

System Information

The Tools/TilePlus/System Info menu command opens UIElements inspector that has a multitude of instrumented data from various parts of the TilePlus system.

Please note that this window refreshes constantly, even in Play mode, but *only* when the window is visible. Depending on what's being displayed it can even slow down your system in Play mode.

The image below shows a typical appearance:

[Sysinfo-basic.png](#)

Each checkbox controls the display of additional information:

- Show Pool Info: status and size of TpLib internal pools.
- Show Task/Callback Info: status of TpLib's internal event/callback queues and what sort of Update (Awaitable or PlayerLoop) is in use.
 - When checked, two more buttons appear:
 - Details: a complete list of all of the running tasks. If there are a lot of them it can affect editor performance.
 - Dump Tasks: the same information as Details is snapshotted and saved to a file. Works even if the Details checkbox is unchecked.
- Show Painter/Selection Info: internal state of TilePlus Painter.
- Show TileFabLib Info: internal state of the Layout system.

The `info` value in the task details section is set by the caller to `TpLib.DelayedCallback`. In this example, these info values have `INV_REP` prepended which means that the timer function `InvokeRepeatingUntil` was used. See the [TpLib](#) section for more info (near the bottom of the page).

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