

Overview

Here you can find information on debugging and profiling in CRYENGINE.

In This Topic

- [Profiling Quick Guide](#) — A guide to the the most essential console variables and profiles.
- [Debug Views](#) — Use the various debug views for debugging assets from within the Sandbox Editor.
- [Debugging and Profiling Tools](#) — A longer list of important console variables and profiles.
- [Job Profiling](#) — An overview of the Job Profiling system with built-in profile options and Statoscope.
- [Worker Thread Profiling](#) — An overview of the Worker Profiling system with built-in profile options and Statoscope.
- [Physics](#)
- [Rendering Statistics - r_stats](#)