















































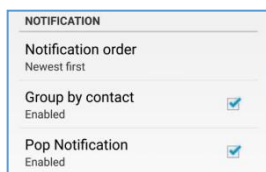








## 8.3 NOTIFICATION



This section relates to Notifications which are outlined in section 7. You can change the behaviour and display using the below settings

### 8.3.1 NOTIFICATION ORDER

You can choose whether to order notifications oldest first or newest first. Oldest first will make the notifications read more like a page, where you read from top to bottom.

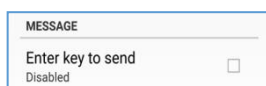
### 8.3.2 GROUP NOTIFICATIONS BY CONTACT

This setting controls whether to group any notifications for the same contact together, the notification order defined above is then applied for all notifications per contact.

### 8.3.3 POP NOTIFICATION

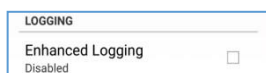
While it is beneficial to automatically show any [potentially missed] activity since Unity became a background application, this may not always be desired. As mentioned in section 7 you can always show any existing notifications through the quick access menu.

## 8.4 MESSAGE



This setting tells Unity if pressing the enter key will send an instant message when in the contact details screen.

## 8.5 LOGGING



By default, Unity will only log errors and warnings in order to preserve both space on the mobile device and bandwidth when sending to our logging servers, which we use to troubleshoot issues. However, when helping us to identify a problem, you may be asked to active enhanced logging.



This will instruct Unity to log all activity until it is sent to the Kakapo logging servers. Once you have recreated the error while enhanced logging is enabled, go into the About Unity screen to send the logs and disable enhanced logging.