

Overview

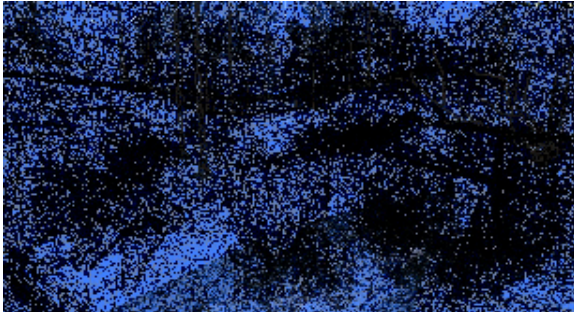
This topic describes the debug views that are useful for debugging art assets. Enter the console command in the console to activate the mode and display the info.

- [Overview](#)
- [Wireframe](#)
- [Default Material Views](#)
- [Helpers](#)
- [Physics Mesh](#)
- [Mass, Joints, Detailed Joint Status Information](#)

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).



Console command: `r_showlines 2`

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



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

Default Material Views

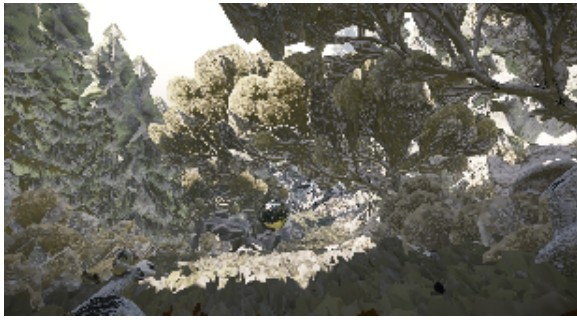
Console command: `e_DefaultMaterial = 1`

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.



Physics Mesh

Console command: p_draw_helpers 1

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



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.

