Guide: BepInEx Logging to Console

To get live logging notifications inside of the BepInEx console follow the steps below.

After insuring that you have followed the steps in the: Modding Quick Start
Double check that you followed Step - 1:4
"Navigate to **[your development SPT install]/BepInEx/config** and open **BepInEx.cfg**, set **LogLevels = all** and **Enabled = true**. This will cause the BepInEx console to launch when you launch SPT. All logging done in your mod will appear in this console."

Pull from the sample example shown below

C#: DoSomething.cs

```
using                                              BepInEx.Logging;
using                                                  UnityEngine;

namespace                                                 YourMod
{
                                public    class    DoSomething
    {


        {
                        LogSource  =  BepInEx.Logging.Logger.CreateLogSource("De

        }


        {

        }
    }
}
```

Display More

See the actual BepInEx docs for more in-depth results.
https://docs.bepinex.dev/api/BepInEx.Logging.html

```
┌─ Additional information ──────────────────────────────────────────────┐
│                                                                        │
│  Programming skills                                                    │
│  required              1                                               │
│                                                                        │
│  Technical knowledge                                                   │
│  requirement           Beginner                                        │
│                                                                        │
└────────────────────────────────────────────────────────────────────────┘
```