

Miscellaneous HowTos

How to write text into console [Edit](#)

Urho implements its own functions for writing text (logging) into console. If you want to use them, first you need to include Log.h

```
#include "Urho3D/IO/Log.h"
```

Writing info messages:

```
LOGINFO(text);
```

Writing debug messages:

```
LOGDEBUG(text);
```

Writing error messages:

```
LOGERROR(text);
```

Creating and using your own subsystems [Edit](#)

If you have a class inherited from Urho's Object class, you can create a subsystem out of it. The subsystems are helpful, for example, when you want to make a class instance available to every other class inheriting from Object. In this HowTo I will create a subsystem of a class called Settings.

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First things to note in subsystem creation (this text is copied from the [Urho documentation](#)):

Any Object can be registered to the Context as a subsystem, by using the function RegisterSubsystem(). They can then be accessed by any other Object inside the same context by calling GetSubsystem(). Only one instance of each object type can exist as a subsystem.

So, we can create our own subsystem in just a few steps:

1. Create an instance of your desired class inheriting from Object. I'm using a class called Settings:

```
Settings* gs = new Settings(context_);
```

2. Register it to the Context:

```
context_->RegisterSubsystem(gs);
```

So now we have created our own subsystem. We can now use it from any Object class we want by using GetSubsystem<NameOfSubsystem>()

```
Settings* settings = context_->GetSubsystem<Settings>();
```

How To Enable Post Process Effects [Edit](#)

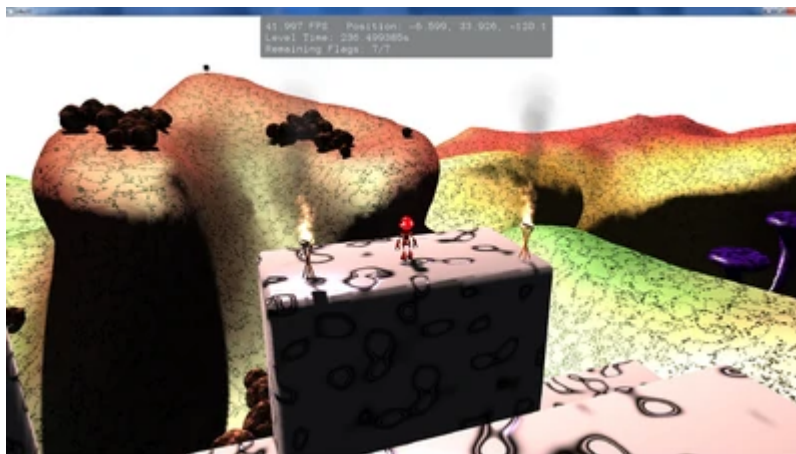
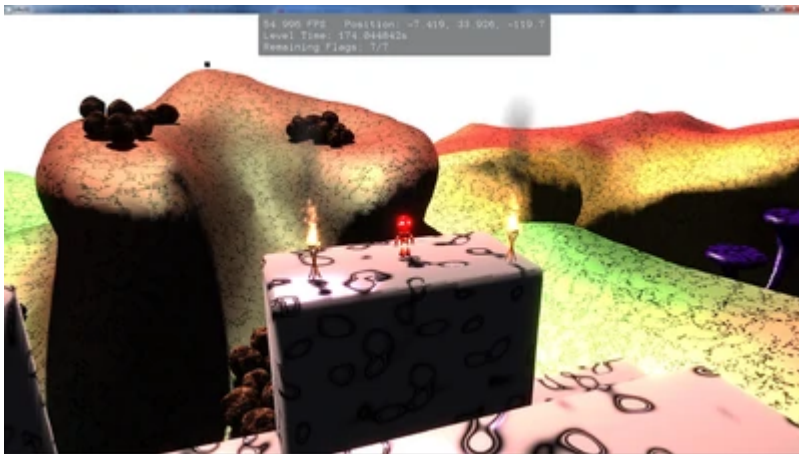
Urho comes with several post process effects (screen effects). Some are listed here: <http://urho3d.prophpbbs.com/topic55.html>

You can enable them like this:

```
RenderPath* effectRenderPath=viewport->GetRenderPath();  
effectRenderPath->Append(cache->GetResource<XMLFile>("PostProcess/AutoExposure.xml"));  
effectRenderPath->Append(cache->GetResource<XMLFile>("PostProcess/BloomHDR.xml"));  
effectRenderPath->Append(cache->GetResource<XMLFile>("PostProcess/FXAA2.xml"));
```

The linked forum post uses the Clone() function, that crashed when I use it and just appending the effect to the current RenderPath works too.

The difference between the three effects being appended and not: (I configured the effects to be stronger as per default in their .xml so they may be different if you try it.)



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