

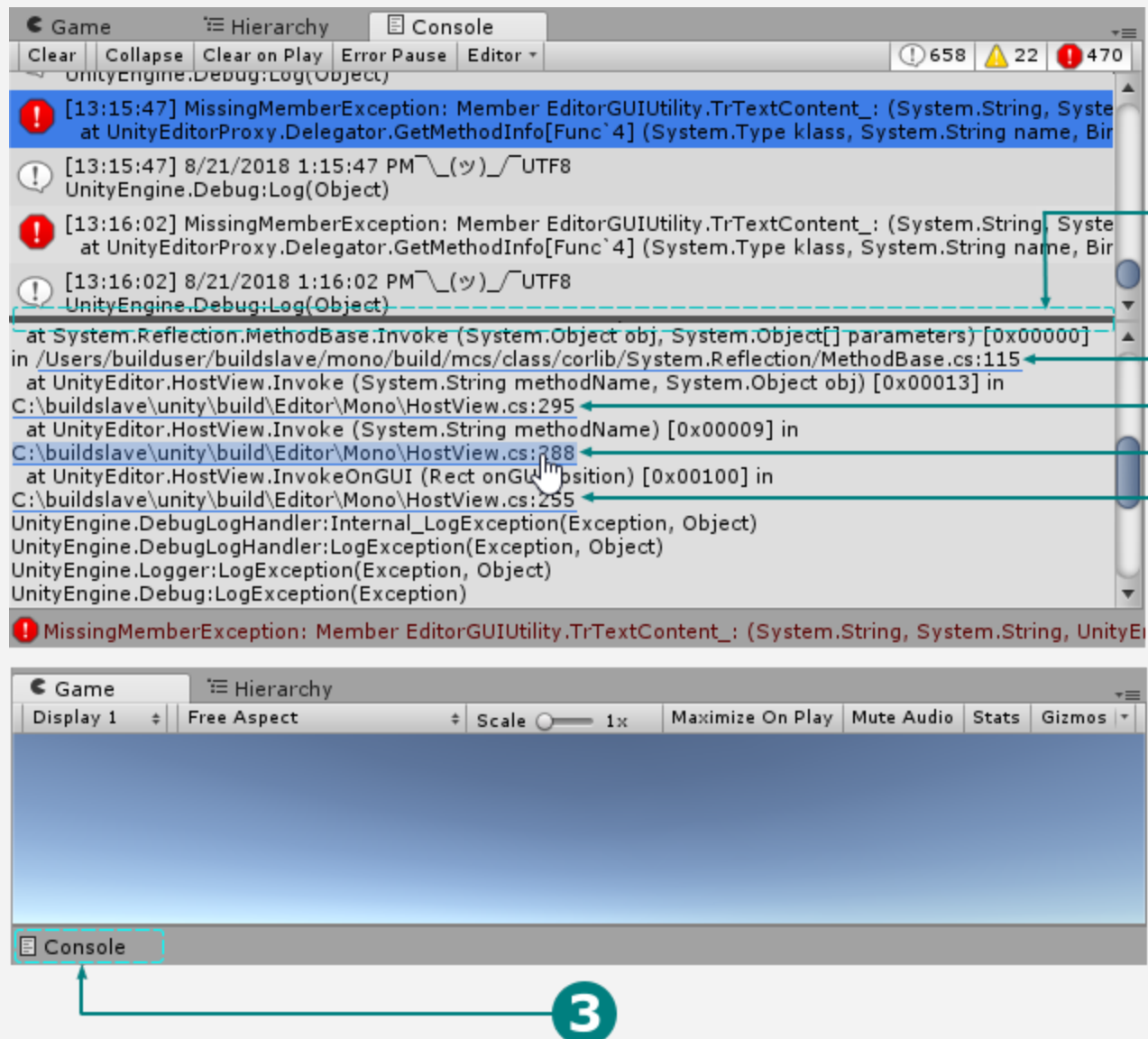
# ConsoleXL™ User Manual

Unity Editor plugin ver. 1.2

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## System Overview



1. Links to source code.
2. Autoscroll (tail) indicator.
3. Button to open (set focus to) the console.

Log entries in the Unity console window are just plain text; ConsoleXL parses them and converts plain text to links, allowing you to navigate to the corresponding line in source code.

# Features

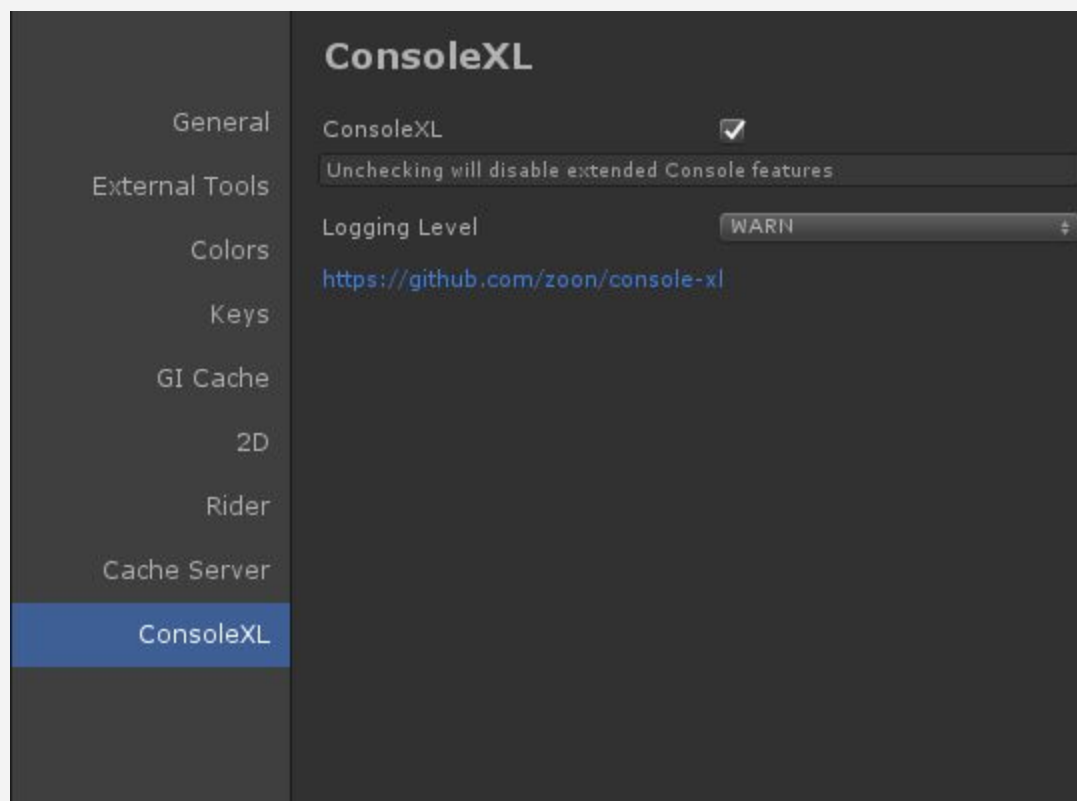
- Links. ConsoleXL adds links to the source files mentioned in the log entries.
- Button to open the console window. The button appears on the status bar when the console is cleared.
- Autoscroll indicator. The default Unity console behavior suggests that when you select a log entry, this automatically disables the autoscroll function; and, in some cases, it is not easy to notice if autoscroll is on or off. ConsoleXL offers an indicator to provide a distinct visual cue for the autoscroll state.
- Autoscroll/selected switch. ConsoleXL offers a suitable shortcut that allows to switch between autoscroll (tail) and selected entry (**Ctrl+Space** by default).

## Getting started

The plugin is automatically enabled upon installation. No setup is required—the plugin just works, organically expanding your user experience with the default Unity console window.

## Preferences

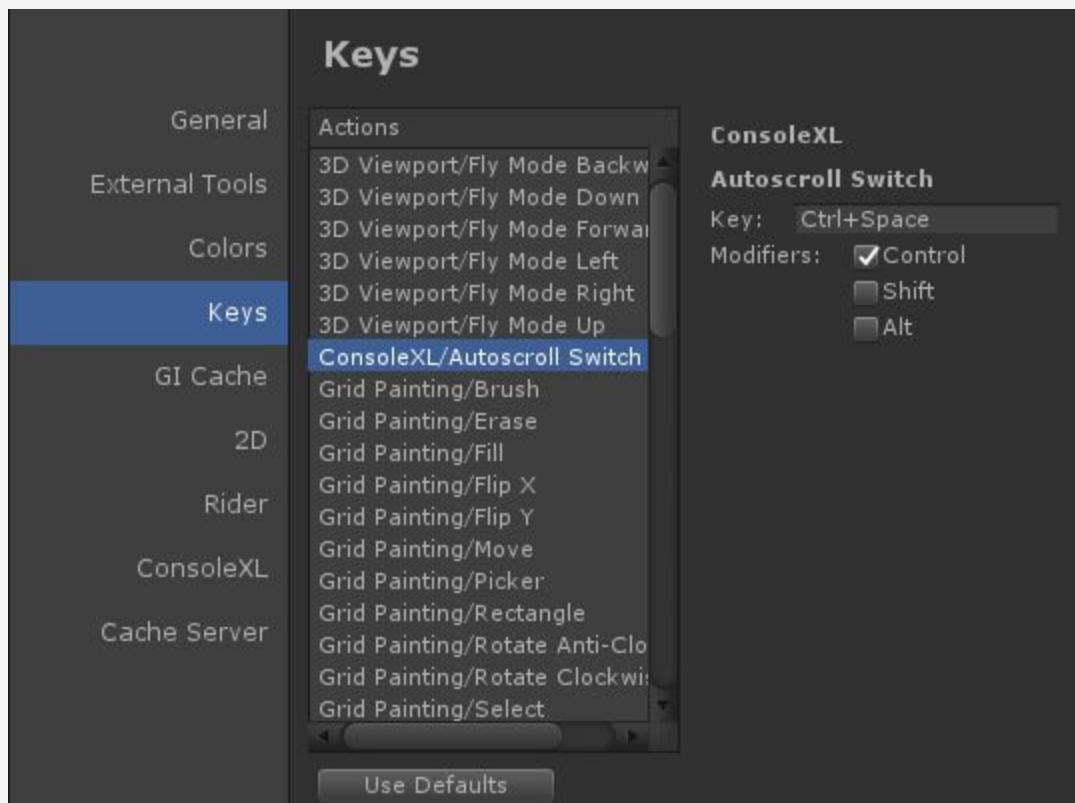
There will be a new item, **ConsoleXL**, in the Editor's Preferences (**Main Menu -> Unity Preferences**). There you can turn the plugin off/on and change logging level.



There are four levels of logging:

- **WARN.** The default level. The plugin writes warning messages to the console (e.g., when you click on a link to a file that is in fact missing from your local computer).
- **TRACE.** In addition to warnings the plugin also writes debugging information to the console (e.g. that the plugin was turned on or turned off).
- **ERROR.** The plugin only reports fatal errors that cause it to stop working and automatically turn off (e.g., if you are using an outdated version of Unity or in case of some unrecoverable error).
- **OFF.** Disables logging altogether.

In the **Main Menu -> Unity Preferences -> Keys** there will be a new item: **ConsoleXL/Autoscroll Switch** where you can change the keyboard shortcut for autoscroll/selected switch (**Ctrl+Space** by default).



Clicking a link opens the corresponding line of the source code in the editor that you have chosen as the **External Script Editor** in **Main Menu -> Preferences->External Tools**.

## Compatibility

ConsoleXL is tested on versions of Unity editor from 2017.3 to 2018.2. Expected to stay functional in later versions as well.

## Pro Tips

ConsoleXL not only shows links to project's files (located under the Assets folder), but also links to any line of the source code that can be found in the log. In case those external files are physically absent from your computer, clicking such a link will result in a harmless warning. This is done to avoid unnecessary error messages in your IDE while keeping you informed. If those warning messages annoy you, you can turn them off by changing logging level to **ERROR (Preferences->ConsoleXL->Logging Level)**.

## Limitations

There is a known issue with ConsoleXL and Unity editor 2017.X versions: cursor does not change to finger pointer (hand icon) on hovering over a link.

## Support

Please feel free to contact us at [support@gedankengirl.com](mailto:support@gedankengirl.com).

You can also use Github Issues at <https://github.com/zoon/console-xl/issues>.

## Release History

### **v1.1, September 9, 2018**

- initial public release

### **v1.2, September 21, 2018**

- improved compatibility with Unity 2018.3