Debugging Toolbar

As the title suggests, one is able to access the debugging menu by editing the main .cfg file in their documents folder much like they would with TDD's in order to fully utilize crucial features such as map reload and other important modding tools.

The Chinese Room have added a couple of new debugging features, such as in-game dynamic prop placement to speed up the process of placing small objects accurately in the environment by doing so during run-time.

As well as the ability to view the separated contents of the G-Buffer used during the process of color grading the game.

Viewing G-Buffer contents in-game (Diffuse Colour, Z-Buffer and Surface Normal)

More to come soon.

From: