**Log Manager Pro**

[**Dev Dunk Studio Assets**](https://assetstore.unity.com/publishers/57030?aid=1100ljSxt)

**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*Text

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* Drag the *LogManager* prefab into your scene  
   Text

  Description automatically generated
* Change the settings on the game object to your liking A screenshot of a computer

  Description automatically generated with medium confidence
* 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 Graphical user interface, application

  Description automatically generated
* Change the settings on the game object to your liking

Graphical user interface, application

Description automatically generated

* 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:**

Text

Description automatically generated  
  
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!