

RemoteLog Plugin for Unreal Engine

User
Manual

Description

The RemoteLog plugin sends **UE_LOG** (c++) and **PrintString** (blueprint node) messages to a remote TCP server.

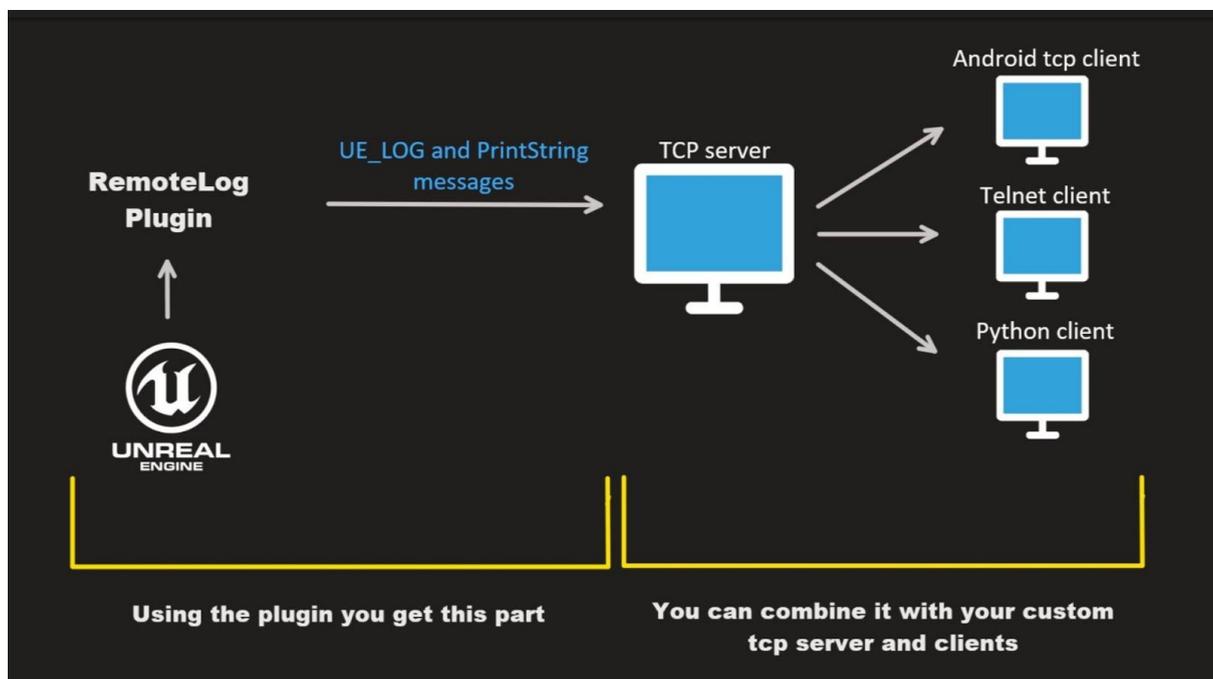
It only provides the client part of the tcp connection but you can combine it with your own tcp server to broadcast your log messages to other computer/devices.

Get it here:

<https://www.unrealengine.com/marketplace/en-US/product/remotelog-plugin>

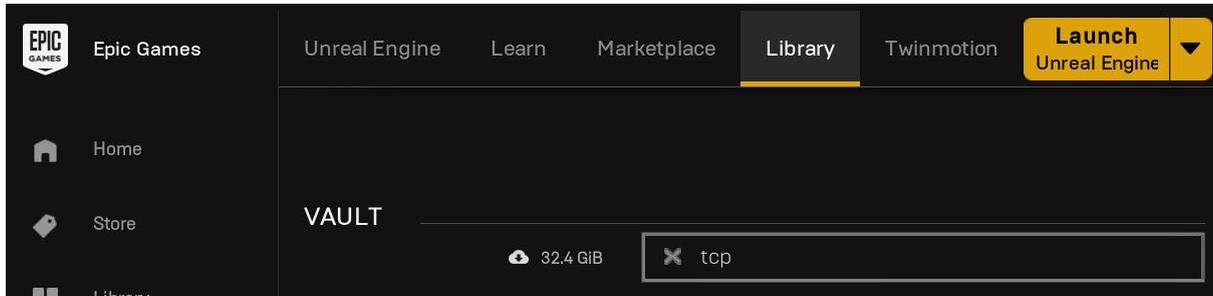
Important Notes

- implements only the tcp client you should have your own tcp server or use one of the server utilities i created
- this plugin only works with development builds and using the editor
- it is recommended to remove the plugin before creating any shipping build (unreal will ignore it but nevertheless is a good practice)
- server utilities are not part of the plugin nor any support will be provided, use at your own risk, not for commercial use, no distribution, only for testing purposes



Installation

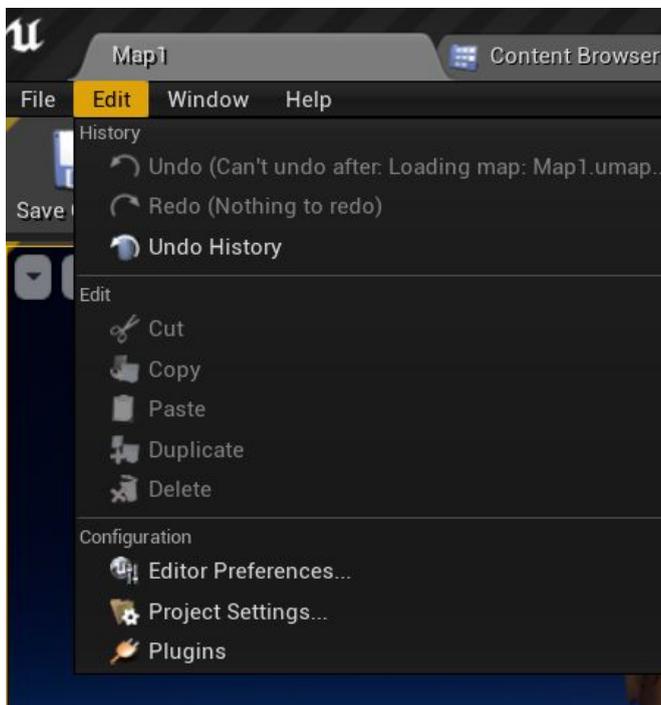
Open Epic Games Launcher and go to Unreal Engine Library.



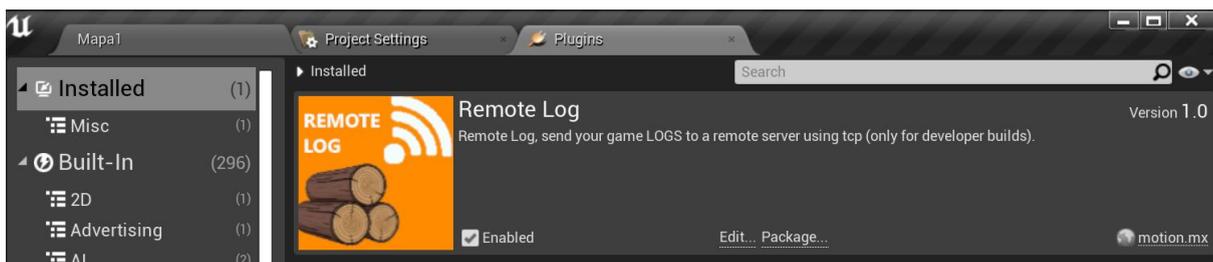
Search for RemoteLog Plugin and press the button Install to Engine.



Open your Unreal Engine Project and in the editor go to Menu Edit -> Plugins



Find the RemoteLog plugin and make sure the enabled checkbox is checked, after that you will be required to close and reopen your project.

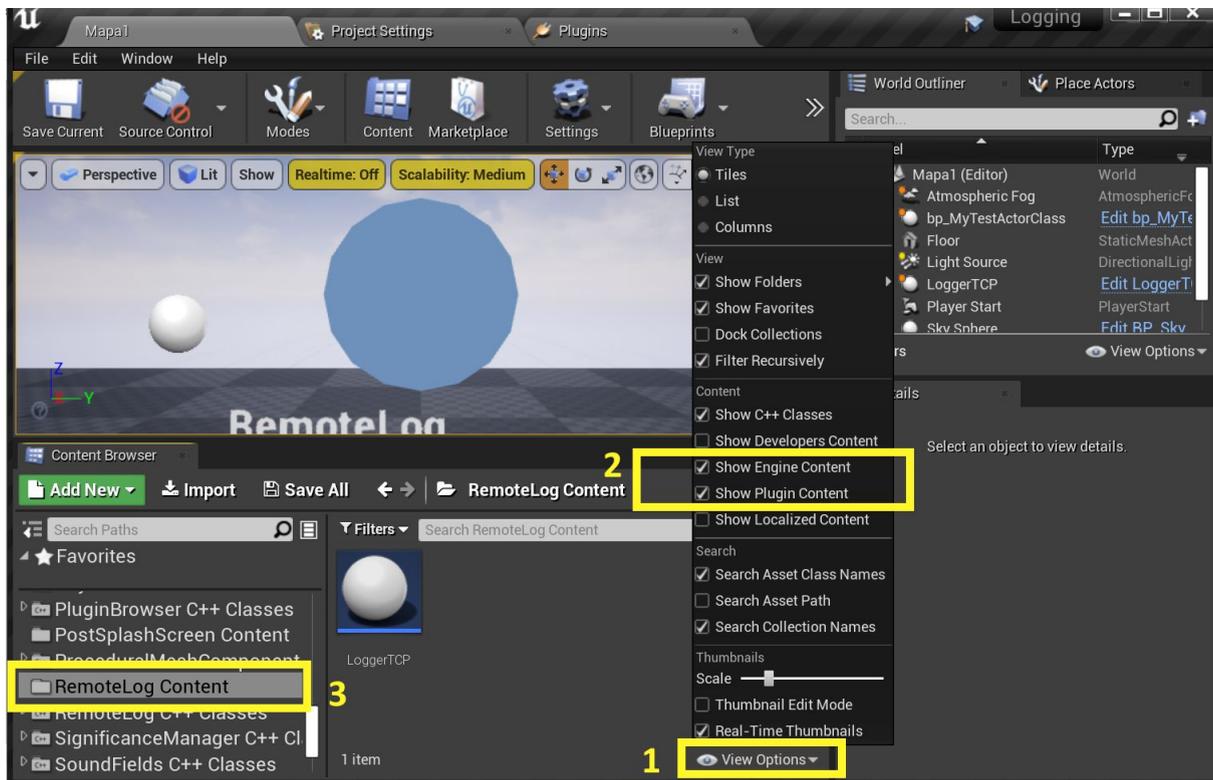


Using the plugin in your game

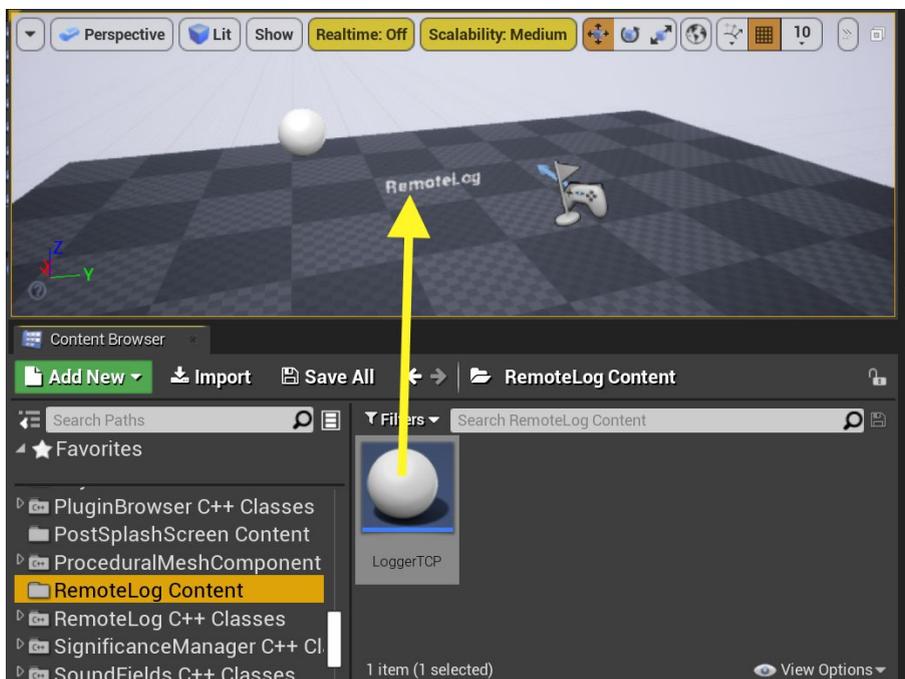
5 steps to use the plugin in your Level.

In the content browser panel:

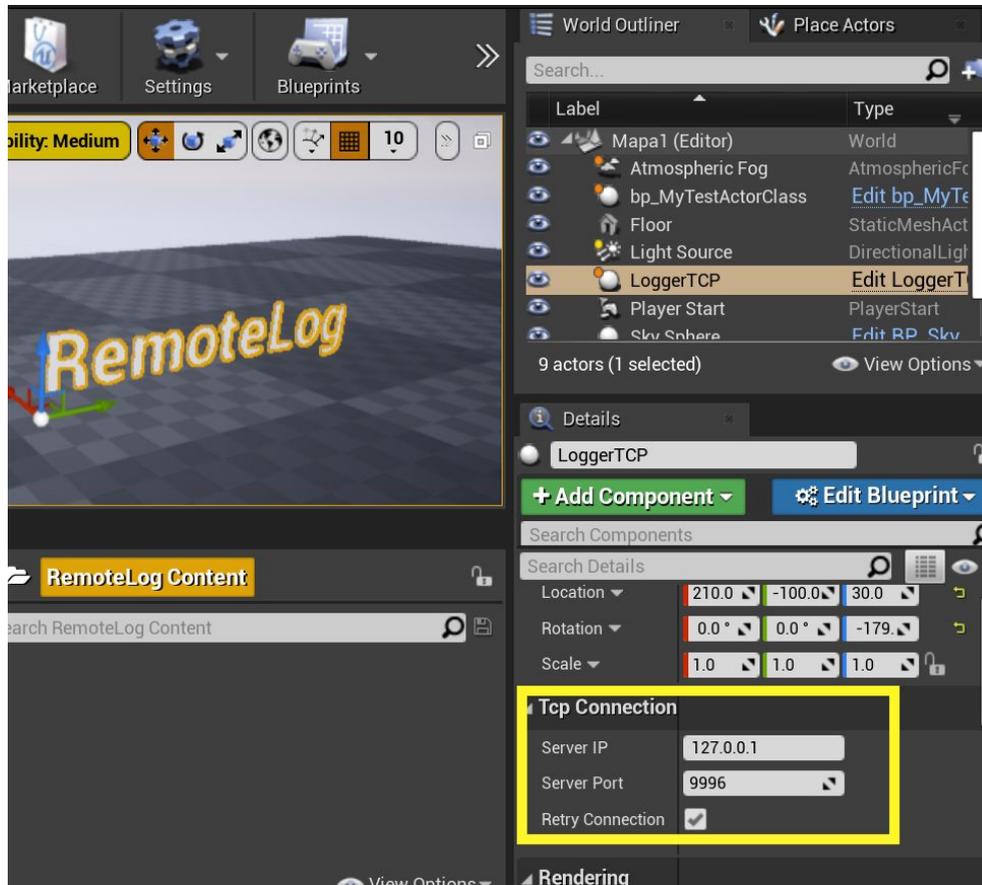
1. open the view options menu
2. enable “Show plugin content” and “Show Engine content”
3. Browse on the left panel to open the “RemoteLog Content” folder



4. Drag LoggerTpc to your viewport



5. Select the LoggerTcp instance in the viewport to set your Server IP and port in the detail pane.



If you are running your game and tcp server in the same computer then use 127.0.0.1 for the Server IP.

Now you are ready, any message produced by UE_LOG or PrintString will be sent to your tcp server.

```
UE_LOG(LogTemp, Log, TEXT("%s Log message generated using UE_LOG "), *name );
UE_LOG(LogTemp, Warning, TEXT("%s Warning message generated using UE_LOG "), *name);
UE_LOG(LogTemp, Error, TEXT("%s Error message generated using UE_LOG "),*name);
```



You should place one instance of LoggerTcp on each of your levels.

Watch your Logs on a web browser (even from tablets or mobile)

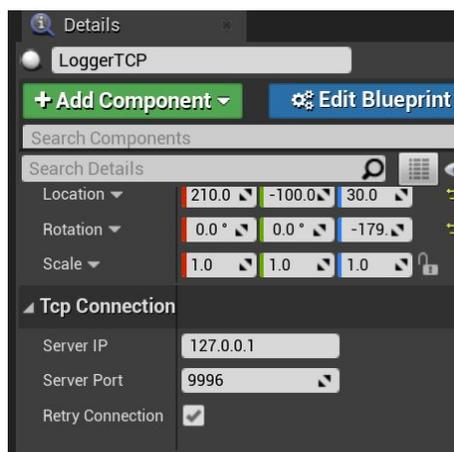
This is why i created this plugin, to be able to use my tablet to watch the Log messages, this is very useful if you are debugging Android apps, VR games or even multiplayer games.

Your network should allow other devices to be visible between each other (most wifi routers let this happen).

Download and run the RemoteLogServerViewer.exe, this will create two servers one for TCP and one for WEBSOCKET, the app will listen for tcp clients on port 9996 and for websocket clients on 9997.



Edit the instance of LoggerTCP that we added in previous steps of this manual, in the details panel set the ip and port (if you run the server utility and your UE4editor in the same pc just leave the default values):



Open this link in your tablet

<http://motion.mx/ue4/remotelog/>

And change the ip, set the ip of the computer where you have running the utility server (RemoteLogServerViewer.exe) and press the connect button.

Run your game and you should see all your PrintString/UE_LOG messages.

