



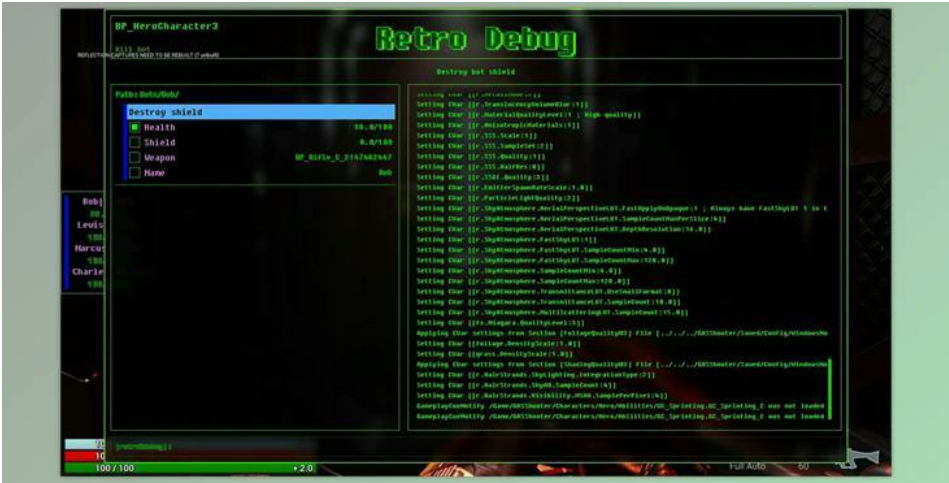
Unreal Engine - RetroDebug v5.2

2025-02-10 17:04:58

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Unreal Engine - RetroDebug v5.2: Introducing RetroDebug, the groundbreaking in-game debugging tool designed for Unreal Engine developers. Compatible with both C++ and Blueprint, RetroDebug offers a seamless, powerful, and intuitive debugging experience directly within your game environment.

With RetroDebug, developers can effortlessly add new debug entries to monitor variables, execute functions, and modify variables or console commands, all through an intuitive and responsive UI. The tool's UI can be interacted with using a gamepad, keyboard, or mouse inputs, ensuring user accessibility.

- **Mini Debug Window:** Keep critical information at your fingertips with a small, non-intrusive debug window that remains in the viewport even after the main debug window is closed.
- **Organized Hierarchy:** RetroDebug's clean and organized hierarchy makes adding entries under the same category easy, while automatic sorting streamlines the debugging process.
- **Predefined Entries:** Benefit from a range of predefined debug entries for Unreal Engine profiling, simplifying debugging on devices without external keyboards.
- **In-Game Log Viewer:** View and monitor in-game logs directly within RetroDebug, eliminating the need to switch between windows.
- **Console Command Execution:** Execute console commands and custom events seamlessly through RetroDebug, supporting Unreal Console commands and auto-completion.
- **Input Action Binding:** Bind input actions to entries for greater control and customization of the debugging process.



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