

# FuncAnalyzer

A method analyzer for Unity 3D. **Easy** to use and **Not invade** the source code.

## How to use

### Step 1

Import FuncAnalyzer package, purchase from [Asset Store](#).

### Step 2

Add `[Analyze]` attribute to the method you want to analyze:

```
[Analyze]
private int AnalyzeSampleFunction(string msg, int level)
{
    int i = 8;
    return i;
}
```

Now, run your game and the console will print analysis logs for the method.

## Analyze Property

There are some useful properties for `Analyze` attribute:

Name	Type	Default value	Description
AnalyzingFlags	<a href="#">Flags</a>	<code>Flags.Default</code>	Analyze flags, let FuncAnalyzer know which kind of analysis code you want to inject.
Enable	<code>bool</code>	<code>true</code>	Enable or disable analyze for this method.

Use `Enable` disable method analysis:

```
[Analyze(Enable = false)]
private int AnalyzeSampleFunction(string msg, int level)
{
    int i = 8;
    return i;
}
```

If disabled, this method will not print logs.

## Analyze Flags

The `co.lujun.funcanalyzer.Flags` enum provides some analysis indicators:

Name	Description
Args	The method input parameters.
Ret	The method return value.
Time	Method execution time.
Memory	Memory information during method execution.
Default	This will provide the above four types of analysis.

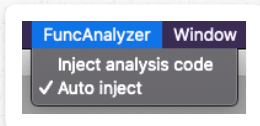
Use `|` to indicate that some need to be analyzed at the same time, for example:

```
[Analyze(AnalyzingFlags = Flags.Args | Flags.Time)]
private void AnalyzeSampleFunction(string msg, double price)
{
    int i = 8;
}
```

The above code indicates that the method input parameters and execution time need to be analyzed at the same time.

## Menu Tool

After successfully importing this package, the Unity menu bar will have a 'FuncAnalyzer' menu:



Use the menu tool, you can do something like below:

Menu item	Description
Inject analysis code	Inject analysis code manually.
Auto Inject	Enable or disable automatic injecting. Once enabled, FuncAnalyzer will automatically inject analysis code after reload scripts(Default enable).

## Change logs

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### 1.0.0(2020-03-06)

- First release

## About

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If you have any questions, contact me: [lujun.byte@gmail.com](mailto:lujun.byte@gmail.com).

## License

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