UE4的LOG使用

无标签临时Log：

UE\_LOG(LogTemp, Log, TEXT("Your message"));

UE\_LOG(LogTemp, Warning, TEXT("Your message"));

UE\_LOG(LogTemp, Error, TEXT("Your message"));

UE\_CLOG(Condition,LogTemp, Log, TEXT("Your message"));

有标签Log：

先设置标签：

,h文件里：

DECLARE\_LOG\_CATEGORY\_EXTERN(LogName, Log, All);

.cpp文件里：

DEFINE\_LOG\_CATEGORY(LogName);

使用有标签Log：和无标签Log一样，把LogTemp换成LogName

注意FString与Int、Float：

FString Str = TEXT(“ydc”);

UE\_LOG(LogTemp,Log,TEXT("String is %s"), \*Str );

int i = 5;

UE\_LOG(LogTemp,Log,TEXT("Number is %d"), i );

float num = 0.5;

UE\_LOG(LogTemp,Log,TEXT("Number is %f"), num );