

CUDLR

CUDLR (**C**onsole for **U**nity **D**ebugging and **L**ogging **R**emotely) is a remote developer console for Unity. Instead of struggling to enter console commands on a mobile devices or having to constantly export debugging logs from a device, CUDLR lets you use your development machine to enter debug commands and see their output or any log messages or stack traces.

To do this, CUDLR starts a webserver on the target device to host static files and exposes a HTTP API for executing commands which can interface with your project.

We wrote CUDLR to use in [Proletariat's](#) upcoming game, [World Zombination](#). For more info on why we wrote it and other tools we've released, check out our [blog](#).

Features

- Supports iOS, Android, PC/Mac Standalone, and the Unity Editor
- Capture Unity log messages and stack traces
- Console runs in any browser
- Copy/paste from/to the console
- Tab completion
- Command history
- Standard text-entry shortcuts (ctrl-a, ctrl-e, etc)
- Uses standard HTML/CSS for layout

How do I use CUDLR?

- Download the unitypackage from github or the Unity Asset Store and import it in to your project.
- Create an empty GameObject in the scene and add the CUDLR->Server component.
- Set the port on the component (default value is 55055).
- Add the CUDLR.Command attribute to your code.
- Run the game and use your browser to connect the IP Address of your device and port set on the Server component (ex. <http://localhost:55055>).

An example CUDLR Server GameObject prefab is located in Assets/CUDLR/Examples. Add the GameObject to the scene, run the game, and connect to the console with your browser.

An example of adding commands is available [here](#).

Adding Additional Commands

Add a `ConsoleCommand` attribute to any static method. When the Command String is entered into the console the Delegate will be called passing in any additional arguments used in the console.

```
[CUDLR.Command(<Command String>, <Description>, <Optional: flag to run on main thread>)]
```

The `CUDLR.Command` Callback Delegate returns void and either takes void or a `string[]` of arguments.

```
public delegate void Callback(string[] args);  
public delegate void CallbackSimple();
```

Delegate functions can output data to the console by calling the `CUDLR Console Log` function or using Unity's built-in logging.

```
CUDLR.Console.Log( <Log String> );
```

Adding Additional Routes

Add a `CUDLR Route` attribute to any static method. When the route regex is matched, the Delegate will be called passing in the http context and optionally the regex result.

```
[CUDLR.Route(<Route Pattern>, <Optional: Method Pattern>)]
```

License

CUDLR is distributed under The MIT License (MIT), see [LICENSE](#).

Contact

hi-eng@proletariat.com