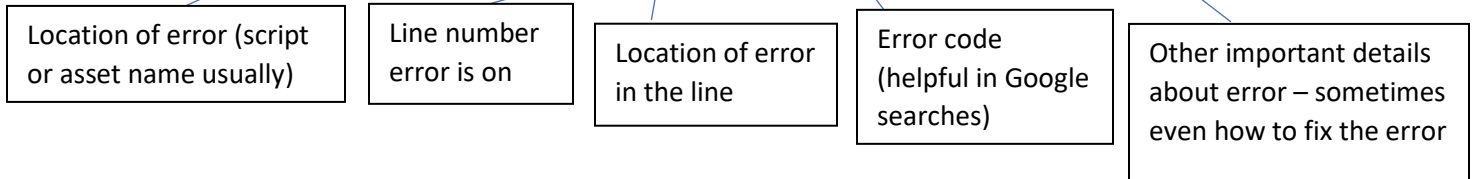


# Debugging in Unity

Sample Error:

`Assets/TypeOut/Scripts/TypeOutEditor.cs(3,7): error CS0246: The type or namespace name`



- Start by carefully reading the error information. A lot of errors will tell you what needs changed or done.
- If you are using a YouTube tutorial check the comments first- often someone else has ran into the same problem. Always pause the video and compare your code, settings, assets, etc. with the videos
- Google the CS#### code number as well as the initial part of the description. Start with the first search and work your way down. You may have to try a few before finding one that works.
- Look up the method/function you are using in Google – the first search that comes up is often the Unity documentation site which will list exactly how the code should be used and formatted. Read those carefully.

## Common Error Hints:

- **Build Errors**- Never save Unreal or Unity games to your H (R2D2) drive. Not just the EXE but all project files. If you do save it to your H drive then move the entire project folder to your documents or flash drive (copy and paste whole folder into a new location).
- **Obsolete Errors**- when new versions of Unity come out some functions become obsolete. If you get an obsolete error a lot of times it will tell you what to replace the old version with. You can also use Google to lookup that function and find out what it has been changed to. Remove obsolete function/method and replace with updated function/method. (Example:  
`Assets/Standard Assets/Utility/TimedObjectDestructor.cs(24,13): warning CS0618: `UnityEngine.Object.DestroyObject(UnityEngine.Object)' is obsolete: `use Object.Destroy instead.` The above is now obsolete but when you change it to `Object.Destroy` you still get an error. When you Google `Object.Destroy` it gives you an example of how to use this feature which is to simply put: `Destroy(gameObject)`. When you add that the errors go away).