Game editor creates a special file (log file) with various messages that may be useful for debugging.

Log file is saved to:

```
# Unity
<project-directory>/Library/Charon/Logs/
# Standalone
<installation-directory>/logs/
```

Normally only the most important events are logged.
If you have trouble identifying an issue, you might want to change log to *verbose*. This way more information is included in logs.

- Unity: select **Tools Charon Troubleshooting Verbose Logs**..
- Standalone: Launch the application with additional parameter *--verbose*.

Then repeat the action that causes the bug (or the one you want analyzed anyway) and check log file again.

Example:

```
Charon.exe SERVE --dataBase c:\myapp\gamedata.json --port 50001
--launchDefaultBrowser --resetPrefs
```