

Overview

This topic describes the debug views that are useful for debugging art assets. Enter the console command in the console to activate the mode and display the info.

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Wireframe

Console command: `r_wireframe 1`

This will draw the entire scene in wireframe, including objects hidden from view. (Can over complicate a busy scene).

There are no images attached to this page.

Console command: `r_showlines 2`

This view will overlay wireframe only on the front facing geometry. Anything behind doesn't get rendered.

There are no images attached to this page.

Both of these images are of the exact same scene, but visually `r_showlines` is easier on the eye.

Default Material Views

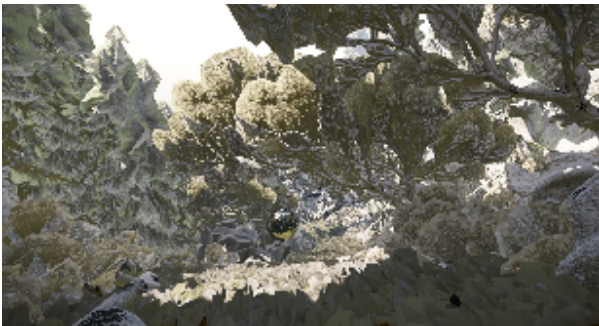
Console command: `e_DefaultMaterial = 1`

Applies a uniform flat grey material to every surface in the game.



Console command: `r_TexBindMode = 6`

Applies a uniform flat grey material with normal map information, to every surface in the game.



Helpers

Console command: `e_debugdraw 15`

This debug draw shows all exported helpers linked to the geometry in 3ds Max, like grab helper, touch bending helper, etc.

There are no images attached to this page.

Physics Mesh

Console command: p_draw_helpers 1

This debug draw shows physics proxy meshes additionally to the render geometry.

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Mass, Joints, Detailed Joint Status Information

Console command: p_debug_joints 1

This debug draw shows the mass of objects in kg and the joint linked to the object in 3ds Max. To display joints you have to activate p_draw_helpers 1 first.

There are no images attached to this page.