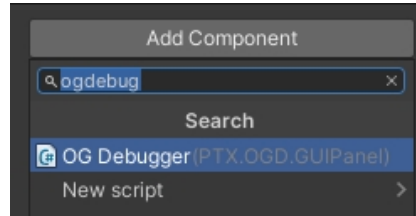


Overview

OnGUIDebugger is an extension tool that allows you to easily and conveniently implement debugging features using Unity's OnGUI system.

You can build debugging interfaces while visually checking the layout.

Create a GameObject via **GameObject** → **Create Empty**, then add the **OGDebugger** component.



[OGDebugger] Settings

Use Fps Display

Enable or disable the built-in FPS display feature.

Boot Type

Shake

Use device shaking to display the debug window button.

- **Editor Input:** Input button used in the Editor when Shake mode is selected
- **Number Of Shakes:** Number of shakes required to trigger
- **Limited Shake Time:** Time window from the start to the end of the shake detection

Button

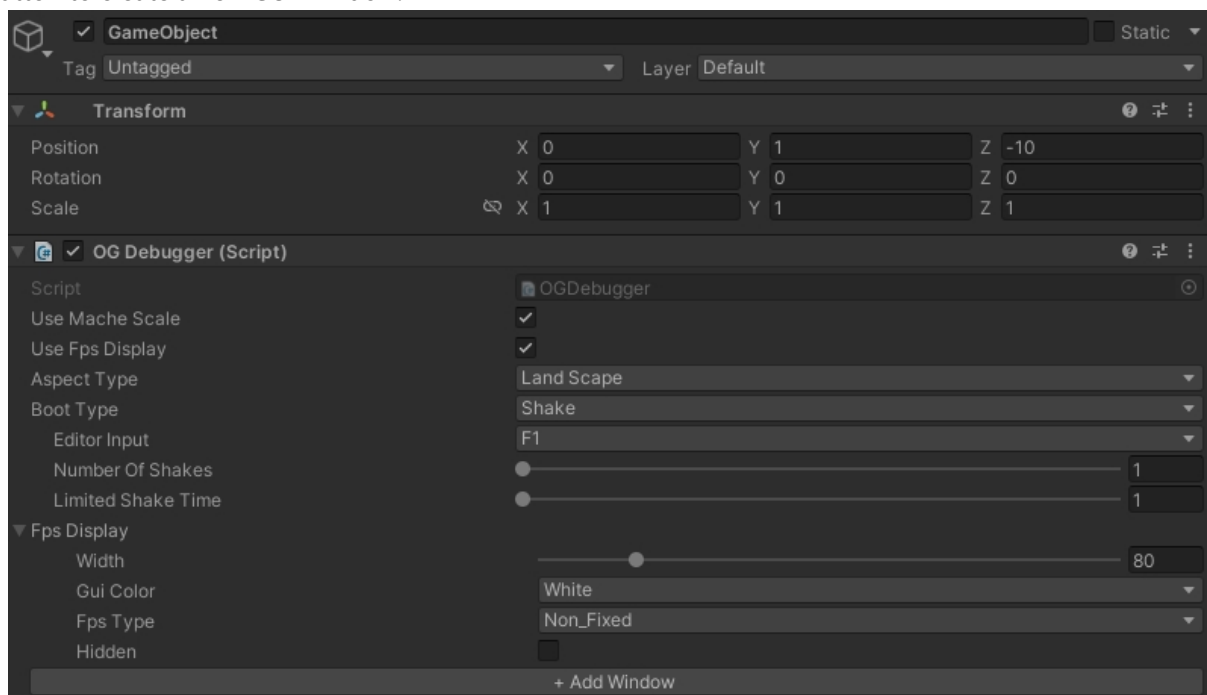
Always display the debug button.

Fps Display

Settings for the FPS display feature.

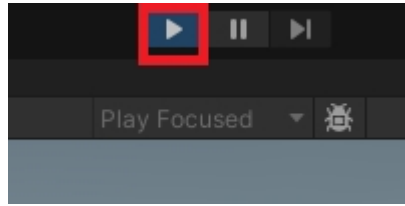
+ Add Window

Button to create a new GUI Window.



Creating a GUI Window

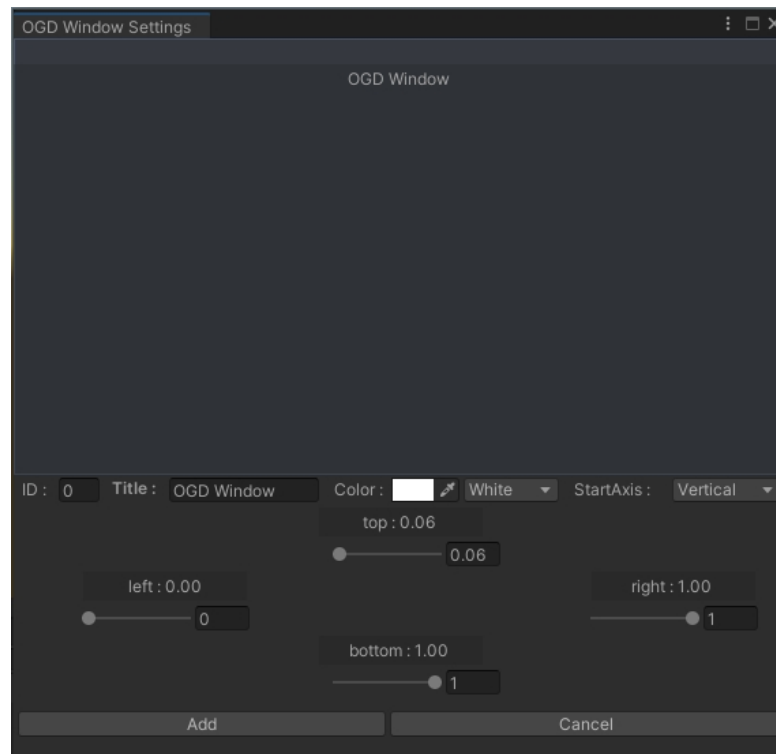
1. To build while viewing the layout, enter Play mode first.



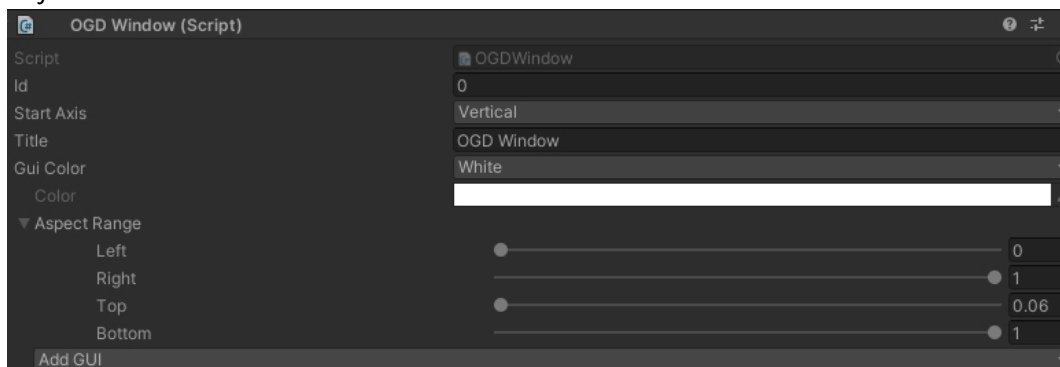
2. After clicking [+ Add Window], the following screen appears:

- **ID:** Unique ID for the GUI Window (must not duplicate)
- **Title:** Window title
- **Color:** Title color
- **StartAxis:** Choose horizontal or vertical layout direction
- Adjust **top / left / right / bottom** to define the window size

After configuring, click **Add** to create the window

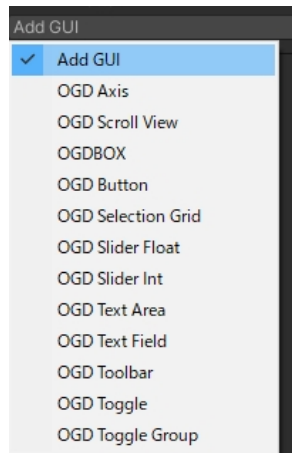


You can adjust the size even after creation.



Adding GUI Elements

Click **AddGUI** to add the required features.



OGD Axis

Creates a layout axis container where you can add GUI elements using **Add GUI**.

OGD ScrollView

Creates a scrollable area where additional GUI elements can be added.

Creating via Programming (See Demo2)

```
using OGDebugger;
```

```
using OGDebugger.GUIPanel;
```

```
private OGDBox toolbarOgdBox;
```

```
private OGDToolbar ogdToolbar;
```

```
// Initialization and creation
```

```
toolbarOgdBox = gameObject.GetBox("ToolBar : ");
```

```
ogdToolbar = gameObject.GetToolbar(new string[] { "toolbar 1", "toolbar 2", "toolbar 3" });
```

```
// Add events
```

```
ogdToolbar.AddEventListener(num => { Debug.Log("toolbar :" + num); });
```

```
// Display
```

```
private void OnGUI(){
```

```
    toolbarOgdBox.Show();
```

```
    ogdToolbar.Show();
```

```
}
```