

Debugging

Information on how to enable debugging.

- [Using The Debug Section inside settings.yml](#)
- [Enabling Debug Mode](#)

Using The Debug Section inside settings.yml

To utilize the Debug section in the settings.yml file, you need to add Debug sections. As of now, this feature is not yet available, but it will be incorporated in future releases.

List of debug sections that can be enabled.

Debug:

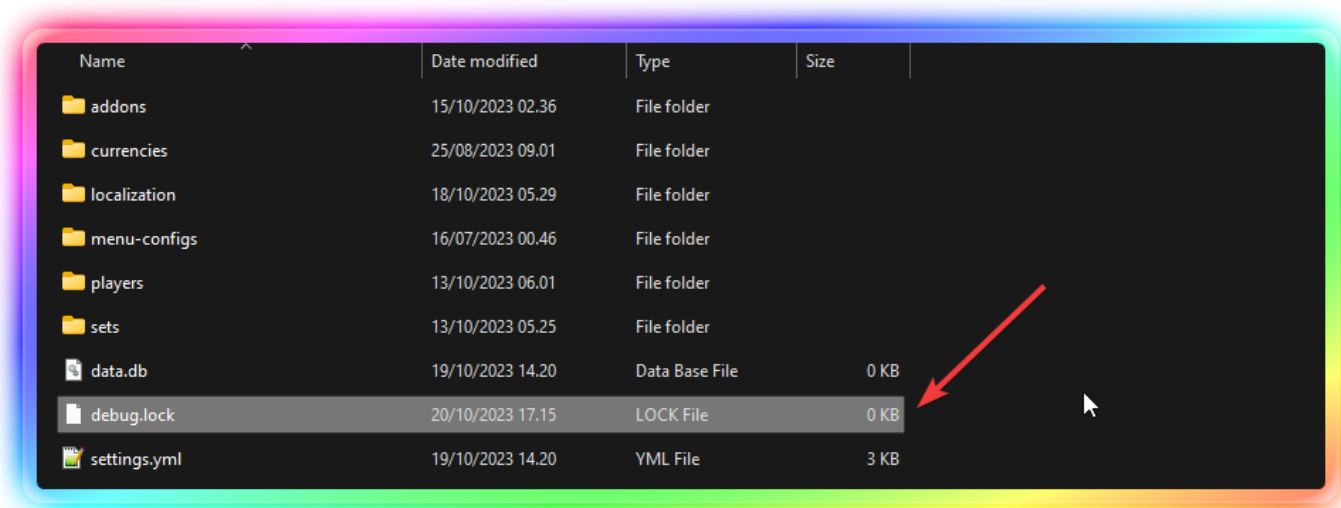
- 'armorSetManager'
- 'currency'
- 'addonLoader'
- 'register'
- 'auto-register'
- 'armorPieceButton'
- 'fragment_generator'
- 'give_Or_Update_Fragment'
- 'get_Fragment_Item'

Enabling Debug Mode

To enable debug mode, follow these steps:

1. Go to the folder where the plugin "ISets" is installed. It is usually located in the "plugins" folder of your server.
2. Inside the "ISets" folder, create a new file and name it "debug.lock". Make sure to include the file extension ".lock".
3. Once the "debug.lock" file is created, the plugin will be in debug mode.

Note that this file is only used as a marker to indicate that the debug mode is enabled. Deleting the file will turn off the debug mode.



After enabling the debug mode by creating the `debug.lock` file and restarting the server, you can use the `/isets debug` command to generate a `debug.zip` file. This file contains various logs and other debugging information that can be useful in troubleshooting issues with the plugin. You can then send this file to the support team for further analysis and assistance in resolving any issues you may be experiencing.