

Services Inspector

The Services Inspector is a UIElements-based window that can be opened with the Tools/TilePlus/Services Inspector menu item.

If you open this window in Unity's Edit mode it'll look empty. That's because Services (e.g., Tweener, Spawner, etc) don't run in Edit mode.

Here's an example of how it looks in Play mode for the Layout demo.

[Services-inspector.png](#)

Note that the dialog box is open and the DialogBox service shows up in the list of Services. When you click the button in the dialog you'd see the Dialog Box Service disappear.

That's because this tool automatically adds and deletes services from the list as they start running or are terminated.

The AutoUpdate checkbox auto-refreshes the details list every second.

The Limit slider can be used to limit how many lines appear in the bottom section of the window. Some services, the Tweener for example, can emit thousands of lines if you have many tweens running simultaneously.

[Pollable] on a services's line in the list means that the service can be polled for auto-refresh. Not all services support this: it's a design decision.

For example: here's the information shown by the LayoutDemo's Layout service:

[Services-insp-layout.png](#)

It just shows the most recent camera and Player positions as well as the elapsed time for the most recent Layout pass; about 5 mSec in this case.

This window is most useful when

- Debugging
- Developing new Services

Note that the text shown in the details section may not look exactly like what's shown in these images.

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