

## Doomsday Engine - Feature #2032

Feature # 2033 (Progressed): Runtime map editor

### Game world debugger/inspector sidebar

2015-05-03 21:40 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-05-03
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Modding		

#### Description

When debugging gameplay issues, it would be helpful to see more information about objects visually in addition to just ID numbers overlaid on top of the game view.

A new sidebar could be added as a debugging aid, for both developers and map authors:

- Add persistent "watches" on specific objects and surfaces, to see information boxes displaying their state.
- Highlight when values change.
- Trigger a breakpoint when a certain value changes (?).
- Edit state values on the fly (?).

This would essentially be a GUI for the inspect\* console commands.

#### History

**#1 - 2015-05-03 21:53 - skyjake**

- Parent task set to #2033

**#2 - 2019-11-29 21:58 - skyjake**

- Target version set to Modding