

## CSVDumper

Used to store the cell values of the specified .csv file.

## ConsoleVariable

Sets/Gets the value of a console variable (CVar).

## DisplayMessage

If an entity is not provided, the local player will be used instead.

## ExecuteString

Executes a string like when using the console.

## FloatToString

Outputs a float in string format, with limited amount of decimals. Used for debug visualization.

## Frame

Used to output the current frame rate data.

## FrameExtended

When activated, this node outputs the current frame rate data and the lowest, highest and the average frame rate.

## InputKey

FlowNode to catch key inputs. Use only for debugging. It is enabled by default. Entity Input needs to be used in multiplayer.

## Log

Logs string input message to console. Useful for debugging events.

## Memory

Used to display video memory data.

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