

## Overview

This records player input/camera movement and plays it back. Some player actions such as vehicle movement are not supported.

You need to start and record in game mode (Press **Ctrl + G** in the Editor after the level has been fully loaded, or load the level in Pure Game Mode).

After each playback you get a log printout that looks like the following (in the console and also in the file timedemo.log in the level directory for the level used):

```
TimeDemo Run 131 Finished.
Play Time: 3.96s, Average FPS: 50.48
Min FPS: 0.63 at frame 117, Max FPS: 69.84 at frame 189
Average Tri/Sec: 14037316, Tri/Frame: 278071
Recorded/Played Tris ratio: 0.99
```

## Recording Controls

Command	Keystroke	Console Commands
Start Recording	Ctrl + PrintScreen	record
End Recording	Ctrl + Break	stoprecording
Start Playback	Shift + PrintScreen	demo
Stop Playback	Ctrl + Break	stopdemo

## Related Console Variables

- **stopdemo**: Stop playing a time demo.
- **demo**: Plays a time demo from file (Usage: demo demoname).
- **demo\_fixed\_timestep**: Number of updates per second.
- **demo\_panoramic**: Panoramic view when playing back demo.
- **demo\_restart\_level**: Restart level after each loop: 0 = Off; 1 = use quicksave on first playback; 2 = load level start.
- **demo\_ai**: Enable/Disable AI during the demo.
- **demo\_savestats**: Save level stats at the end of the loop.
- **demo\_max\_frames**: Max number of frames to save.
- **demo\_screenshot\_frame**: Make screenshot on specified frame during demo playback, If Negative, takes a screenshot every N frame.
- **demo\_quit**: Quit game after demo runs finished.
- **demo\_continue**: Continue game after demo runs finished.
- **demo\_noinfo**: Disable info display during demo playback.
- **demo\_scroll\_pause**: ScrollLock pauses demo play/record.
- **demo\_num\_runs**: Number of times to loop timedemo.
- **demo\_profile**: Enable demo profiling.
- **demo\_time**: Time demo filename.