

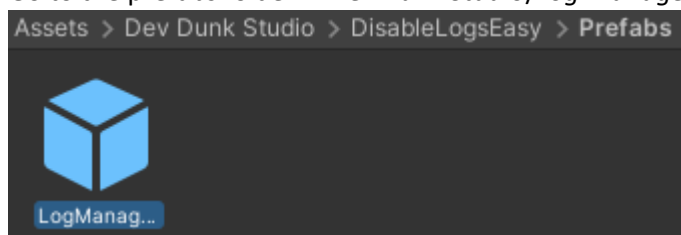
Log Manager Pro

Dev Dunk Studio Assets

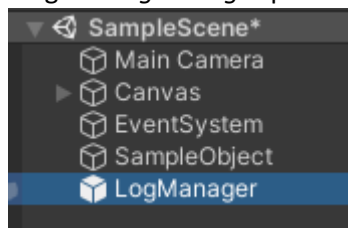
How to use:

Method 1 (prefab):

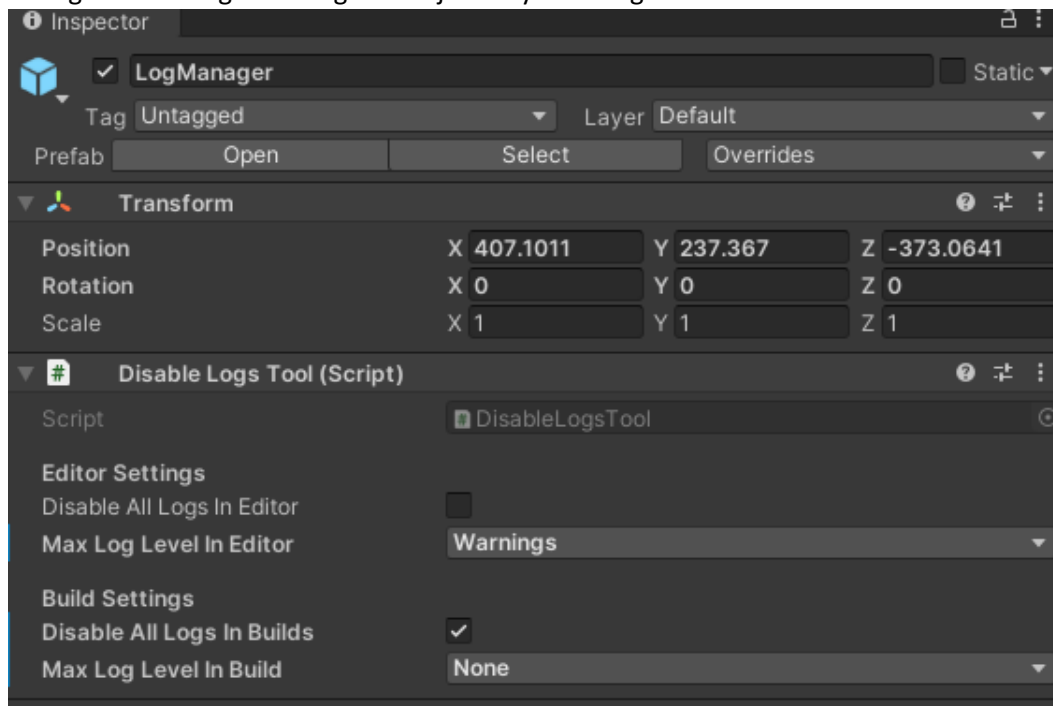
- Open the scene of your game which starts first
- Go to the prefabs folder *in Dev Dunk Studio/Log Manager Pro*



- Drag the *LogManager* prefab into your scene



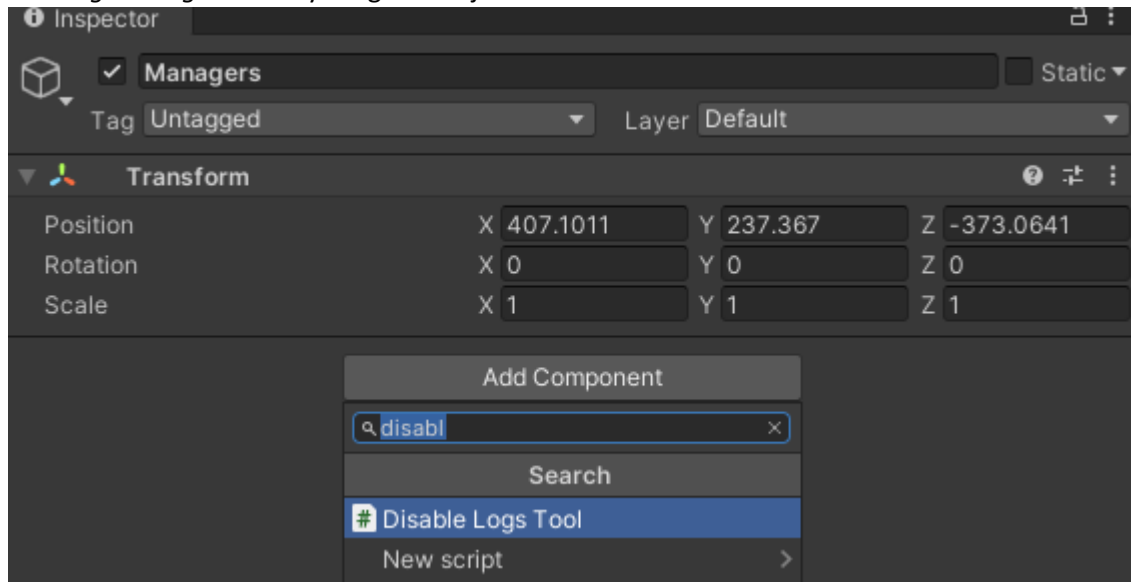
- Change the settings on the game object to your liking



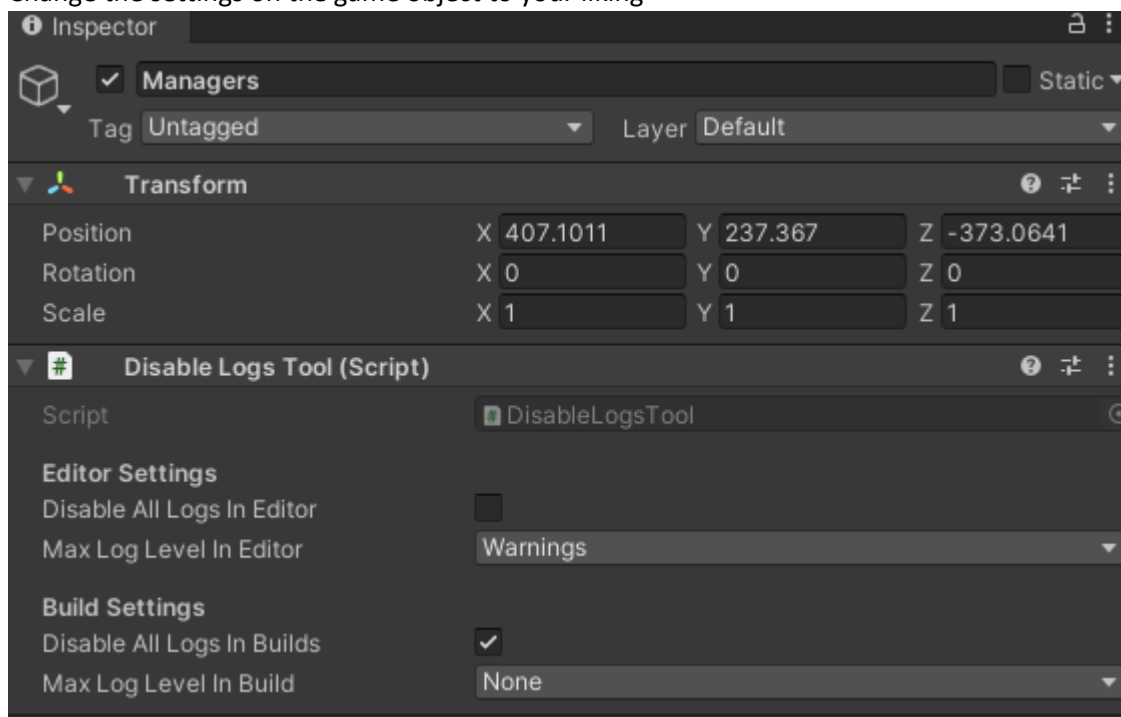
- It works

Method 2 (add component manually):

- Open the scene of your game which starts first
- Click on any game object in your scene which is active when the game starts (recommended to not use any prefabs)
- Add *Log Manager Pro* to your game object



- Change the settings on the game object to your liking



- It works

How to change settings using code (does not save settings after stopping):

- Add `using LogsTools;` to the top of your script
- `LogManagerPro.ToggleLogs(bool);` to enable or disable logging
- `LogManagerPro.ChangeMaxLogType(WhatToLog);` to change the max allowed logs
- `LogManagerPro.EnableALLLogs();` to enable all logs
- `LogManagerPro.EnableALLLogs(true);` to enable all logs, only in builds
- `LogManagerPro.EnableALLLogs(WhatToLog);` to enable logs until the specified type
- `LogManagerPro.DisableALLLogs();` to disable all logs
- `LogManagerPro.DisableALLLogs(true);` to disable all logs, only in builds

WhatToLog explained:

```
23 references
public enum WhatToLog
{
    AllLogs,
    Assert,
    Warnings,
    Errors,
    Exception,
    None
}
```

WhatToLog is an enumerator containing all log types in order. If you select 1 value, that type of log and those below it will still log (if logging is enabled).

Example:

If you select warning, regular logs will not get logged, while warnings, errors and exceptions still pop up!