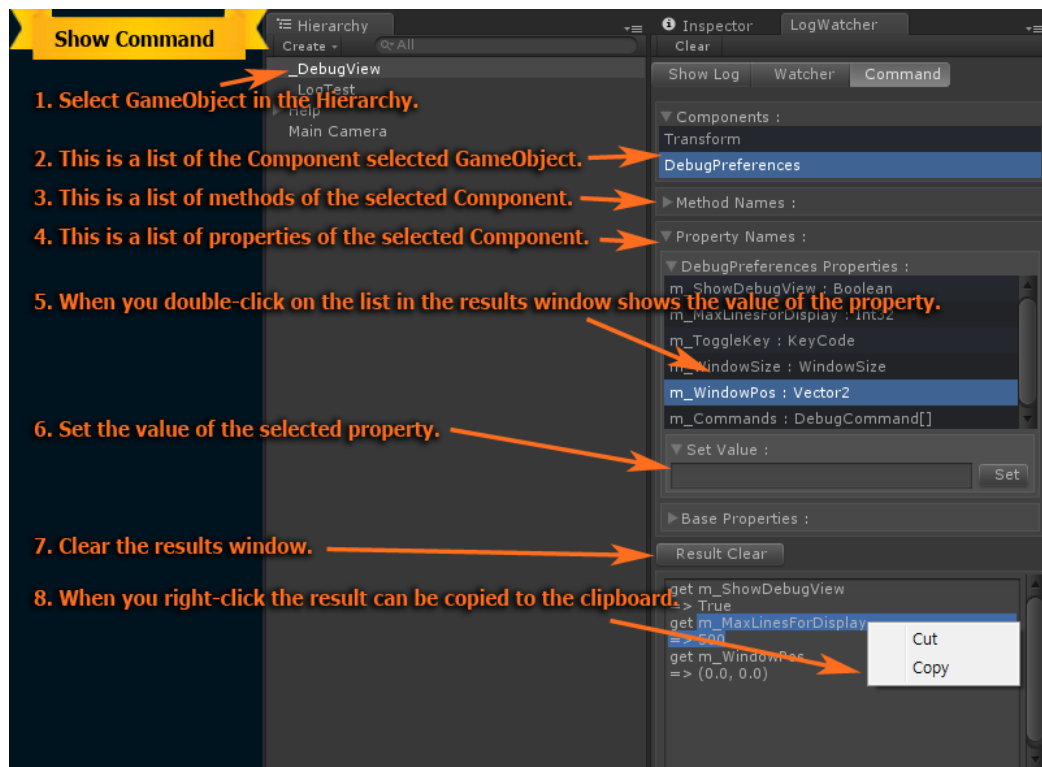
Inspector LogWatcher

Clear

Show Log Watcher Command

| Name | Value | |
|-----------------|-----------------|---|
| m_LineNum | 1 | X |
| m_State | hPlayScreen | X |
| m_MoviePlaying | False | X |
| m_AudioObject | [snd]Caption 02 | X |
| AudioPlaying | False | X |
| AudioPaused | True | X |
| m_MusicDuration | 83.774 | X |
| AudioTime | 3.08 | X |

3) Command TAB

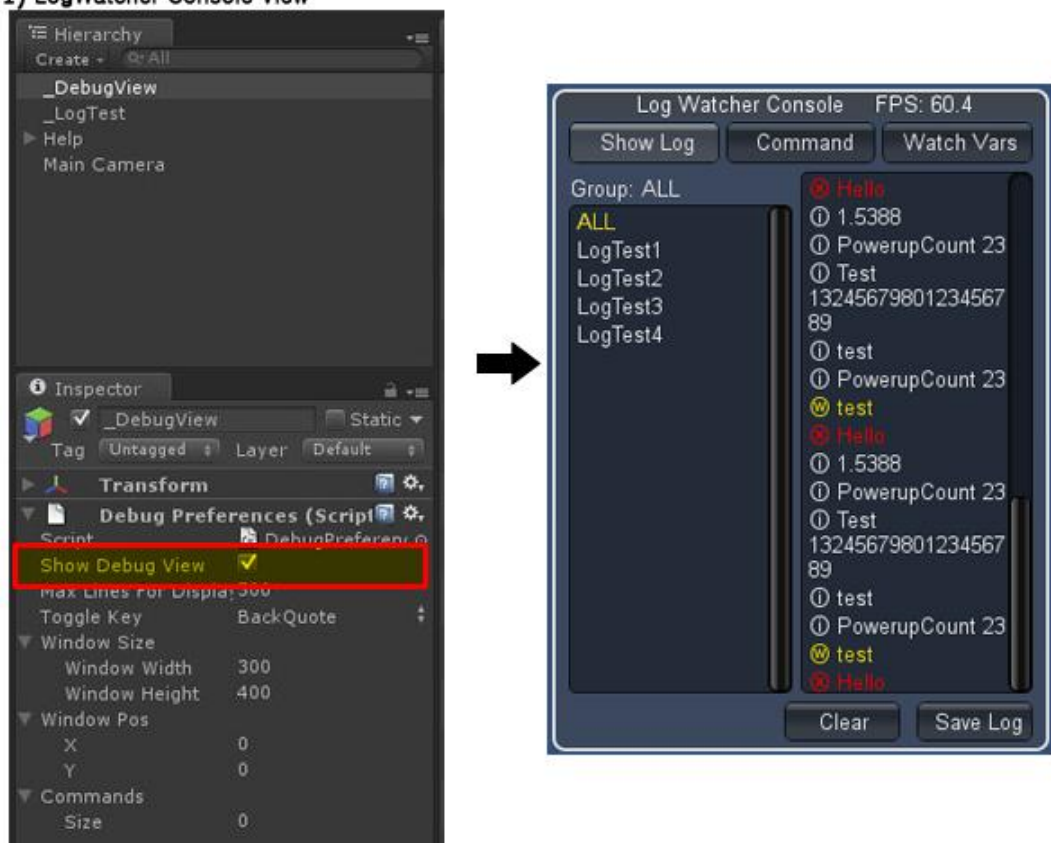


3. _DebugView GameObject

1) Log Watcher Console View

- Show Debug View :

1) LogWatcher Console View

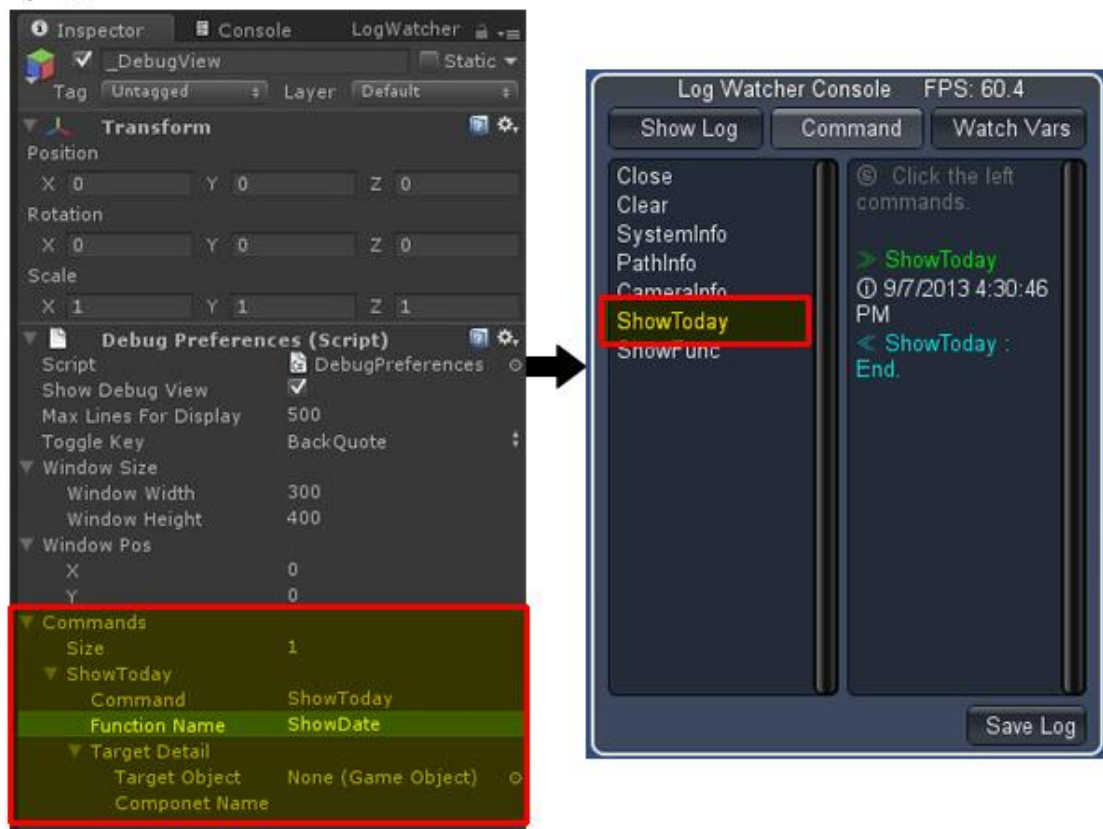


- Max Lines For Display : Indicate the maximum number of lines in the console window is limited.
- Toggle Key : When you press the toggle key, Log Watcher Console window disappears at the Editor mode. And re-appears when you press a toggle key.
- Window Size : Sets the size of the Log Watcher Console.
- Window Pos : Log Watcher Console to set the location of the show.

2) Log Watcher Console Command View

- Command : Is the name of the command.
- Function Name : Is the name of the function in the GameObject Hierarchy
- Target Detail : Hierarchy is the path to the details of the components.

1) LogWatcher Console Command View



4. Functions

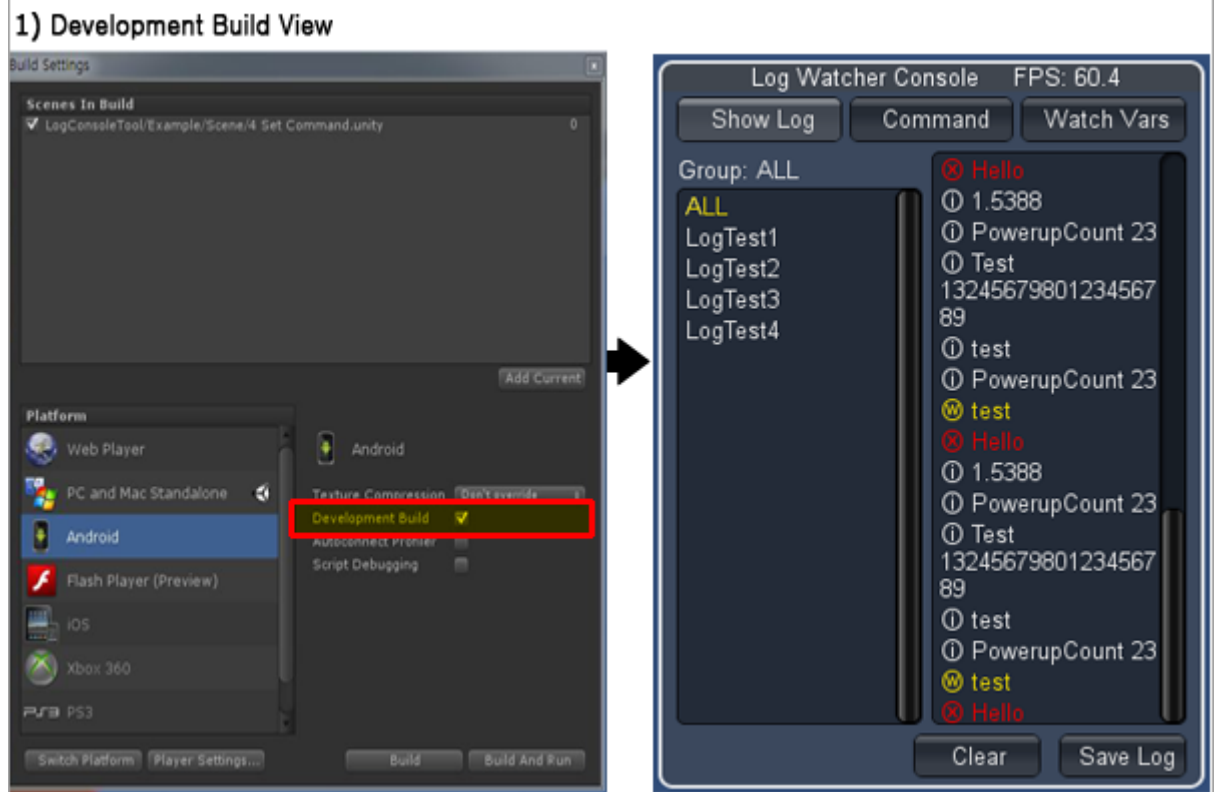
- 1) Debug.Log(object message)
: show Info log.
ex) Debug.Log("Log Data");
- 2) Debug.Log(object message, string messagegroup)
: Info log and the log shows a group.
ex) Debug.Log("Log Data", "Group Name");

- 3) `Debug.LogError(object message)`
: show Error log.
ex) `Debug.LogError("Log Data");`
- 4) `Debug.LogError(object message, string messagegroup)`
: Error log and the log shows a group.
ex) `Debug.LogError("Log Data", "Group Name");`
- 5) `Debug.LogWarning(object message)`
: show Warning log.
ex) `Debug.LogWarning("Log Data");`
- 6) `Debug.LogWarning(object message, string messagegroup)`
: Warning log and the log shows a group.
ex) `Debug.LogWarning("Log Data", "Group Name");`
- 7) `Debug.LogCommand(object message)`
: Command tab shows the logs.
ex) `Debug.LogCommand("Log Data");`
- 8) `Debug.Watcher(string watchername, object watchervalue)`
: Watch Vars tab shows the logs.
ex) `Debug.Watcher ("Wathcer Name", "Watcher Value");`
- 9) `Debug.WatcherClear()`
: Watch Vars tab Clear the logs;

5. Development Build

1) Development Build property is true

: During gameplay you can see the log screen in real time



6. Support

Questions about the program, please contact us. freeglass@naver.com