

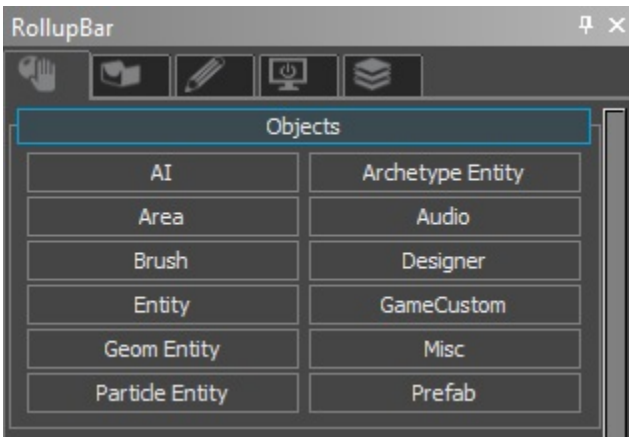
## Overview

The RollupBar holds the objects creation, vegetation, terrain modifying and solid modeling tools. Additionally you can find display options, some profile tools and the layer controls there.

- [Objects](#)
- [Terrain](#)
- [Display/Debug](#)
  - [Hide by Category](#)
  - [Render Settings](#)
  - [Profile / Debug Options](#)
  - [Stereo Settings](#)
- [Layers](#)

## Objects

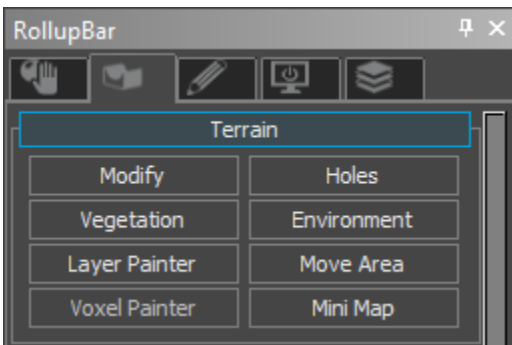
Access the majority of scene elements through this tab. It holds interfaces to the various Database libraries and the brush database on your hard drive.



- [AI](#)
- [Archetype Entity](#)
- [Area](#)
- [Audio & Audio Entities](#)
- [Brush](#)
- [Designer](#)
- [Entity](#)
- [GameCustom](#)
- [Geom Entity](#)
- [Misc](#)
- [Particle Entity](#)
- [Prefab](#)

## Terrain

This tab contains the tools to modify terrain, vegetation and voxel objects.



For more information on the tabs found on the Terrain bar, please refer to the following tutorials:

- [Modify](#)

- [Holes](#)
- [Vegetation](#)
- [Environment](#)
- [Layer Painter](#)
- [Move Area](#)
- [Voxel Painter](#)
- [Mini Map](#)

## Display/Debug

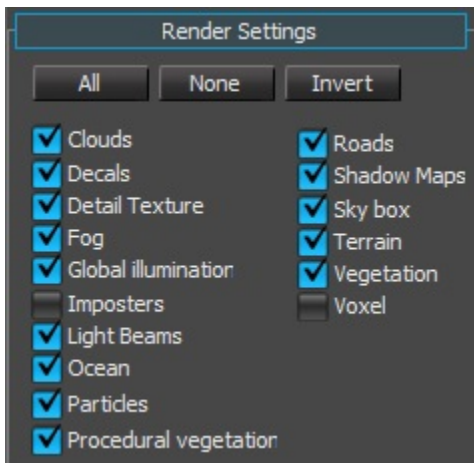
Access display and debug options through this tab. Other than the **Hide Helpers**, **Virtual Memory Info** and **Renderer Resources Stats**, these options can also be toggled with a console variable (CVar). Please see [Debugging and Profiling Tools](#) for more information on important CVars as well as [CryAuto Gen](#) for a complete list of CVars.

## Hide by Category



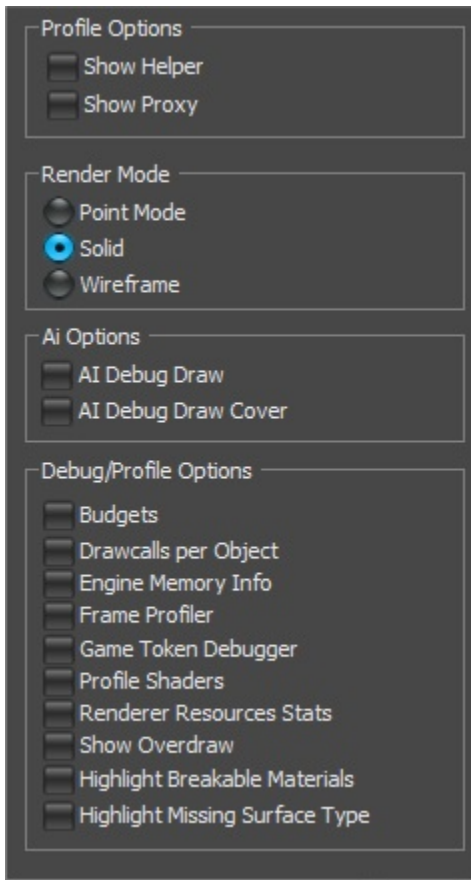
This section allows the user to quickly turn on/off various objects within the editor view. This is very helpful for cleaning up the screen from unwanted items (eg: Designer objects / AI Points / Shapes etc).

## Render Settings



This sections allows the user to control various rendering features. Where the hide by category sections deals with hiding editor based helpers, this section allows the user to disable engine features for debugging purposes.

## Profile / Debug Options

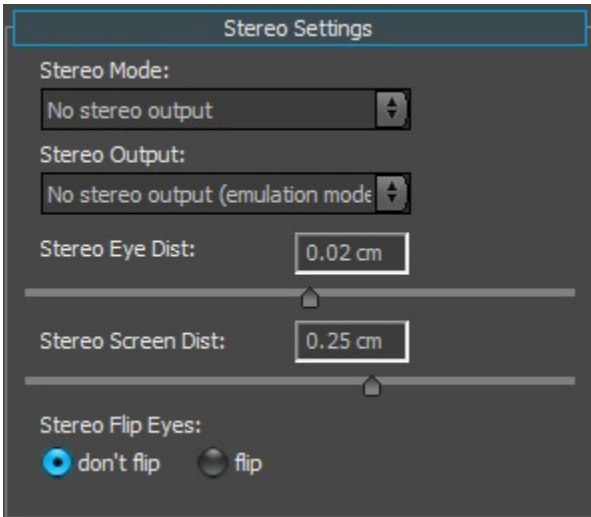


This section allows the user control over various debug settings. They are a collection of quick links to CVars or commands within CRYENGINE.

Profile Options	Description
Show Helper	This check box shows / hides the helpers in the Sandbox viewport. (Shortcut = Shift + Space)
Show Proxy	Visualize the physics debugging properties (Shortcut F10 in game mode). Go <a href="#">here</a> for more information on debugging the Physics system
<b>Render Mode</b>	
Point Mode	Deprecated
Solid mode	Standard rendering mode for the Sandbox viewport
Wire-frame	Enable this check box to visualize the scene in wire-frame mode
<b>AI Options</b>	
AI Debug Draw	See: <a href="#">ai_debugdraw</a>
AI Debug Draw Cover	See: <a href="#">ai_debugdraw</a>
<b>Debug / Profile Options</b>	
Budgets	See: <a href="#">sys_enable_budgetmonitoring</a>
Drawcalls per Object	See: <a href="#">r_Stats</a> (r_stats=6)
Engine Memory Info	See: <a href="#">MemStats</a> (memstats=1000)
Frame Profiler	See: <a href="#">Debugging and Profiling Tools</a> (profile=1)
Game Token Debugger	See: <a href="#">Game Tokens</a> (gt_show=1)
Profile Shaders	See: <a href="#">r_ProfileShaders</a>
Renderer Resource Stats	This option displays the rendering information and requirements for shaders. (r_stats=1)

Show Overdraw	See: <a href="#">r_MeasureOverdraw</a>
Highlight Breakable Materials	Enable this check-box to highlight all material Sublds that has been set to be breakable (flashing yellow)
Highlight Missing Surface Type	Enable this check-box to highlight all material Sublds in the viewport that don't have surface types set (flashing red)

## Stereo Settings



This section deals with setting up the viewport for stereo rendering. For more detailed information on this topic see: [Sandbox Stereo Usage and Manipulation](#)

Stereo Mode:

Option	Description
Stereo Mode	Enable / Disable the dual rendering mode in Sandbox
Stereo Output	Pick from the list the type of 3d output you would like to render. eg: Side by side, anaglyphic, VR headset etc...
Stereo Eye Dist	Distance between eyes used for stereo (interocular distance)
Stereo Screen Dist	Distance to plane where stereo parallax converges to zero
Stereo Flip Eyes	If the information for each eye comes in the wrong order, you can flip the two around

## Layers

Control the level layers setup in this tab.



For information on setting up and using layers, please refer to the [Using Layers](#) tutorial.