

Logging

How and where UBuild logs things.

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UBuild Logs

UBuild stores all application messaging in a logging file within the Logs folder. This file will be prefixed with "UBuildLog_" with the applications session launch time following.

This will display all information found in the console displayed within the main window of the user interface. To avoid unnecessary logging within the UI some errors are reported to this log file instead of the UI console, in the event something is going wrong you should check this file and it will display more information.

Unity Logs

When building with Unity, all messaging is sent to a file within the Logs folder. This file will be prefixed with "UnityBuildLog_" and will be followed with the UID of the built sent to Unity.

Unreal Logs

When using Unreal, all logging messaging will be sent to a file within the Logs folder. These files will be prefixed with "UnrealBuildLog_" with the UID of the build sent to Unreal following.

Git Logs

There are two sources of Git logging for their respective operations, Clone and Fetch.

All messaging from Git is sent to a file within the Logs folder. Each file is prefixed with either "GitCloneLog_" or "GitFetchLog_" with the UID of the build associated with this operation.

The Git Fetch operation does not provide any logging if no changes were actually present. This may mean this file is often empty.

Reporting

UBuild creates build reports for every build it attempts to process. These UBuild Reports contain the status (success or failure), a summary of the report (success or reason for failure) and if available a few lines from the report from the game engine used for building.