

EasyDebug & Cheats

How many times did you developed your game and wanted to check a function and had to check Input key to do it? From time to time you even forget that they are there and accidentally activate them during build? Did you ever wanted to execute a function (even private) in runtime and had to restart to do it?

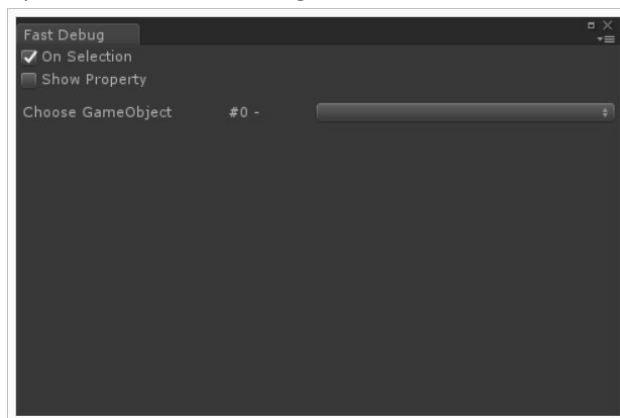
Using this system it works in editor only on default and no need to change your code for it. You can even do it during play mode on private properties as well as functions!!!! Simply open the Fast Debug window

It is also possible to use this system for cheats. Simply define the key combination for it and it will check for them in real-time. Either simultaneous keys or sequential or both (see more info for further explanation).

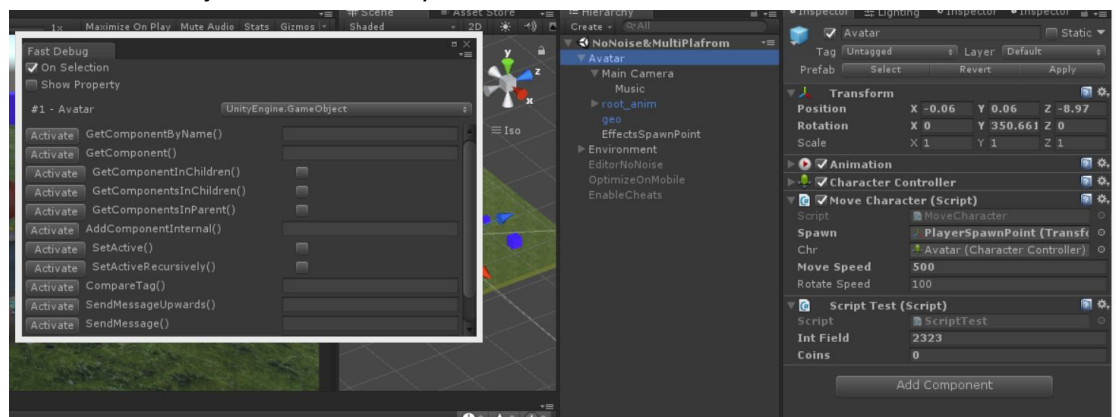
If you want a free trial please contact me through <https://abnormalcreativity.wixsite.com/home>

Editor debug:

1. Open Tools -> Fast Debug



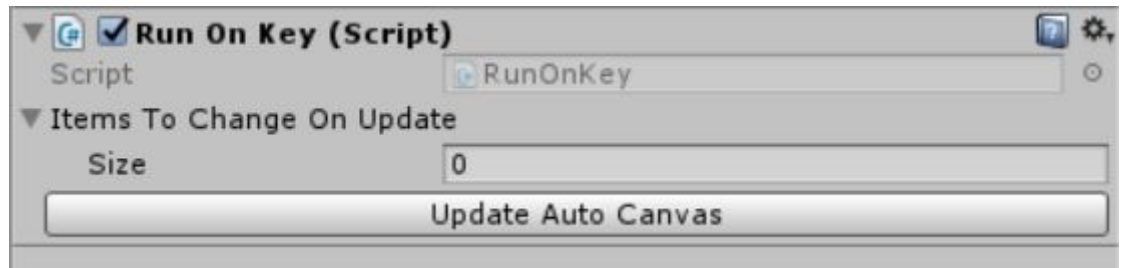
2. Choose GameObject from hierarchy



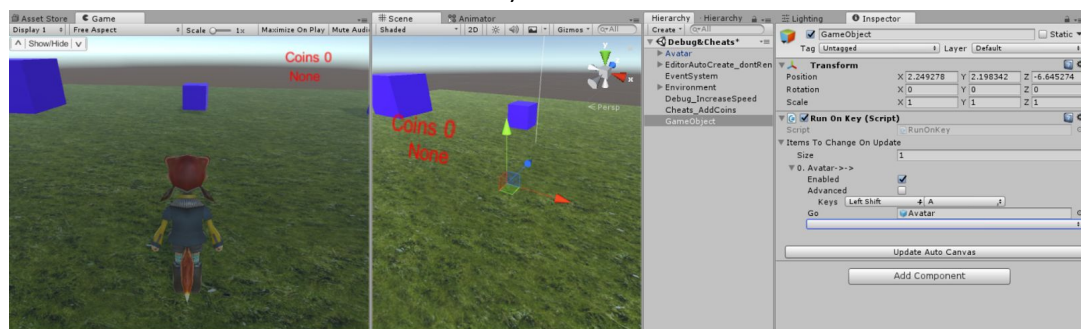
3. You can now choose the script inside and call functions / modify fields by pressing "Activate"

Instructions:

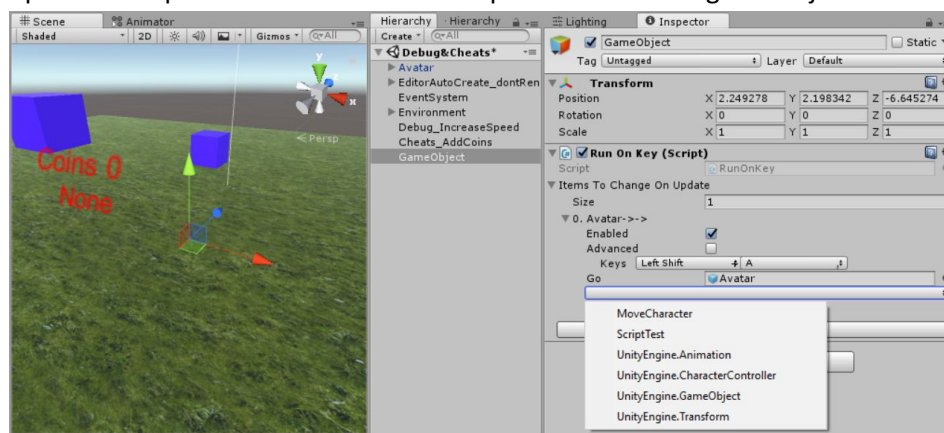
1. Create GameObject and add the RunOnKey script to it



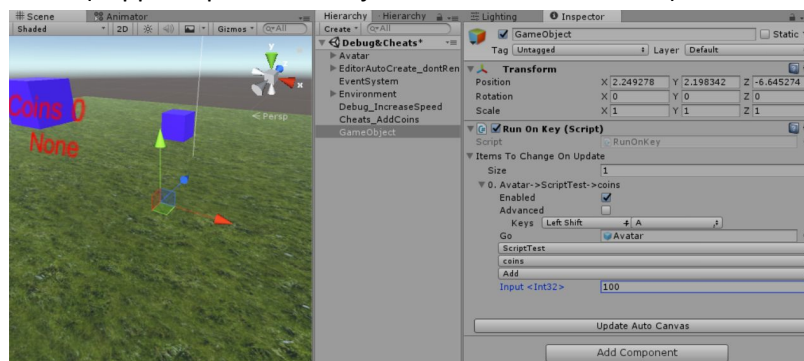
2. Set size to 1 and open element 0
3. Choose your GameObject that you want it to affect (Prefab are also an option they need to be under resources to run in build)



4. Open the dropdown list and choose component inside the game object.



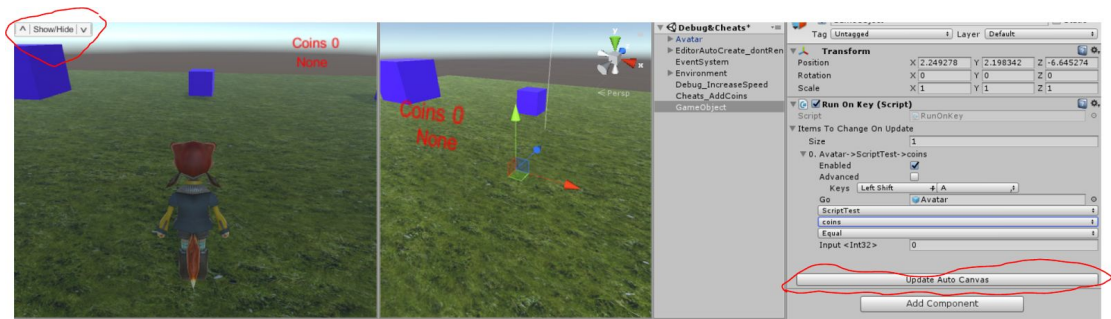
5. Open the next dropdown list and choose the property/field/function that you want to call (Supports primitives objects and Vector3 for now)



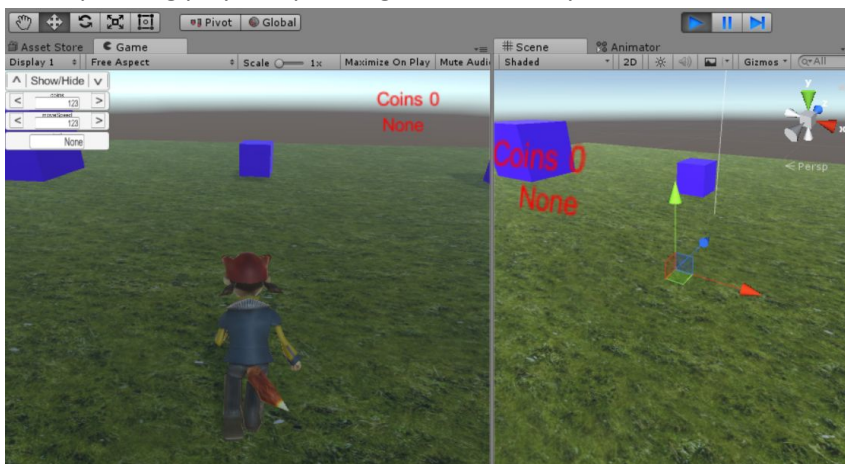
6. You can choose the default combinations of keys as you wish in the simple mode where the keys are combination (In this example, Pressing left shift with 'a' will add 100 coins)
7. That's it! Just run it and press those button and you will see them working.

Setup automatic canvas from list (for mobile development:

Press "Update Auto Canvas" will create a canvas with drop down menu



When pressing play and pressing on the menu, you will see the list:



You will need to update the menu each time you change the list

More info:

1. The scene is setup with cheats for LeftShift+1, LeftShift+2, LeftShift+3. You can try them. See '**Debug_IncreaseSpeed**' and '**Cheats_AddCoins**' for example
2. You can set/add/subtract/multiply/divide values on key (Boolean operations supports equal which will set the value but for every other operation it will flip)
3. The advanced option allows you to enter keys with keycode combination of your choosing and choosing if this is sequential or combination. For example:
 "abcd" – I check that 'a' KeyDown event was active and then 'b' and then 'c' and then 'd'
 "a+b" – Tests that 'a' is pressed and activates the moment 'b' was down

4. You can choose to enable or disable them from script by changing `disable` field
5. The time of execution event is more costly than other simple scripts so use it wisely.
6. You can set from code the time to activate them by generating them in the `itemsToChangeOnUpdate` list.